PACS
PA CUE SPORTS

Fall '23   (Solids)

	Win %	Match W	L	Last Week	Games W	L	AVG HC	Home Location	**Week 1 Opponent** Home Team if in **CAPS**
Rock Out W/Chalk Out	**#DIV/0!**	0	0		0	0	**5.1**	Dauphin Home Assoc	we lag well
Pool CueTs	**#DIV/0!**	0	0		0	0	4.6	The Hose	silent assassins
Off In The Corner	**#DIV/0!**	0	0		0	0	4.6	Enola Sportsmens	**MARYSVILLE MOOSE**
Angies A Team	**#DIV/0!**	0	0		0	0	4.7	Angies Diner	**POUR HOUSE ELITE**
Pour House Elite	**#DIV/0!**	0	0		0	0	4.7	The Pour House	angies a team
Marysville Moose	**#DIV/0!**	0	0		0	0	**5.3**	Marysville Moose	off in the corner
Silent Assassins	**#DIV/0!**	0	0		0	0	4.9	Hbg Maennorchor	**POOL CUE-TS**
It Still Don't Matter	**#DIV/0!**	0	0		0	0	4.8	The Pour House	**MARYSVILLE VFW**
Last Call	**#DIV/0!**	0	0		0	0	4.5	The Hose	**CHICKS**
We Lag Well	**#DIV/0!**	0	0		0	0	4.8	The Pour House	**ROCK OUT W/CHALK OUT**
Dead Strokes	**#DIV/0!**	0	0		0	0	4.4	Chicks Tavern	**BYE**
Chicks	**#DIV/0!**	0	0		0	0	4.7	Chicks Tavern	last call
Marysville VFW	**#DIV/0!**	0	0		0	0	4.1	**Marysville VFW**	it still don't matter
		0	0		0	0	4.7		

YOU ARE NOT PERMITTED IN THE HARRISBURG MAENNORCHOR WITHOUT A VALID DRIVERS LICENSE. PARKING LOT NEXT TO HOME 231 RESTAURANT AND THE SCHOOL MAY BE USED FOR VISITORS OF HARRISBURG MAENNORCHOR. PARKING LOT CAN BE ACCESSED FROM NORTH STREET.

Team rosters in red have a captain who is in arrears on dues. Please call league office to determine if they will be 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 A Team	Match W	L	Matches Played This Session	Games W	L	MVP Score	Match Record Last Session (Monday & Tuesday) W	L	Tournament Match Record in PACS 31 Invitational W	L
7.5	John Hedgepath	0	0	0	0	0	#DIV/0!	10	4	0	0
7.0	Rikki Johnson	0	0	0	0	0	#DIV/0!	7	4	5	1
5.0	Kevin Joy, CO-CPT	0	0	0	0	0	#DIV/0!	12	9	2	4
4.5	Jim Roberts, CO-CPT	0	0	0	0	0	#DIV/0!	12	13	0	2
4.5	Jack Jimmink	0	0	0	0	0	#DIV/0!	8	5	1	1
4.0	Alfredo Cortes	0	0	0	0	0	#DIV/0!	11	12	5	0
3.5	Paul McMichael	0	0	0	0	0	#DIV/0!	3	6	0	0
3.5	Taylor Marsh	0	0	0	0	0	#DIV/0!	1	0	1	2
3.0	Ron John	0	0	0	0	0	#DIV/0!	4	5	0	0
	Open Stats	0	0		0	0					
	Forfeits	0	0								
	Penalty Points										
AVERAGE HC		4.7	0.0	0.0	0	0	0				

Marysville VFW

HC		Match W	Match L	Matches Played This Session	Games W	Games L	MVP Score	Match Record Last Session (Monday & Tuesday) W	Match Record Last Session (Monday & Tuesday) L	Tournament Match Record in PACS 31 Invitational W	Tournament Match Record in PACS 31 Invitational L
5.0	Mike Leonard, CPT	0	0	0	0	0	#DIV/0!	0	0	0	0
5.0	Shawn Evinger, Co-CPT	0	0	0	0	0	#DIV/0!	0	0	0	0
4.5	John Shughart	0	0	0	0	0	#DIV/0!	6	6	1	0
4.0	Bob Bannon	0	0	0	0	0	#DIV/0!	0	0	0	0
4.0	Jake Daum	0	0	0	0	0	#DIV/0!	0	0	0	0
4.0	Dave Beck	0	0	0	0	0	#DIV/0!	0	6	0	0
3.0	Suzie Evinger	0	0	0	0	0	#DIV/0!	0	0	0	0
3.0	Doug Hammaker	0	0	0	0	0	#DIV/0!	7	8	2	1
							#DIV/0!				
	Open Stats										
	Forfeits	0	0								
	Penalty Points										
AVERAGE HC	4.1	0	0	0	0	0					

