



Spring '23 (Mosconi)

Week 8 5/9/23

	Win %	Match		Last Week	Games		AVG HC	Home Location	Week 8 Opponent
		W	L		W	L			Home Team if in CAPS
Making Our Luck	0.686	24	11	3-2	93	72	4.7	Angies Diner	BYE
Just FOCUS	0.633	19	11	4-1	85	69	4.7	The Pour House	BENCHWARMERS
Benchwarmers	0.567	17	13	3-2	66	64	4.1	Old Coaley Pub	just focus
Angies Dogs	0.533	16	14	2-3	76	63	4.7	Angies Diner	zero fux given
Heavy Hitters	0.533	16	14	3-2	76	78	4.6	Angies Diner	chicks
Middletown Moose	0.486	17	18	2-3	79	86	4.3	Middletown Moose	HUSTLERS & BABES
Silent Assassins	0.486	17	18	3-2	86	76	5.1	Gilligans on Eisenhower	rack em up
Chicks	0.400	12	18	2-3	76	85	5.0	Chicks Tavern	HEAVY HITTERS
Hustlers & Babes	0.400	12	18	BYE	64	77	4.7	The Pour House	middletown moose
Zero Fux Given	0.390	11.7	18.3	1-4	64	69	4.7	Bressler Club	ANGIES DOGS
Rack Em Up	0.371	13	22	2-3	78	104	5.2	Angies Diner	SILENT ASSASSINS
		175	175		843	843	4.7		

Team rosters in red (below) are more than \$80 in arrears. Please call league office to determine if delinquent teams are permitted to play or if they must forfeit until further notice.

PLEASE READ THE BOTTOM OF THIS DOCUMENT. THERE IS VALUABLE INFORMATION THAT WILL PUT YOU AT A DISADVANTAGE IF YOU AREN'T FAMILIAR WITH THESE RULES. KNOWLEDGE IS POWER

HC	Angies Dogs	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 31 Invitational	
		W	L		W	L		W	L	W	L
7.5	Pete Mavropoulos	3	0	3	15	6	1.030	14	6	4	4
7.0	Stan Kovich	4	2	6	23	14	0.687	6	2	0	2
6.5	Ken McPherson	1	1	2	6	6	0.500	11	10	3	2
5.0	Kevin Joy	3	1	4	13	3	0.770	13	17	2	4
4.0	Larry Keefe	1	2	3	5	9	0.323	3	6	2	2
3.5	Alfredo Cortes	1	4	5	6	13	0.170	11	12	5	0
3.5	Mike Minahan	0	2	2	1	4	(0.020)	5	4	2	0
2.5	John Beaulieu	2	1	3	5	5	0.677	4	5	0	2
2.5	Steve Shipp, CPT	1	1	2	2	3	0.500	1	6	1	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.7	16	14	30	76	63				

3 Recycles Remaining								Match Record		Tournament	
HC	Benchwarmers	Match		Matches Played This Session	Games		MVP Score	Last Session (Monday & Tuesday)		Match Record in PACS 31 Invitational	
		W	L		W	L		W	L	W	L
6.5	Rick Boyer	5	2	7	24	15	0.744	18	19	1	3
5.0	Forrest Aeppli, CPT	2	2	4	13	13	0.500	10	9	0	0
4.5	Justin Becker	2	1	3	6	5	0.677	3	6	0	0
4.0	Eric Van Selow	0	3	3	2	11	(0.030)	3	4	2	0
4.0	Dan Benson	3	1	4	9	7	0.770	5	9	0	0
3.5	Aaron Peffley	0	1	1	1	4	(0.010)	0	0	0	0
3.0	Ellie Heinly, Co-CPT	4	2	6	9	5	0.687	9	14	0	0
2.0	Ike Aeppli	1	1	2	2	4	0.500	4	4	0	0
	Open Stats	0	0	0	0	0	#DIV/0!				
	Forfeits										
	Penalty Points										
AVERAGE HC		4.1	17	13	30	66	64				

