Week 18 1/17/22

PACS PA CUE SPORTS

Perry Fall '21

PLEASE READ THE BOTTOM OF THIS DOCUMENT. FAILURE TO DO SO DOES NOT EXCUSE ANYONE FROM AGREEING TO THESE THESE TERMS AND CONDITIONS. IGNORANCE IS REALLY **NOT** BLISS.

Dues are $8	Win %	Matches W	-	L	LAST WEEK	Games W	L	AVG HC	Home Location	Week 18 Opponent Home team if in CAPS
Sportsmens Inn Misfits	**0.643**	45	-	25	2-3	199	122	4.9	Sportsmens, Shermans Dale	stoners
Stoners	**0.615**	40	-	25	BYE	170	120	4.5	Mountain Stone Inn	**SPORTSMENS MISFITS**
Rack And Roll	**0.471**	33	-	37	4-1	152	146	4.6	Sportsmens, Shermans Dale	**THE BREAKFAST CLUB**
The Breakfast Club	**0.400**	26	-	39	1-4	98	158	3.4	Mountain Stone Inn	rack and roll
Vet Pack 7463	**0.371**	26	-	44	3-2	102	175	3.3	VFW post 7463	**BYE**
		170	-	170		721	721	4.1		

Because some teams have more byes than others, **TEAMS ARE RANKED ACCORDING TO WIN % (not MATCH POINTS).**

TEAM ROSTERS (BELOW) LISTED IN RED ARE MORE THAN 2 WEEKS ($80) IN ARREARS. PLEASE CALL LEAGUE OFFICE TO CHECK IF ELIGIBLE TO PLAY THIS WEEK OR IF THEY WILL BE FORCED TO FORFEIT.

THE TOP 3 TEAMS FROM THIS DIVISION WILL QUALIFY FOR THE PACS INVITATIONAL TOURNEY

S/L	Rack And Roll	MATCH W	L	TOT #	GAMES W	L
7.5	Devin Kennedy	0	3	3	6	10
5.5	Robert Sariano	8	7	15	50	28
5.5	Tony Kennedy	0	0	0	0	0
5.5	Jim Boone	4	3	7	21	13
4.5	Kathy Blosser, CPT	5	9	14	27	33
4.0	Connie Doyle	8	2	10	21	14
3.0	John Brownewell	3	8	11	14	28
3.0	Phyllis Reese	5	2	7	11	13
2.5	Mike Miller	0	3	3	2	7
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L	4.6	33	37		152	146

S/L	Stoners	MATCH W	L	TOT #	GAMES W	L
7.0	Wade Cutler	5	4	9	37	19
5.5	Gomer Arnold	8	4	12	35	23
5.0	Phil DeMuro	7	3	10	29	16
4.5	Carl Little	0	0	0	0	0
4.5	Al Gardner	9	5	14	34	28
4.5	Clay Brandt	6	2	8	18	14
2.5	Mark Klinger, CPT	4	5	9	13	15
2.5	Abigail Troutman	1	2	3	4	5
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L	4.5	40	25		170	120

S/L	The Breakfast Club	MATCH W	L	TOT #	GAMES W	L
5.0	Ed Maxwell	8	3	11	29	24
4.5	Rick Sutch	1	2	3	6	6
4.0	Corey Stafford	6	3	9	16	20
3.5	Scott Keys	2	4	6	8	20
3.0	Vinnie Keys	3	7	10	13	28
2.5	Sam Rice	1	6	7	8	21
2.5	Tony Sorrentino	2	6	8	7	15
2.0	Paul Sulick, CPT	2	7	9	8	19
	Open Stats	1	1	2	3	5
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L	3.4	26	39		98	158

S/L	Vet Pack 7463	MATCH W	L	TOT #	GAMES W	L
6.0	Rick Harbold	8	3	11	38	21
4.5	Mark Little Sr, CPT	4	7	11	21	31
3.0	Terry Mullen	4	5	9	11	19
3.0	Shana Lighter	2	3	5	4	10
3.0	Joey Wright	3	8	11	12	28
2.5	Jake Quaker	3	9	12	10	31
2.0	Daryl McNaughton	0	4	4	0	15
2.0	Amanda Mullen	2	5	7	6	20
		0	0	0	0	0
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L	3.3	26	44		102	175

		MATCH		TOT	GAMES	
S/L	**Sportsmens Inn Misfits**	W	L	#	W	L
7.5	Tim Reisinger	5	2	7	31	12
5.5	Andrew Egolf	8	2	10	36	16
5.0	Lonnie Benner, CPT	4	3	7	23	13
5.0	Kevin Jones	4	4	8	23	15
4.5	Rich Ogdon	5	0	5	17	7
4.5	Chad Higley, Co-CPT	4	3	7	17	14
4.5	Larry Deatrick	5	4	9	20	14
4.5	Ryan Iskric	5	5	10	20	24
3.0	Gary Leaper	5	2	7	12	7
	Open Stats	0	0	0	0	0
	Forfeits	0.0	0.0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L	4.9	45.0	25.0		199	122

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

INNINGS (TURNS) NO LONGER MUST BE RECORDED. JUST MAKE SURE THAT YOU PUT A CHECK IN THE BOX SO THAT YOU KNOW WHICH GAME YOU ARE IN FOR THE PURPOSES OF TIMEOUTS. MAKE SURE EVERYTHING ELSE (Balls LOT, MOB, WIN CODES, ETC) IS COMPLETED.

If a player releases (throws or slams) his stick in frustration onto the table, it is an automatic loss of game even if no object balls or the cue ball are disturbed. Players must respect the game and the pool tables that we are allowed to play on.

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.

Projected Payout for Division Winner is **$ 300**

If the team match is going very quickly, the 5th match does not have to start until 9:40 PM in the event that 1 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 have **no right** 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 no 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 timout), the ruling is that no foul occurred.
Helpful Tip: *Smartphones with slow motion video capabilities will take the "guesswork" out.*

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 $8 for that match. 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.

Break And Funs This Week	***Break And Funs This Session***	
	Gomer Arnold	2
	Al Gardner	
	Ryan Iskric	
	Tim Reisinger	

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)

Best Match win percentage will determine the winner. In the event of a tie, tiebreakers are as follows…
1) Most Matches played. 2) Head to Head. ***3) 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.