PACS
PA CUE SPORTS

Week 9 4/22/19

Spring '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.

		Matches				Games			**Week 9 Opponent**
	Win %	W	-	L	LAST WEEK	W	L	Home Location	Home Team If in **CAPS**
Banks & Spanks	**0.667**	20	-	10	BYE	84	60	Vietnam Vets	**THE GAMBLERS**
Just Shoot The Shot	**0.543**	19	-	16	4-1	96	81	Hot Point Inn	**BYE**
The Gamblers	**0.500**	15	-	15	3-2	62	77	Shippensburg Moose	banks & spanks
Safety Hazards	**0.400**	14	-	21	2-3	78	81	Hot Point Inn	minnequa warriors
Minnequa Warriors	**0.400**	12	-	18	1-4	63	84	Minnequa Social Club	**SAFETY HAZARDS**
		80	-	80		383	383		

Since some teams may 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 ($70) 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

		MATCH		TOT	GAMES	
S/L	Just Shoot The Shot	W	L	#	W	L
7.0	Tommy Shields Jr	1	1	2	8	6
7.0	Shawn Crunkilton, CPT	3	4	7	25	24
5.0	Tom Beamer	3	1	4	12	7
4.5	Kevin Hoy Jr	4	1	5	16	7
4.5	John Woodward	0	0	0	0	0
4.5	Randy Crunkilton	3	2	5	14	11
3.5	Kevin Hoy Sr	0	2	2	0	8
3.5	Mo Talbot	4	3	7	15	13
3.5	DJ Eckenrode	1	2	3	6	5
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
		19	16		96	81

		MATCH		TOT	GAMES	
S/L	The Gamblers	W	L	#	W	L
5.0	Nick Caler	2	4	6	15	27
4.5	Art Gossert, CPT	2	3	5	8	17
4.5	Ken Gilbert	2	1	3	7	3
4.5	Bob Hanks	3	1	4	11	9
4.0	Josh Gossert	0	0	0	0	0
4.0	Zach Gossert	2	1	3	7	5
3.5	Keith Shields	1	2	3	4	7
3.0	Lisa Hanks	1	2	3	3	5
3.0	Russ Henry	2	1	3	7	4
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
		15	15		62	77

		MATCH		TOT	GAMES	
S/L	Safety Hazards	W	L	#	W	L
7.5	Matt Strow, C0-CPT	3	0	3	15	5
7.0	Andy Avey	2	1	3	10	5
5.5	Wally Nye	2	4	6	17	17
5.0	Joe Sheppard	1	3	4	9	12
5.0	Brian Rowland	4	2	6	16	9
4.0	Matt Breen	1	2	3	4	6
3.5	Ashley Wenger	1	4	5	7	13
2.0	Mike Smith	0	5	5	0	14
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
		14	21		78	81

		MATCH		TOT	GAMES	
S/L	Minnequa Warriors	W	L	#	W	L
6.0	John Pringle, Co-CPT	3	3	6	21	22
6.0	Cotty Pringle	0	0	0	0	0
5.5	Butch Gontz, **CPT**	1	1	2	5	3
4.5	Jim Telesky	1	2	3	8	11
4.5	Bill Wilson	3	3	6	12	14
3.5	Don Lehman	1	3	4	7	11
2.5	Cathy Schwindenhammer	2	2	4	5	5
2.0	Ginger Gontz	1	4	5	5	18
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
		12	18		63	84

Spring '19 Session (Reyes)

S/L	Banks & Spanks	MATCH W	MATCH L	TOT #	GAMES W	GAMES L
6.5	Steve Pensinger, **CPT**	5	1	6	27	13
6.0	Lorenzo Hall	4	2	6	20	14
5.5	Freddie Esquivel	3	3	6	17	13
4.0	Amos Shank	2	2	4	8	8
3.0	Laura Keating	0	0	0	0	0
3.0	Blair Mills	4	1	5	8	7
2.5	Wendy Madden	1	0	1	2	0
2.0	Charlotte Goshorn	1	1	2	2	5
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
		20	10		84	60

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 projected revenue from this division is paid. If it is not, this amount will be directly reduced dollar for dollar by that revenue shortfall.

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 (2) random drawings for $ 140.

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 $7 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***	
Randy Crunkilton	Shawn Crunkilton	2
	Randy Crunkilton	
	DJ Eckenrode	
	Steve Pensinger	
	Matt Strow	

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.