



Fall '23 (Solids)

Week 10 10/30/23

	Win %	Match		Last		Games		AVG HC	Home Location	Week 10 Opponent Home Team if in CAPS
		W	L	Week	W	L	W			
Silent Assassins	0.600	24	16	3-2	118	85	5.1	Gillgans on Eisenhow	we lag well	
Pool CueTs	0.593	26.7	18.3	4-1	121	100	4.8	The Hose	chicks	
Chicks	0.575	23	17	BYE	102	101	4.9	Chicks Tavern	POOL CUE-TS	
Angies A Team	0.556	25	20	4-1	110	102	5.1	Angies Diner	MARYSVILLE MOOSE	
We Lag Well	0.550	22	18	2-3	110	91	4.9	The Pour House	SILENT ASSASSINS	
Last Call	0.525	21	19	2-3	93	111	4.7	The Hose	DEAD STROKES	
Pour House Elite	0.525	21	19	3-2	100	82	5.2	The Pour House	IT STILL DON'T MATTER	
It Still Don't Matter	0.525	21	19	3-2	112	87	4.9	The Pour House	pour house elite	
Off In The Corner	0.511	23	22	1-4	113	121	5.1	Enola Sportsmens	BYE	
Marysville VFW	0.400	18	27	2-3	79	119	3.8	Marysville VFW	rock out w/chalk out	
Marysville Moose	0.393	15.7	24.3	2.7-2.3	87	103	5.1	Marysville Moose	angies a team	
Dead Strokes	0.375	15	25	2-3	85	103	4.4	Chicks Tavern	last call	
Rock Out W/Chalk Out	0.350	14	26	1-4	87	112	4.9	Dauphin Home Assoc	MARYSVILLE VFW	
		270	270		1317	1317	4.8			

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		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 32 Invitational	
		W	L		W	L		W	L	W	L
7.5	Rikki Johnson	3	1	4	16	13	0.770	7	4	0	0
7.0	John Hedgepath	3	3	6	21	17	0.500	10	4	1	3
5.0	Kevin Joy, CO-CPT	3	2	5	16	11	0.610	12	9	4	3
5.0	Jack Jimmink	3	4	7	14	19	0.419	8	5	4	1
4.5	Jim Roberts, CO-CPT	3	3	6	16	16	0.500	12	13	0	3
4.0	Alfredo Cortes	3	2	5	12	9	0.610	11	12	1	3
4.0	Ron John	3	1	4	7	7	0.770	4	5	3	1
3.5	Paul McMichael	2	2	4	4	5	0.500	3	6	1	1
3.0	Jen Taylor	2	2	4	4	5	0.500	0	0	0	0
	Open Stats	0	0		0	0					
	Forfeits	0	0								
	Penalty Points										
AVERAGE HC		5.1	25	20	45	110	102				

HC	Marysville VFW	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 32 Invitational	
		W	L		W	L		W	L	W	L
5.0	Mike Leonard, CPT	4	3	7	18	19	0.581	0	0	0	0
4.5	Shawn Evinger, Co-CPT	4	4	8	19	18	0.500	0	0	0	0
4.0	John Shughart	1	3	4	10	12	0.230	6	6	0	0
4.0	Jeff Evinger	0	0	0	0	0	#DIV/0!	0	0	0	0
3.5	Doug Hammaker	3	3	6	8	17	0.500	7	8	0	0
3.5	Bob Bannon	2	3	5	8	13	0.390	0	0	0	0
3.5	Dave Beck	3	4	7	10	17	0.419	0	0	0	0
3.0	Suzie Evinger	1	3	4	5	11	0.230	0	0	0	0
3.0	Bob Marinak	0	4	4	1	12	(0.040)	0	0	0	0
	Open Stats										
	Forfeits	0	0								
	Penalty Points										
AVERAGE HC		3.8	18	27	45	79	119				

