



Week 1 6/20/22

Solids Summer '22

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.

	Win %	Matches		Games		AVG HCP	Home Location	Week 1 Opponent
		W	L	W	L			Home team if in CAPS
Pool Cue-Ts	#####	0	0	0	0	4.8	The Hose	last call
Castaways	#####	0	0	0	0	5.0	The Pour House	rock out w/chalk out
Pour House Elite	#####	0	0	0	0	5.0	The Pour House	off in the corner
Rock Out W/Chalk Out	#####	0	0	0	0	4.8	Dauphin Home Assoc	<b>CASTAWAYS</b>
We Lag Well	#####	0	0	0	0	4.8	The Pour House	<b>MARYSVILLE MOOSE</b>
Chalk Is Cheap	#####	0	0	0	0	4.6	The Dutch Club, Steelton	<b>ZERO FUX GIVEN</b>
Off In The Corner	#####	0	0	0	0	4.9	Enola Sportsmens	<b>POUR HOUSE ELITE</b>
Last Call	#####	0	0	0	0	4.0	The Hose	<b>POOL CUE-TS</b>
Dead Strokes	#####	0	0	0	0	4.4	Chicks	<b>BYE</b>
Chicks	#####	0	0	0	0	4.5	Chicks	angies a team
Zero Fux Given	#####	0	0	0	0	4.1	Bressler Club	chalk is cheap
Angies A Team	#####	0	0	0	0	4.3	Angies	<b>CHICKS</b>
Marysville Moose	#####	0	0	0	0	5.1	Marysville Moose	we lag well
		0	0	0	0	4.6		

**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.**

S/L	Pool Cue-Ts	MATCH			GAMES		
		W	L	#	W	L	#
7.5	Kevin Dodson	0	0	0	0	0	0
7.0	Kevin Shutt	0	0	0	0	0	0
5.5	Sean Grissinger	0	0	0	0	0	0
4.5	Anthony Hackman, Co-CPT	0	0	0	0	0	0
4.0	Dave Komykoski	0	0	0	0	0	0
4.0	Lyle Hartranft, Co-CPT	0	0	0	0	0	0
3.5	Scott Granger	0	0	0	0	0	0
2.5	Terry Smith	0	0	0	0	0	0
							0
	Open Stats	0	0	0	0	0	0
	Forfeits	0	0	0	0	0	0
	<b>Penalty Points</b>	0	0	0			
<b>AVERAGE S/L</b>		4.8	0	0	0	0	0

S/L	Castaways	MATCH			GAMES		
		W	L	#	W	L	#
7.5	John Lamplugh	0	0	0	0	0	0
6.5	Scott Gibson, CPT	0	0	0	0	0	0
6.0	Shawn Lilley	0	0	0	0	0	0
5.0	Paul Drees	0	0	0	0	0	0
5.0	Bryan Douglas	0	0	0	0	0	0
4.0	Steve Marshall	0	0	0	0	0	0
4.0	Sam Hartley	0	0	0	0	0	0
4.0	John Linn	0	0	0	0	0	0
3.0	Rick Lawson	0	0	0	0	0	0
	Open Stats	0	0	0	0	0	0
	Forfeits	0	0	0	0	0	0
	<b>Penalty Points</b>	0	0	0			
<b>AVERAGE S/L</b>		5.0	0	0	0	0	0

S/L	Angies A Team	MATCH		TOT	GAMES	
		W	L	#	W	L
6.0	George Houtz	0	0	0	0	0
6.0	Pete Mavropoulos	0	0	0	0	0
5.0	Jim Roberts	0	0	0	0	0
4.5	Kevin Joy	0	0	0	0	0
4.0	Ron John	0	0	0	0	0
4.0	Teresa Nailor	0	0	0	0	0
3.0	Steve Shipp	0	0	0	0	0
3.0	Larry Keefe, CPT	0	0	0	0	0
3.0	John Beaulieu	0	0	0	0	0
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	<b>Penalty Points</b>	<b>0</b>	<b>0</b>	<b>0</b>		
AVERAGE S/L		4.3	0	0	0	0