HC	Chicks	Match		Matches Played This Session	Games		MVP Score	Match Record		Tournament	
		W	L		W	L		W	L	W	L
6.5	Colleen Shoop	1	2	3	12	12	0.323	5	4	0	0
6.0	Tom Honaker	1	3	4	11	17	0.230	6	5	0	0
6.0	Fred Brodbeck	2	2	4	15	11	0.500	11	19	0	0
6.0	Frank Moore, CO-CPT	2	0	2	9	1	1.020	13	8	0	0
5.5	Mike Blazevic	1	1	2	6	5	0.500	0	0	0	0
5.0	Sean Gallagher	0	3	3	7	12	(0.030)	7	11	0	0
4.5	Kathy Blosser	1	3	4	6	10	0.230	7	10	0	0
3.0	Alek Bittinger	1	2	3	2	7	0.323	0	0	0	0
2.5	Kerrin Lutz	2	1	3	4	4	0.677	10	17	1	2
	Open Stats	1	1	2	4	6					
	Forfeits										
	Penalty Points										
AVERAGE HC		5.0	12	18	30	76	85				

HC	Heavy Hitters	Match		Matches Played This Session	Games		MVP Score	Match Record		Tournament	
		W	L		W	L		W	L	W	L
6.0	Don Lind	0	1	1	3	5	(0.010)	0	0	0	0
5.5	Raul Vargas	4	2	6	19	20	0.687	7	3	0	0
4.5	Jim Roberts, CPT	1	5	6	10	26	0.127	13	15	0	2
4.5	Craig Seilhamer	1	0	1	4	1	1.010	4	6	0	0
4.5	Ezequiel Rodriguez	1	3	4	5	11	0.230	8	7	0	0
4.5	Miguel Rodriguez	4	1	5	15	8	0.830	5	8	0	0
4.0	Matt Suarez, Co-CPT	3	1	4	13	4	0.770	4	7	0	0
4.0	Ken Meslinn Jr	0	0	0	0	0	#DIV/0!	2	4	0	0
3.5	Julio Soriano	2	1	3	7	3	0.677	6	7	0	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.6	16	14	30	76	78				

3 Recycles Remaining								Match Record		Tournament	
HC Hustlers & Babes		Match		Matches	Games		MVP	Last Session		Match Record	
		W	L	Played This	W	L	Score	(Monday & Tuesday)		in PACS 31	
				Session				W	L	W	L
7.0	Duck Nornhold	1	1	2	9	8	0.500	11	9	0	2
7.0	Ron Straw	0	1	1	2	5	(0.010)	13	8	1	2
6.5	Larry Fagan	1	3	4	13	15	0.230	6	4	0	3
6.0	Josh Reynolds	3	2	5	18	16	0.610	17	13	3	1
4.0	Clarence Marsh, CPT	3	4	7	10	15	0.419	17	16	2	4
3.5	Todd Quigley	0	1	1	1	3	(0.010)	12	9	0	0
3.0	Robert Hurt	1	2	3	3	4	0.323	3	0	0	0
3.0	Stephanie Ozimac	2	2	4	5	7	0.500	9	3	1	2
2.5	Zach Fleming	1	2	3	3	4	0.323	4	3	1	2
Open Stats											
Forfeits											
Penalty Points											
AVERAGE HC		4.7	12	18	30	64	77				

								Match Record		Tournament	
HC Just FOCUS		Match		Matches	Games		MVP	Last Session		Match Record	
		W	L	Played This	W	L	Score	(Monday & Tuesday)		in PACS 31	
				Session				W	L	W	L
7.5	Dave Burd	4	0	4	21	4	1.040	8	5	2	1
6.0	Terry Ballent	2	3	5	17	16	0.390	6	9	1	1
6.0	Pete Radell	3	1	4	16	11	0.770	7	4	2	2
4.0	Wade Brodbeck	2	2	4	10	11	0.500	5	6	0	2
4.0	Jay Carey	4	1	5	9	8	0.830	7	6	1	1
3.5	Scott Minnich, CPT	1	1	2	4	6	0.500	2	6	1	1
3.5	John Linn	0	1	1	0	3	(0.010)	11	9	1	0
3.0	Nick Ellis	3	2	5	8	10	0.610	13	14	2	2
Open Stats		0	0	0	0	0	#DIV/0!				
Forfeits											
Penalty Points											
AVERAGE HC		4.7	19	11	30	85	69				