HC	Chicks	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 32 Invitational	
		W	L		W	L		W	L	W	L
6.5	Bruce Lenker	1	1	2	7	9	0.500	10	7	0	0
6.5	Fred Brodbeck	3	3	6	20	21	0.500	13	10	0	0
5.5	Brian Hogentogler	2	2	4	13	14	0.500	3	6	0	0
6.0	Frank Moore, CPT	4	2	6	18	14	0.687	10	10	0	0
5.0	Joe Lahr	4	3	7	17	21	0.581	6	4	0	0
4.0	Bryan Douglas	2	2	4	8	8	0.500	6	6	0	0
4.0	Wade Brodbeck	2	2	4	7	8	0.500	4	3	0	0
3.5	Brad Bohner	3	1	4	7	3	0.770	6	6	0	0
3.0	Rich Worley	2	1	3	5	3	0.677	4	6	0	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.9	23	17	40	102	101				

2 Recycles Remaining				Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 32 Invitational	
HC	Dead Strokes	W	L		W	L		W	L	W	L
6.5	Krupal Desai	2	2	4	16	11	0.500	5	4	0	0
5.5	Porus Irani	2	3	5	18	20	0.390	3	6	0	0
5.5	Dave Lavendier, CPT	2	2	4	11	10	0.500	7	7	0	0
5.0	Brandon Smith, Co-CPT	1	3	4	9	16	0.230	3	5	0	0
4.5	Pete Servatius	2	2	4	8	8	0.500	6	4	0	0
3.0	Alen Sauder	0	4	4	3	14	(0.040)	0	0	0	0
3.5	Don Severs	5	2	7	15	11	0.744	2	11	0	0
3.0	Mike Servatius	1	4	5	4	9	0.170	7	6	0	0
3.0	Maggie Smith	0	2	2	1	4	(0.020)	3	3	0	0
	Open Stats										
	Forfeits	0	1								
	Penalty Points										
AVERAGE HC		4.4	15	25	39	85	103				

HC	It Still Don't Matter	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 32 Invitational	
		W	L		W	L		W	L	W	L
7.5	John Lamplugh	3	3	6	26	20	0.500	5	4	4	0
6.5	Jim Geedy	2	1	3	11	7	0.677	6	5	0	1
5.5	Scott Gibson, CPT	4	3	7	21	15	0.581	1	8	2	1
5.5	Shawn Lilley	3	3	6	18	14	0.500	6	5	2	0
5.0	Paul Drees	3	1	4	15	7	0.770	7	3	0	2
4.5	Eric Snyder	2	2	4	8	8	0.500	5	5	2	0
4.0	Donnie Despines	0	2	2	2	6	(0.020)	0	0	0	0
3.5	John Linn	0	2	2	1	4	(0.020)	10	8	0	0
2.5	Rick Lawson	4	2	6	10	6	0.687	7	5	1	3
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.9	21	19	40	112	87				

HC	Last Call	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 32 Invitational	
		W	L		W	L		W	L	W	L
7.5	Chris Hess	2	1	3	14	9	0.677	9	2	0	0
6.0	Kevin Shutt	1	3	4	8	15	0.230	3	4	0	0
6.0	Sean Gallagher	3	0	3	12	10	1.030	9	10	0	0
5.5	Brian Kim	2	3	5	12	17	0.390	5	7	0	0
5.5	Tim Neely	6	0	6	22	11	1.060	5	2	0	0
5.0	Kevin Marroquin	2	5	7	12	22	0.256	8	11	0	0
2.5	Liz Christian, CPT	4	1	5	9	7	0.830	11	15	0	0
2.5	Emily Dauberman, Co-CPT	1	2	3	2	7	0.323	5	4	0	0
2.0	Matt Hoch	0	4	4	2	13	(0.040)	2	7	0	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.7	21	19	40	93	111				