Chicks

HC		Match W	Match L	Matches Played This Session	Games W	Games L	MVP Score	Match Record Last Session (Monday & Tuesday) W	Match Record Last Session (Monday & Tuesday) L	Tournament Match Record in PACS 31 Invitational W	Tournament Match Record in PACS 31 Invitational L
6.0	Fred Brodbeck	0	0	0	0	0	#DIV/0!	11	19	0	0
6.0	Frank Moore, CPT	0	0	0	0	0	#DIV/0!	13	8	0	0
6.0	Brian Hogentogler	0	0	0	0	0	#DIV/0!	3	6	4	1
5.0	Joe Lahr	0	0	0	0	0	#DIV/0!	6	4	0	0
4.0	Bryan Douglas	0	0	0	0	0	#DIV/0!	6	6	0	0
4.0	Wade Brodbeck	0	0	0	0	0	#DIV/0!	4	3	0	2
3.5	Brad Bohner	0	0	0	0	0	#DIV/0!	6	6	0	0
3.0	Rich Worley	0	0	0	0	0	#DIV/0!	4	6	0	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC	4.7	0	0	0	0	0					

Dead Strokes

HC		Match W	Match L	Matches Played This Session	Games W	Games L	MVP Score	Match Record Last Session (Monday & Tuesday) W	Match Record Last Session (Monday & Tuesday) L	Tournament Match Record in PACS 31 Invitational W	Tournament Match Record in PACS 31 Invitational L
6.5	Krupal Desai	0	0	0	0	0	#DIV/0!	5	4	1	1
6.0	Porus Irani	0	0	0	0	0	#DIV/0!	3	6	1	1
5.5	Brandon Smith, Co-CPT	0	0	0	0	0	#DIV/0!	3	5	0	1
5.0	Dave Lavendier, CPT	0	0	0	0	0	#DIV/0!	7	7	1	1
4.5	Pete Servatius	0	0	0	0	0	#DIV/0!	6	4	0	0
3.5	Don Severs	0	0	0	0	0	#DIV/0!	2	11	1	1
3.5	Mike Servatius	0	0	0	0	0	#DIV/0!	7	6	1	1
3.0	Maggie Smith	0	0	0	0	0	#DIV/0!	3	3	0	1
2.5	Zach Severs	0	0	0	0	0	#DIV/0!	4	3	0	1
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC	4.4	0	0	0	0	0					

HC	It Still Don't Matter	Match W	L	Matches Played This Session	Games W	L	MVP Score	Match Record Last Session (Monday & Tuesday) W	L	Tournament Match Record in PACS 31 Invitational W	L
7.5	John Lamplugh	0	0	0	0	0	#DIV/0!	5	4	0	0
6.0	Jim Geedy	0	0	0	0	0	#DIV/0!	6	5	0	0
5.5	Scott Gibson, CPT	0	0	0	0	0	#DIV/0!	1	8	0	0
5.5	Paul Drees	0	0	0	0	0	#DIV/0!	7	3	0	0
5.0	Shawn Lilley	0	0	0	0	0	#DIV/0!	6	5	0	0
4.0	Donnie Despines	0	0	0	0	0	#DIV/0!	0	0	0	0
4.0	Eric Snyder	0	0	0	0	0	#DIV/0!	5	5	0	0
3.5	John Linn	0	0	0	0	0	#DIV/0!	10	8	1	0
2.5	Rick Lawson	0	0	0	0	0	#DIV/0!	7	5	0	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC	4.8	0	0	0	0	0					

HC	Last Call	Match W	L	Matches Played This Session	Games W	L	MVP Score	Match Record Last Session (Monday & Tuesday) W	L	Tournament Match Record in PACS 31 Invitational W	L
7.0	Chris Hess	0	0	0	0	0	#DIV/0!	9	2	0	0
6.0	Kevin Shutt	0	0	0	0	0	#DIV/0!	3	4	0	0
5.5	Brian Kim	0	0	0	0	0	#DIV/0!	5	7	0	0
5.0	Kevin Marroquin	0	0	0	0	0	#DIV/0!	8	11	0	1
5.0	Sean Gallagher	0	0	0	0	0	#DIV/0!	9	10	0	0
4.5	Tim Neely	0	0	0	0	0	#DIV/0!	5	2	0	0
2.5	Liz Christian, CPT	0	0	0	0	0	#DIV/0!	11	15	3	1
2.5	Matt Hoch	0	0	0	0	0	#DIV/0!	2	7	0	0
2.5	Emily Dauberman, Co-CPT	0	0	0	0	0	#DIV/0!	5	4	0	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC	4.5	0	0	0	0	0					