								Match Record		Tournament	
HC Making Our Luck		Match		Matches	Games		MVP	Last Session		Match Record	
		W	L	Played This	W	L	Score	(Monday & Tuesday)		in PACS 31	
				Session				W	L	W	L
7.5	Ed Kearney	3	2	5	17	14	0.610	22	9	3	1
6.0	Brian Minnich	4	1	5	17	9	0.830	18	13	2	1
5.5	Tim Meise	2	0	2	8	6	1.020	11	8	0	1
5.5	Shane Wingler	4	0	4	16	7	1.040	4	3	0	0
4.5	Anthony Cressler, CPT	4	3	7	13	18	0.581	6	12	0	0
4.5	Patrick Shoop	0	0	0	0	0	#DIV/0!	3	4	0	0
4.0	Dakota Miller	2	1	3	7	5	0.677	0	3	0	0
3.0	Aaron Neely	3	3	6	10	8	0.500	4	5	0	0
2.0	Crystal Johnson	2	1	3	5	5	0.677	1	7	0	0
Open Stats											
Forfeits											
Penalty Points											
AVERAGE HC		4.7	24	11	35	93	72				

HC	Middletown Moose	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 31 Invitational	
		W	L		W	L		W	L	W	L
7.0	Jonathan Searfoss	3	3	6	24	21	0.500	7	5	0	0
6.5	Shane Waechter	0	0	0	0	0	#DIV/0!	11	7	0	0
5.5	Tobe Toberman	3	2	5	15	12	0.610	6	6	0	0
5.0	John Deasy	3	3	6	18	22	0.500	3	9	0	0
4.0	Brian Crow, CPT	2	2	4	8	8	0.500	5	10	0	0
3.5	Vince Crone	3	2	5	7	6	0.610	9	3	0	0
2.5	Shelli Searfoss	2	1	3	5	4	0.677	1	8	0	0
2.5	Melissa Fazzolari	1	1	2	2	3	0.500	2	5	0	0
2.5	Sue Hough	0	3	3	0	10	(0.030)	3	4	0	0
	Open Stats										
	Forfeits	0	1	1							
	Penalty Points										
AVERAGE HC		4.3	17	18	35	79	86				

HC	Rack Em Up	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 31 Invitational	
		W	L		W	L		W	L	W	L
7.0	Kyle Gamble	1	2	3	10	9	0.323	4	4	1	2
6.5	Tim Witmyer	2	2	4	16	14	0.500	5	2	1	1
6.5	Rikki Johnson	3	0	3	14	3	1.030	4	6	5	1
6.5	Kelly Norris	2	1	3	9	7	0.677	8	4	5	0
6.0	Brian Hogentogler	1	3	4	8	14	0.230	9	9	4	1
5.5	Kevin Marroquin	2	3	5	9	15	0.390	14	8	0	1
4.5	Ed Croco	0	6	6	8	24	(0.060)	11	5	0	1
2.5	Marcia Yost	1	2	3	2	4	0.323	11	14	1	1
2.0	Tammy Norris	1	3	4	2	14	0.230	4	6	1	3
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		5.2	13	22	35	78	104				

HC	Silent Assassins	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 31 Invitational	
		W	L		W	L		W	L	W	L
7.0	Kevin Bryner	3	0	3	15	4	1.030	11	13	2	3
6.5	James Shafer, Co-Cpt	1	2	3	10	11	0.323	10	11	1	2
6.0	El Voughs	2	1	3	10	4	0.677	6	8	2	1
5.5	Sean Grissinger	2	2	4	11	10	0.500	7	1	2	1
5.5	Paul Ramsey	2	2	4	10	13	0.500	10	9	3	0
4.5	Del Madden, CPT	1	4	5	7	14	0.170	10	11	0	1
4.0	Mike Bretz	1	2	3	7	5	0.323	3	5	1	3
3.5	Ryan Trafecanty	2	3	5	10	7	0.390	11	11	2	0
3.0	Liz Christian	3	2	5	6	8	0.610	12	13	3	1
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		5.1	17	18	35	86	76				