2 Recycles Remaining		HC	Marysville Moose	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 32 Invitational	
				W	L		W	L		W	L	W	L
		7.5	Devin Kennedy	1	3	4	11	12	0.230	4	1	0	0
		7.0	Tim Reisinger	0	1	1	2	5	(0.010)	4	1	0	0
		6.0	Shane Waechter	1	2	3	8	12	0.323	0	0	0	0
		5.0	Lonnie Benner	1	3	4	12	8	0.230	7	4	0	0
		5.0	Larry Deatrick	4	1	5	18	14	0.830	5	5	0	0
		4.5	Andrew Egolf	2	5	7	14	23	0.256	3	7	0	0
		3.5	Ryan Iskric, CPT	2	6	8	13	20	0.210	8	7	0	0
		3.5	Mason Iskric	2	2	4	5	6	0.500	0	0	0	0
		3.5	Kevin Jones	2	1	3	4	3	0.677	2	5	0	0
			Open Stats										
			Forfeits	0.7	0.3								
			Penalty Points										
AVERAGE HC		5.1	15.7	24.3	39	87	103						

3 Recycles Remaining

HC	Off In The Corner	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 32 Invitational	
		W	L		W	L		W	L	W	L
7.0	Ken Hess	0	1	1	3	3	(0.010)	0	0	0	0
7.0	Chuck Whitmyer	4	3	7	29	21	0.581	4	5	0	0
5.5	Bradley Keich	4	4	8	25	28	0.500	7	6	0	0
5.0	Jenn Kelly, CPT	2	3	5	15	17	0.390	6	7	0	0
4.5	JT Keich	0	3	3	5	11	(0.030)	3	4	0	0
4.0	Joe Pinci	2	2	4	8	10	0.500	0	0	0	0
4.0	Kiernan Kelly	7	1	8	16	8	0.935	8	4	0	0
4.0	Patrick Kelly, Co-CPT	3	4	7	9	18	0.419	7	6	0	0
3.5	Carson Kelly	1	1	2	3	5	0.500	4	6	0	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		5.1	23	22	45	113	121				

HC	Pool CueTs	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 32 Invitational	
		W	L		W	L		W	L	W	L
7.5	Kevin Dodson	4	2	6	26	16	0.687	8	3	0	0
7.0	Mike Fisher	4	3	7	29	21	0.581	8	3	0	0
5.0	Anthony Hackman, Co-CPT	2	5	7	15	25	0.256	7	6	0	0
4.5	Adam Brody	3	3	6	14	12	0.500	8	5	0	0
4.0	Ken Richards	1	1	2	3	3	0.500	3	4	0	0
4.0	Dave Komykoski	0	0	0	0	0	#DIV/0!	1	0	0	0
4.5	Scott Granger	4	3	7	14	16	0.581	5	7	0	0
4.0	Lyle Hartranft, Co-CPT	5	1	6	14	6	0.873	5	5	0	0
3.0	Terry Smith	3	0	3	6	1	1.030	7	4	0	0
	Open Stats										
	Forfeits	0.7	0.3								
	Penalty Points										
AVERAGE HC		4.8	26.7	18.3	44	121	100				

Terry was the named beneficiary of a forfeit win

HC	Pour House Elite	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 32 Invitational	
		W	L		W	L		W	L	W	L
7.5	Duck Nornhold	2	1	3	13	6	0.677	11	6	4	1
7.5	Ron Straw	2	2	4	15	6	0.500	8	8	7	0
7.0	Josh Reynolds	0	3	3	6	12	(0.030)	13	9	4	2
6.0	Alan Fleegal	4	1	5	18	11	0.830	7	5	2	2
5.0	Andy Ritter	3	2	5	15	13	0.610	9	5	1	1
4.5	Clarence Marsh, CPT	3	1	4	9	4	0.770	10	16	3	1
4.0	Todd Quigley	1	3	4	8	9	0.230	7	4	0	0
3.0	Stephanie Ozimac	1	3	4	4	9	0.230	7	11	7	0
2.5	Kerrin Lutz	5	3	8	12	12	0.645	10	9	0	3
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		5.2	21	19	40	100	82				