S/L	Off In The Corner	MATCH		TOT	GAMES	
		W	L	#	W	L
6.5	Don Boyer	0	0	0	0	0
6.5	Chuck Whitmyer	0	0	0	0	0
6.5	Daron Morrill	0	0	0	0	0
5.5	Bradley Keich	0	0	0	0	0
5.0	Jenn Kelly, CPT	0	0	0	0	0
5.0	Zach Morrill	0	0	0	0	0
4.0	Patrick Kelly, Co-CPT	0	0	0	0	0
3.0	Carol Gardner	0	0	0	0	0
2.5	Kiernan Kelly	0	0	0	0	0
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	<b>Penalty Points</b>	<b>0</b>	<b>0</b>	<b>0</b>		
AVERAGE S/L		4.9	0	0	0	0

S/L	Last Call	MATCH		TOT	GAMES	
		W	L	#	W	L
5.5	Kevin Marroquin	0	0	0	0	0
5.0	Sean Gallagher	0	0	0	0	0
5.0	Brian Wilson	0	0	0	0	0
4.5	Tim Neely	0	0	0	0	0
3.5	Liz Christian, CPT	0	0	0	0	0
3.5	Jonah Stoddart	0	0	0	0	0
2.5	Matt Hoch	0	0	0	0	0
2.5	Emily Dauberman	0	0	0	0	0
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	<b>Penalty Points</b>	<b>0</b>	<b>0</b>	<b>0</b>		
AVERAGE S/L		4.0	0	0	0	0

S/L	Chicks	MATCH		TOT	GAMES	
		W	L	#	W	L
6.0	Fred Brodbeck	0	0	0	0	0
6.0	Frank Moore, CPT	0	0	0	0	0
6.0	Josh Hawbaker	0	0	0	0	0
5.5	Colleen Shoop	0	0	0	0	0
4.0	Rich Worley	0	0	0	0	0
4.0	Joe Lahr	0	0	0	0	0
2.5	Ginny Cimirro	0	0	0	0	0
2.0	Kerrin Lutz	0	0	0	0	0
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	<b>Penalty Points</b>	<b>0</b>	<b>0</b>	<b>0</b>		
AVERAGE S/L		4.5	0	0	0	0

S/L	Dead Strokes	MATCH		TOT	GAMES	
		W	L	#	W	L
7.0	Stan Kovich	0	0	0	0	0
6.0	Krupal Desai	0	0	0	0	0
5.5	Brandon Smith, Co-CPT	0	0	0	0	0
4.5	Don Severs	0	0	0	0	0
4.5	Pete Servatius	0	0	0	0	0
4.0	Dave Lavendier, CPT	0	0	0	0	0
3.5	Mike Servatius	0	0	0	0	0
2.5	Zach Severs	0	0	0	0	0
2.0	Maggie Smith	0	0	0	0	0
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	<b>Penalty Points</b>	<b>0</b>	<b>0</b>	<b>0</b>		
AVERAGE S/L		4.4	0	0	0	0

S/L	Chalk Is Cheap	MATCH		TOT	GAMES	
		W	L	#	W	L
6.5	Ken McPherson	0	0	0	0	0
6.5	Bruce Lenker	0	0	0	0	0
6.0	Jay Mutzabaugh	0	0	0	0	0
6.0	Forrest Aeppli, CPT	0	0	0	0	0
5.0	Chuck Miller	0	0	0	0	0
3.5	Ellie Heinly	0	0	0	0	0
3.0	Gualberto Santos	0	0	0	0	0
2.5	Mike Hardy	0	0	0	0	0
2.0	Ashley Dellesega	0	0	0	0	0
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	<b>Penalty Points</b>	<b>0</b>	<b>0</b>	<b>0</b>		
AVERAGE S/L		4.6	0	0	0	0