3 Recycles Remaining								Match Record		Tournament	
HC	Zero Fux Given	Match		Matches Played This Session	Games		MVP Score	Last Session (Monday & Tuesday)		Match Record in PACS 31 Invitational	
		W	L		W	L		W	L	W	L
7.5	Shawn Hoerner	0	0	0	0	0	#DIV/0!	8	2	0	0
6.5	Chris Taylor	1	3	4	12	15	0.230	0	0	0	0
6.0	Ron Brady	2	3	5	18	14	0.390	6	3	0	0
5.5	Steve Wagner	0	0	0	0	0	#DIV/0!	0	0	0	0
5.0	Mike Kiesling	5	2	7	21	11	0.744	0	0	0	0
4.5	Tone Brubacher	1	4	5	6	17	0.170	6	5	0	0
2.5	Duane Rider	0	3	3	2	6	(0.030)	0	0	0	0
2.5	Monica Reinengal	1	2	3	3	4	0.323	0	0	0	0
2.5	Jacqui Hiemstra, CPT	1	0	1	2	0	1.010	5	2	0	0
	Open Stats	0	1	1	0	2					
	Forfeits	0.7	0.3	1							
	Penalty Points										
AVERAGE HC		4.7	11.7	18.3	30	64	69				

Only (1) "7.5" can play for a given team in a given night

Beginning with the Summer '22 session, PACS will be adopting the BCA rule regarding "8 on break"...

If the 8-ball is pocketed on the break without a foul occurring, the player breaking may

- have the 8-ball spotted and accept the table in position.
- have the balls re-racked and break again.

If the 8-ball is pocketed on the break and a foul occurs, the "breaker's" inning ends. Opponent may

- have the 8-ball spotted and take ball in hand.
- have the balls re-racked and break again.

If the 8-ball is pocketed on the break but it is not noticed until after another shot has been taken, (regardless of whether or not a ball was pocketed), the game will be replayed with the player who broke the game breaking again.

A player who meets the minimum number of matches to qualify for postseason must be on the roster they qualified for at session end to play in postseason.

If a player releases (throws or slams) his stick in frustration onto the table that the match is being played, it is a loss of game for unsportsmanlike behavior (even if no balls are contacted). Players must respect the venues that are kind enough to allow us to use their tables.

Timeouts are not to exceed 1 minute and begin at the time the timeout is called.

Handicaps 5.0 and above receive 1 timeout per game.

Handicaps 2.5-4.5 receive 2 timeouts per game.

A 2.0 receives 3 timeouts per game. (but no longer may receive sideline coaching)

RECYCLING (Ghost Rule): Each team may recycle 4 **times** during the session and no more than once in a given night. Recycled player can be any skill level (except "7.5") as long as the "26.0" rule is met.

A player may be recycled in back to back matches and can be used at any time and for any reason (including if a team has all 9 players present). The recycling team gets to choose the player to be recycled and does not have to give any advance notice that it may recycle.

Recycling is not permitted in the last 2 weeks of the session.

New players may not be added during the last 3 weeks of the regular session. Player adds must be approved by the league office and may be denied for any reason and at any time. The league office may also bring "new" players in at whatever handicap it deems fair.

The winner of this division will receive a projected **\$ 600**

If the team match is going very quickly, the 5th match does not have to start until 9:40 PM **in the event that one of the teams does not have their 5th player present yet. If a player leaves early and does not play, the team of that player loses the right to exercise the 9:40 rule to their benefit.**

Please be considerate of the players who are shooting the match. If a player fouls, it is the responsibility of his/her opponent to call the foul. The teammates who aren't shooting the match are not permitted to tell their player that the opponent fouled. A timeout can be used to alert a teammate that they believe that the opponent fouled. Players are expected to be "good sports" when committing a foul but are not under obligation to tell the opponent if they were not paying attention. **If a player commits an obvious foul, but the offending player doesn't realize he/she fouled, the teammates of the OFFENDING player should alert THEIR OWN PLAYER that he/she fouled. (Sportsmanship)** If the 2 players disagree that a foul occurred (even after a timeout), the ruling is that no foul occurred.