HC		Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 32 Invitational	
		W	L		W	L		W	L	W	L
1 Recycle Remaining											
Rock Out With Chalk Out											
7.5	Steve Weaver	2	2	4	13	15	0.500	9	3	0	3
7.0	Rick Boyer, CPT	2	3	5	16	21	0.390	23	14	2	4
5.5	Eric Van Selow	2	1	3	11	8	0.677	15	5	0	3
4.5	Bruce Wright	1	6	7	15	22	0.093	8	2	1	1
4.5	Bill Scharff	3	1	4	12	7	0.770	4	5	1	3
3.5	Joe Gailey	2	5	7	13	17	0.256	5	3	0	0
3.5	Jess Cassner	2	1	3	5	6	0.677	1	5	2	1
3.0	Tracy Klinger	0	7	7	2	16	(0.070)	6	6	4	0
	Open Stats	0	0	0	0	0					
	Forfeits	0	0								
	Penalty Points										
AVERAGE HC		4.9	14	26	40	87	112				

HC		Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 32 Invitational	
		W	L		W	L		W	L	W	L
Silent Assassins											
7.0	Kevin Bryner	4	1	5	21	11	0.830	12	10	0	2
6.5	James Shafer, Co-CPT	1	2	3	12	12	0.323	7	8	2	0
6.5	Gerard Madden	1	2	3	8	13	0.323	10	5	3	0
5.0	Sean Grissinger	3	3	6	20	15	0.500	4	7	0	0
5.0	Paul Ramsey	4	2	6	20	11	0.687	7	10	1	1
5.0	Del Madden, CPT	4	0	4	17	5	1.040	10	11	0	2
4.5	Mike Bretz	4	0	4	12	2	1.040	3	5	0	0
3.5	Jeff Washington	0	3	3	1	7	(0.030)	6	5	2	1
2.5	Marcia Yost	3	2	5	7	9	0.610	5	11	1	2
	Open Stats										
	Forfeits	0	1								
	Penalty Points										
AVERAGE HC		5.1	24	16	39	118	85				

HC		Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 32 Invitational	
		W	L		W	L		W	L	W	L
We Lag Well											
7.5	Ed Kearney, CPT	6	1	7	33	19	0.907	16	12	5	3
6.5	Josh Hawbaker	3	0	3	15	6	1.030	0	0	0	0
5.0	Brian Minnich	2	4	6	12	21	0.313	8	12	3	2
5.0	Anthony Cressler	1	3	4	11	13	0.230	15	11	2	2
5.0	Tim Meise	2	2	4	13	10	0.500	6	11	3	2
4.0	Sam Hartley	4	1	5	14	5	0.830	5	5	1	1
3.5	Kevin Miller	4	3	7	9	8	0.581	6	4	1	1
2.5	Kelley Wilson	0	4	4	3	9	(0.040)	5	4	0	1
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.9	22	18	40	110	91				

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 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 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 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 allotted (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 opposing 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

John Lamplugh
Ed Kearney
Devin Kennedy
Mike Fisher

Break And Funs This Session

John Hedgepath	4
Ed Kearney	3
Devin Kennedy	2
Mike Leonard	2
John Lamplugh	2
Ron Straw	2
Brad Bohner	
Mike Bretz	
Kevin Bryner	
Krupal Desai	
Kevin Dodson	
Paul Drees	
Shawn Evinger	
Mike Fisher	

Jim Geedy
Jenn Kelly
Patrick Kelly
Gerard Madden
Duck Nornhold
Jim Roberts
Ron Straw
Chuck Whitmyer

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.....

$(\text{Match wins} / \text{Matches Played}) + ((\text{Matches Won} - \text{Matches Lost}) \times .01)$

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

$(10/12) + ((10-2) \times .01) = .833 + (8 \times .01) = .833 + .08 = \underline{.913}$

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.