Week 16 Date TBD

Fall - Winter '19 Session (Reyes)

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

DUES ARE NOW $8	Win %	Matches W	-	L	LAST WEEK	Games W	L	Home Location	Week 16 Opponent Home Team if in CAPS
Banks & Spanks	**0.567**	34	-	26	2-3	154	130	Vietnam Vets	**THE GAMBLERS**
Safety Hazards	**0.517**	31	-	29	BYE	155	147	Hot Point Inn	just shoot the shot
Just Shoot The Shot	**0.483**	29	-	31	3-2	143	152	Hot Point Inn	**SAFETY HAZARDS**
The Gamblers	**0.450**	27	-	33	3-2	116	151	Shippensburg Moose	banks & spanks
Minnequa Warriors	**0.387**	29	-	46	2-3	161	149	Minnequa Social Club	**DROPPED OUT**
		150		165		729	729		

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

#2 will play #3 team in wildcard playoff at end of session for final Invitational spot

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.

2 Recycles Remaining

S/L	Banks & Spanks	MATCH W	L	TOT #	GAMES W	L
7.0	Lorenzo Hall	7	4	11	46	33
6.0	Freddie Esquivel	5	2	7	23	15
5.5	Steve Pensinger, **CPT**	5	6	11	28	30
4.5	Randy Foreman	6	6	12	25	25
4.0	Blair Mills	3	3	6	11	13
4.0	Josh Gossert	0	0	0	0	0
3.0	Amos Shank	8	5	13	21	14
2.5	Wendy Madden	0	0	0	0	0
2.0	Charlotte Goshorn	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	4.3	34	26		154	130

2 Recycles Remaining

S/L	The Gamblers	MATCH W	L	TOT #	GAMES W	L
5.0	Bill Shoop	5	5	10	24	34
4.5	Art Gossert, CPT	5	6	11	27	33
4.0	Ken Gilbert	3	4	7	14	20
4.0	Russ Henry	6	1	7	16	5
4.0	Dave German	3	4	7	12	15
3.5	Zach Gossert	0	4	4	2	15
3.5	Bob Hanks	1	5	6	9	17
3.5	Lisa Hanks	3	2	5	8	6
3.0	Skyler Highlands	1	2	3	4	6
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L	3.9	27	33		116	151

S/L	Safety Hazards	MATCH W	L	TOT #	GAMES W	L
7.5	Matt Strow, C0-CPT	6	1	7	31	19
6.5	Andy Avey	6	2	8	35	22
6.0	Wally Nye	4	6	10	29	29
6.0	Brian Rowland	4	4	8	28	22
3.5	Nick Caler	1	1	2	4	4
3.5	Matt Breen	2	3	5	6	11
3.0	Ashley Rowland	6	3	9	14	11
2.0	Lilly Phillips	0	3	3	2	9
2.0	Mike Smith	2	6	8	6	20
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L	4.4	31	29		155	147

S/L	Minnequa Warriors	MATCH W	L	TOT #	GAMES W	L
7.5	Mike Piper II	6	1	7	34	18
6.5	Cotty Pringle	2	4	6	22	23
6.0	John Pringle, Co-CPT	4	5	9	35	31
5.5	Jim Telesky	0	0	0	0	0
5.0	Butch Gontz, **CPT**	3	6	9	21	23
4.0	Bill Wilson	3	7	10	20	26
4.0	Lisa Smith	5	2	7	15	10
2.5	Cathy Schwindenhammer	3	2	5	7	5
2.5	Ginger Gontz	3	4	7	7	13
	Open Stats	0	0	0	0	0
	Forfeits	0	15	15	0	0
	Penalty Points	0	0	0		
AVERAGE S/L	4.8	29	46		161	149

Fall - Winter '19 Session (Reyes)

SIGNIFICANTLY IN ARREARS			MATCH		TOT	GAMES	
S/L	Just Shoot The Shot		W	L	#	W	L
7.0	Shawn Crunkilton, CPT		3	7	10	35	38
5.5	Lenny Stouffer		2	4	6	19	24
5.0	Randy Crunkilton		4	6	10	24	34
4.0	Rob Fiersuk		4	3	7	13	10
4.0	Barry Hagan		4	2	6	14	9
4.0	Kevin Hoy Jr		3	3	6	11	16
3.5	Mo Talbot		4	5	9	15	17
3.5	Kevin Hoy Sr		5	1	6	12	4
	Open Stats		0	0	0	0	0
	Forfeits		0	0	0	0	0
	Penalty Points		0	0	0		
AVERAGE S/L		4.6	29	31		143	152

Only (1) "7.5" can play per 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 **3 times** during the session and no more than once in a given night. The recycling team must recycle in the last match. **NO EXCEPTIONS** even if both teams agree. The opposing team chooses the player to be recycled and it may be any player who shot earlier in the night provided they are a 4.5 HC or lower. All eligible players to be recycled must be present for the last match unless the opposing team names the player they wish to recycle ahead of time. The recycling team must meet the **26.0 rule** (which replaces the 25 rule).
If a team recycles a player before the last (5th) match, it will be treated as a forfeit.

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.

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.*

The team that wins this division will win a projected **$ 300**

The amount shown above for winning the division is based on the assumption that all revenue from this division is paid in full.

If any team does not qualify for the postseason but also does not forfeit any individual matches throughout the session, they will qualify for one of (3) random drawings for $ 200.

Players must play a minimum of 6 matches with the same team 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.
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 $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***	
John Pringle	John Pringle	4
	Matt Strow	3
	Lorenzo Hall	2
	Mike Piper II	2
	Andy Avey	
	Steve Pensinger	
	Cotty Pringle	
	Bill Shoop	

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.