Helpful Tip: *Smartphones with slow motion video capabilities will take the "guesswork" out.*

Players must play a minimum of **7** matches in this division to qualify for postseason. Play-In Matches ARE considered postseason. Players switching to another team during the session must be approved by the league office. League office reserves the right to bring players who are switching teams in at whatever skill level it deems fair. Example.. Bernie is a 3.0 and went 0-5 for the "Basement Dwellers". With 4 weeks left in the session, he decides he wants to play for the team that is in first place. The league office can bring Bernie back on to the first place team at whatever skill level it deems necessary in maintaining integrity within the league.

If a team is a beneficiary of a forfeit win, their named rostered player will get credit for a "match played" in regards to postseason eligibility, but the match will not count in regards to MVP eligibility.

If it is decided that a team is forfeiting too many matches which is creating unfairness within the division, the league office has the right to remove the team and create a new schedule for the remainder of the session.

Any team that forfeits an individual match will receive 0 points for that match and must still pay the \$16 for that match. The \$16 includes the \$8 for the opposing team that is benefitting from the forfeit. The team that is the beneficiary of a forfeit will receive **0.7** wins and **0.3** losses and will not have to pay for a forfeit win. This was put to a vote and the outcome was no change to the existing rule. --10/31/16 The rationale for this is that it is grossly unfair for teams to play an entire 18 week session and not make the postseason because a "bubble team" received numerous forfeit wins by pure random chance and no skill whatsoever. A full win (1 point) should only be awarded if the match was earned by playing and winning on the pool table. Remember, teams are ranked according to win percentage. If a team is the beneficiary of a forfeit, their named player still gets credit for a "match played" in regards to postseason eligibility. They will not get credit for a "match played" in regards to MVP eligibility and they will not receive credit for a win or a loss for their individual statistics.

In the last week of the session (the "seeding round") some matches are more meaningful than others in terms of what is at stake. If it appears that a team is forfeiting in the last week for the primary purpose of finishing in a higher position (in the final standings) than its opponent, the league may at its discretion treat forfeit wins as a full point instead of .7 wins for the team that is the beneficiary of the forfeit. Example.. Going into the final week, Team A is 43-42 and they are playing Team B who has a 42-43 record. After the first 4 matches played in week 18, the teams are tied 2-2. If team A would forfeit the last match, it is likely that Team B would be awarded a full point for the forfeit win instead of only .7 wins in this instance.

Break And Funs This Week

Ron Brady

Break And Funs This Session

Ron Brady 3
Dave Burd
Dakota Miller
Josh Reynolds
El Voughs

MVPs of their skill level category will receive a plaque. The 3 categories are (2.0-3.5), (4.0-5.5), (6.0-7.5)

MVP Rules - 8 total matches required to win MVP (This division, this session)

Each player will have an "MVP Score" on the standings. It is calculated as follows.....

$(\text{Match wins} / \text{Matches Played}) + ((\text{Matches Won} - \text{Matches Lost}) \times .01)$

Example... A Player with a 10-2 Record would have an MVP score of

$(10/12) + ((10-2) \times .01) = .833 + (8 \times .01) = .833 + .08 = \underline{.913}$

In the event of a tie, tiebreakers are as follows...

- 1) Head to Head. ***2) Average win/loss margin per match**
- 4) Average Skill Level of Opponent (Strength of Schedule)

Qualification S/L is where you played a majority of your matches, lower if tied

Explanation of "**Average win/loss margin per match**"

If a "7" plays a "4" and wins 5-0, the win/loss margin for the "7" for that match is +2 because the "4" fell 2 games short of winning the match (since it is a 5-2 race). If a "7" loses to a "4" 0-2, the win/loss margin for the "7" is - (minus) 5 because the "7" fell 5 games short of winning the match.