HC	Marysville Moose	Match W	L	Matches Played This Session	Games W	L	MVP Score	Match Record Last Session (Monday & Tuesday) W	L	Tournament Match Record in PACS 31 Invitational W	L
7.5	Devin Kennedy	0	0	0	0	0	#DIV/0!	4	1	0	0
7.0	Tim Reisinger	0	0	0	0	0	#DIV/0!	4	1	3	1
5.0	Andrew Egolf	0	0	0	0	0	#DIV/0!	3	7	2	2
5.0	Larry Deatrick	0	0	0	0	0	#DIV/0!	5	5	1	2
5.0	Lonnie Benner	0	0	0	0	0	#DIV/0!	7	4	2	2
4.0	Ryan Iskric, CPT	0	0	0	0	0	#DIV/0!	8	7	2	2
3.5	Kevin Jones	0	0	0	0	0	#DIV/0!	2	5	1	1
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC	5.3	0	0	0	0	0					

Off In The Corner

HC	Off In The Corner	Match W	L	Matches Played This Session	Games W	L	MVP Score	Match Record Last Session (Monday & Tuesday) W	L	Tournament Match Record in PACS 31 Invitational W	L
6.5	Chuck Whitmyer	0	0	0	0	0	#DIV/0!	4	5	0	0
5.5	Jenn Kelly, CPT	0	0	0	0	0	#DIV/0!	6	7	0	0
5.5	Bradley Keich	0	0	0	0	0	#DIV/0!	7	6	0	0
5.0	JT Keich	0	0	0	0	0	#DIV/0!	3	4	0	0
4.0	Joe Pinci	0	0	0	0	0	#DIV/0!	0	0	0	0
4.0	Carson Kelly	0	0	0	0	0	#DIV/0!	4	6	0	0
3.5	Patrick Kelly, Co-CPT	0	0	0	0	0	#DIV/0!	7	6	0	0
3.0	Kiernan Kelly	0	0	0	0	0	#DIV/0!	8	4	0	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.6	0.0	0.0	0	0	0				

Pool CueTs

HC	Pool CueTs	Match W	L	Matches Played This Session	Games W	L	MVP Score	Match Record Last Session (Monday & Tuesday) W	L	Tournament Match Record in PACS 31 Invitational W	L
7.5	Kevin Dodson	0	0	0	0	0	#DIV/0!	8	3	2	0
6.5	Mike Fisher	0	0	0	0	0	#DIV/0!	8	3	3	1
5.0	Anthony Hackman, Co-CPT	0	0	0	0	0	#DIV/0!	7	6	2	1
4.5	Scott Granger	0	0	0	0	0	#DIV/0!	5	7	0	0
4.0	Ken Richards	0	0	0	0	0	#DIV/0!	3	4	0	0
4.0	Dave Komykoski	0	0	0	0	0	#DIV/0!	1	0	0	0
4.0	Adam Brody	0	0	0	0	0	#DIV/0!	8	5	0	2
3.5	Lyle Hartranft, Co-CPT	0	0	0	0	0	#DIV/0!	5	5	0	2
2.5	Terry Smith	0	0	0	0	0	#DIV/0!	7	4	1	3
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.6	0	0	0	0	0				

Pour House Elite

HC	Pour House Elite	Match W	L	Matches Played This Session	Games W	L	MVP Score	Match Record Last Session (Monday & Tuesday) W	L	Tournament Match Record in PACS 31 Invitational W	L
7.0	Duck Nornhold	0	0	0	0	0	#DIV/0!	11	6	0	2
6.5	Ron Straw	0	0	0	0	0	#DIV/0!	8	8	1	2
6.5	Josh Reynolds	0	0	0	0	0	#DIV/0!	13	9	3	1
5.0	Alan Fleegal	0	0	0	0	0	#DIV/0!	7	5	0	0
5.0	Andy Ritter	0	0	0	0	0	#DIV/0!	9	5	2	1
4.0	Todd Quigley	0	0	0	0	0	#DIV/0!	7	4	0	0
3.5	Clarence Marsh, CPT	0	0	0	0	0	#DIV/0!	10	16	2	4
2.5	Stephanie Ozimac	0	0	0	0	0	#DIV/0!	7	11	1	2
2.5	Kerrin Lutz	0	0	0	0	0	#DIV/0!	10	10	1	2
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.7	0	0	0	0	0				