S/L	Pour House Elite	MATCH		TOT	GAMES	
		W	L	#	W	L
7.5	Ron Straw	0	0	0	0	0
7.0	Duck Nornhold	0	0	0	0	0
6.5	Dan Houck	0	0	0	0	0
5.0	Todd Quigley	0	0	0	0	0
5.0	Josh Reynolds	0	0	0	0	0
4.0	Andy Ritter	0	0	0	0	0
4.0	Clarence Marsh, CPT	0	0	0	0	0
3.0	Pam Gilbert	0	0	0	0	0
3.0	Stephanie Ozimac	0	0	0	0	0
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	<b>Penalty Points</b>	0	0	0	0	0
AVERAGE S/L		5.0	0	0	0	0

S/L	Zero Fux Given	MATCH		TOT	GAMES	
		W	L	#	W	L
7.0	Shawn Hoerner	0	0	0	0	0
4.5	Tone Brubacher	0	0	0	0	0
4.0	Marcia Rector	0	0	0	0	0
3.5	Merrill Brown	0	0	0	0	0
3.5	Donnie Mull	0	0	0	0	0
3.5	Nick Ellis	0	0	0	0	0
3.0	Jacqui Hiemstra, CPT	0	0	0	0	0
		0	0	0	0	0
		0	0	0	0	0
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	<b>Penalty Points</b>	0	0	0	0	0
AVERAGE S/L		4.1	0	0	0	0

S/L	Rock Out w/Your Chalk Out	MATCH		TOT	GAMES	
		W	L	#	W	L
7.5	Rick Boyer, CPT	0	0	0	0	0
7.0	Steve Weaver	0	0	0	0	0
6.5	Justin Baird	0	0	0	0	0
5.5	Bruce Wright	0	0	0	0	0
4.0	Bill Scharff	0	0	0	0	0
3.5	Justin Geegee	0	0	0	0	0
3.0	Joe Gailey	0	0	0	0	0
3.0	David Zimmerman	0	0	0	0	0
3.0	Tracy Klinger	0	0	0	0	0
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	<b>Penalty Points</b>	0	0	0	0	0
AVERAGE S/L		4.8	0	0	0	0

S/L	We Lag Well	MATCH		TOT	GAMES	
		W	L	#	W	L
7.5	Ed Kearney, CPT	0	0	0	0	0
6.0	Brian Hogentogler	0	0	0	0	0
5.5	Shane Wingler	0	0	0	0	0
5.0	Jack Finney	0	0	0	0	0
4.5	Tim Meise	0	0	0	0	0
4.0	Dean Martin	0	0	0	0	0
4.0	Brian Minnich	0	0	0	0	0
3.5	Kevin Miller	0	0	0	0	0
3.5	Rich Landis	0	0	0	0	0
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	<b>Penalty Points</b>	0	0	0	0	0
AVERAGE S/L		4.8	0	0	0	0

S/L	Marysville Moose	MATCH		TOT	GAMES	
		W	L	#	W	L
7.5	Tim Reisinger	0	0	0	0	0
5.5	Andrew Egolf	0	0	0	0	0
5.0	Lonnie Benner, CPT	0	0	0	0	0
5.0	Kevin Jones	0	0	0	0	0
5.0	Rich Ogdon	0	0	0	0	0
4.5	Larry Deatrck	0	0	0	0	0
4.0	Ryan Iskric	0	0	0	0	0
4.0	John Shughart	0	0	0	0	0
		0	0	0	0	0
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	<b>Penalty Points</b>	0	0	0	0	0
AVERAGE S/L		5.1	0.0	0.0	0	0

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

- a) have the 8-ball spotted and accept the table in position.
- b) 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

- a) have the 8-ball spotted and take ball in hand.
- b) 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.

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 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 **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***

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.**