Rock Out With Chalk Out

HC		Match W	Match L	Matches Played This Session	Games W	Games L	MVP Score	Match Record Last Session (Monday & Tuesday) W	Match Record Last Session (Monday & Tuesday) L	Tournament Match Record in PACS 31 Invitational W	Tournament Match Record in PACS 31 Invitational L
7.5	Steve Weaver	0	0	0	0	0	#DIV/0!	9	3	3	1
7.0	Rick Boyer, CPT	0	0	0	0	0	#DIV/0!	23	14	1	3
6.0	Eric Van Selow	0	0	0	0	0	#DIV/0!	15	5	2	0
5.0	Bruce Wright	0	0	0	0	0	#DIV/0!	8	2	0	2
4.5	Bill Scharff	0	0	0	0	0	#DIV/0!	4	5	1	2
3.5	Jess Cassner	0	0	0	0	0	#DIV/0!	1	5	0	0
3.5	Joe Gailey	0	0	0	0	0	#DIV/0!	5	3	0	2
3.5	Tracy Klinger	0	0	0	0	0	#DIV/0!	6	6	2	0
	Open Stats	0	0	0	0	0					
	Forfeits	0	0								
	Penalty Points										
AVERAGE HC	**5.1**	0	0	0	0	0					

Silent Assassins

HC		Match W	Match L	Matches Played This Session	Games W	Games L	MVP Score	Match Record Last Session (Monday & Tuesday) W	Match Record Last Session (Monday & Tuesday) L	Tournament Match Record in PACS 31 Invitational W	Tournament Match Record in PACS 31 Invitational L
6.5	Kevin Bryner	0	0	0	0	0	#DIV/0!	12	10	2	3
6.5	James Shafer, Co-CPT	0	0	0	0	0	#DIV/0!	7	8	1	2
6.0	Gerard Madden	0	0	0	0	0	#DIV/0!	10	5	0	0
5.5	Sean Grissinger	0	0		0	0	#DIV/0!	7	1	2	1
5.0	Paul Ramsey	0	0	0	0	0	#DIV/0!	7	10	3	0
5.0	Del Madden, CPT	0	0	0	0	0	#DIV/0!	10	11	0	1
4.0	Mike Bretz	0	0	0	0	0	#DIV/0!	3	5	1	3
3.5	Jeff Washington	0	0	0	0	0	#DIV/0!	6	5	0	0
2.5	Marcia Yost	0	0	0	0	0	#DIV/0!	5	11	1	1
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC	4.9	0	0	0	0	0					

We Lag Well

HC		Match W	Match L	Matches Played This Session	Games W	Games L	MVP Score	Match Record Last Session (Monday & Tuesday) W	Match Record Last Session (Monday & Tuesday) L	Tournament Match Record in PACS 31 Invitational W	Tournament Match Record in PACS 31 Invitational L
7.5	Ed Kearney, CPT	0	0	0	0	0	#DIV/0!	16	12	3	1
6.0	Jack Finney	0	0	0	0	0	#DIV/0!	4	6	3	0
5.5	Brian Minnich	0	0	0	0	0	#DIV/0!	8	12	2	1
5.5	Anthony Cressler	0	0	0	0	0	#DIV/0!	15	11	0	0
5.0	Tim Meise	0	0	0	0	0	#DIV/0!	6	11	0	1
4.0	Sam Hartley	0	0	0	0	0	#DIV/0!	5	5	1	1
3.5	Indra Dhungana	0	0	0	0	0	#DIV/0!	5	4	0	2
3.0	Kelley Wilson	0	0	0	0	0	#DIV/0!	5	4	0	0
3.0	Kevin Miller	0	0	0	0	0	#DIV/0!	6	4	0	4
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC	4.8	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 occuring, 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 repect 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 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 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.*

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. The "named beneficiary" of a forfeit win must be present at the match and all other normal rules regarding recycling must be followed. For example, if "Player A" played once and no other players were recycled on the team that night, the team could use one of their alotted (4) recycles for "Player A" so they would receive credit for (2) matches played in regards to postseason eligibility, but that extra match will be listed in the "forfeits" column, not credited as a win to the named beneficiary.

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 opposng 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   *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)

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

(Match wins/ Matches Played) + ((Matches Won-Matches Lost) x .01)

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

(10/12) + ((10-2) x .01) =   .833 + (8 x .01) =   .833 + .08 = **.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.