



Week 11 1/23/23

Solids Fall Winter '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		LAST WEEK	Games		AVG HCP	Home Location	Week 11 Opponent
		W	L		W	L			Home team if in CAPS
Dead Strokes	0.660	33	- 17	5-0	143	112	4.9	Chicks	last call
Zero Fux Given	0.620	31	- 19	4-1	133	97	4.9	Bressler Club	OFF IN THE CORNER
Off In The Corner	0.600	30	- 20	3-2	135	115	4.8	Enola Sportsmens	zero fux given
Pour House Elite	0.540	27	- 23	2-3	123	126	4.5	The Pour House	CHALK IS CHEAP
We Lag Well	0.520	26	- 24	2-3	119	122	5.2	The Pour House	chicks
Castaways	0.500	25	- 25	2-3	134	120	5.0	The Pour House	POOL CUE-TS
Marysville Moose	0.500	25	- 25	3-2	111	128	4.8	Marysville Moose	angies a team
Last Call	0.500	25	- 25	3-2	120	119	4.6	The Hose	DEAD STROKES
Angies A Team	0.480	24	- 26	3-2	122	118	4.6	Angies	MARYSVILLE MOOSE
Pool Cue-Ts	0.460	23	- 27	2-3	118	119	4.7	The Hose	castaways
Rock Out W/Chalk Out	0.440	22	- 28	1-4	119	123	4.2	Dauphin Home Assoc	silent assassins
Chicks	0.440	22	- 28	3-2	111	134	4.2	Chicks	WE LAG WELL
Silent Assassins	0.380	19	- 31	0-5	113	134	5.1	Aroogas, Allentown Blvd	ROCK OUT W/CHALK
Chalk Is Cheap	0.360	18	- 32	2-3	104	138	4.2	Rutherford VFW	pour house elite
		350	- 350		1705	1705	4.7		

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		TOT #	GAMES	
		W	L		W	L
7.5	Kevin Dodson	6	0	6	31	4
7.0	Mike Fisher	4	3	7	27	21
5.0	Scott Granger	4	1	5	15	12
4.5	Lyle Hartranft, Co-CPT	1	3	4	7	11
4.5	Adam Brody	2	7	9	12	30
4.0	Anthony Hackman, Co-CPT	2	5	7	12	19
4.0	Dave Komykoski	0	2	2	3	7
3.0	Ken Richards	3	1	4	7	4
2.5	Terry Smith	1	5	6	4	11
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L		4.7	23	27	118	119

S/L	Castaways	MATCH		TOT #	GAMES	
		W	L		W	L
7.5	John Lamplugh	1	4	5	11	21
7.5	Scott Gibson, CPT	3	2	5	19	14
5.5	Shawn Lilley	4	4	8	22	24
5.5	Andy Lundeen	5	3	8	27	18
4.5	Steve Marshall	2	2	4	10	9
4.5	Paul Drees	3	3	6	14	11
4.0	Eric Snyder	2	1	3	9	4
4.0	John Linn	4	2	6	15	5
2.0	Rick Lawson	1	3	4	5	11
	Open Stats	0	1	1	2	3
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L		5.0	25	25	134	120

S/L	Angies A Team	MATCH		TOT	GAMES	
		W	L	#	W	L
7.0	Pete Mavropoulos	1	0	1	5	4
6.5	Ken McPherson	2	3	5	18	13
5.5	George Houtz	5	2	7	24	15
5.0	Jim Roberts, CO-CPT	4	3	7	21	17
4.0	Kevin Joy, CO-CPT	3	4	7	16	18
3.5	Ron John	3	3	6	11	11
3.5	Jack Jimmink	3	4	7	13	15
3.0	Taylor Marsh	1	1	2	3	4
3.0	Alfredo Cortes	2	5	7	7	16
	Open Stats	0	1	1	4	5
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0	0	0
AVERAGE S/L		4.6	24	26	122	118

S/L	Off In The Corner	MATCH		TOT	GAMES	
		W	L	#	W	L
6.5	Daron Morrill	2	1	3	12	10
6.0	Chuck Whitmyer	2	2	4	13	11
6.0	Bradley Keich	4	2	6	20	15
5.5	Jenn Kelly, CPT	7	2	9	34	25
5.0	Zach Morrill	3	1	4	11	5
4.5	JT Keich	5	2	7	16	10
4.0	Patrick Kelly, Co-CPT	2	4	6	9	17
4.0	Carson Kelly	3	3	6	13	13
3.0	Kiernan Kelly	2	3	5	7	9
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0	0	0
AVERAGE S/L		4.8	30	20	135	115

S/L	Last Call	MATCH		TOT	GAMES	
		W	L	#	W	L
6.5	Chris Hess	4	1	5	22	12
6.0	Kevin Shutt	0	6	6	11	25
6.0	Sean Gallagher	2	2	4	13	9
6.0	Brian Kim	5	2	7	26	17
5.5	Kevin Marroquin	4	2	6	18	14
4.0	Tim Neely	5	2	7	14	8
3.0	Liz Christian, CPT	1	4	5	5	12
2.5	Matt Hoch	2	2	4	4	5
2.0	Emily Dauberman, Co-CPT	2	4	6	7	17
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L		4.6	25	25	120	119

S/L	Chicks	MATCH		TOT	GAMES	
		W	L	#	W	L
6.0	Fred Brodbeck	3	7	10	27	34
5.0	Frank Moore, CPT	3	3	6	16	20
5.0	Bryan Douglas	4	3	7	18	18
4.0	Dave McKee	2	0	2	6	5
4.0	Rich Worley	4	4	8	18	18
4.0	Joe Lahr	4	3	7	16	17
3.5	Brad Bohner	1	3	4	6	11
2.0	Ginny Cimirro	1	5	6	4	11
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L		4.2	22	28	111	134

S/L	Dead Strokes	MATCH		TOT	GAMES	
		W	L	#	W	L
7.5	Stan Kovich	5	0	5	25	9
7.0	Porus Irani	2	2	4	15	15
6.5	Krupal Desai	5	1	6	28	18
6.0	Brandon Smith, Co-CPT	6	0	6	24	8
5.0	Dave Lavendier, CPT	3	5	8	19	23
5.0	Don Severs	3	2	5	11	11
3.0	Mike Servatius	2	3	5	5	7
2.5	Maggie Smith	4	1	5	9	5
2.0	Zach Severs	3	3	6	7	16
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L		4.9	33	17	143	112

S/L	Chalk Is Cheap	MATCH		TOT	GAMES	
		W	L	#	W	L
6.5	Bruce Lenker	3	5	8	24	24
5.5	Ted Fleegal	5	4	9	30	24
5.5	Jay Mutzabaugh	2	3	5	12	17
5.0	Forrest Aeppli, CPT	1	3	4	12	13
5.0	Chae Kim	1	2	3	6	9
3.5	Ellie Heinly, Co-CPT	3	3	6	10	9
2.5	Wally Santos	2	4	6	6	13
2.0	Will Tuttle	1	4	5	3	15
2.0	Ashley Dellesega	0	4	4	1	14
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L		4.2	18	32	104	138

S/L Pour House Elite		MATCH		TOT	GAMES	
		W	L	#	W	L
7.5	Duck Nornhold	3	3	6	23	21
7.0	Ron Straw	4	2	6	27	16
5.5	Josh Reynolds	3	5	8	21	23
5.0	Dan Houck	0	0	0	0	0
4.0	Clarence Marsh, CPT	4	4	8	14	20
3.5	Andy Ritter	6	3	9	19	20
3.5	Todd Quigley	4	1	5	12	10
2.5	Stephanie Ozimac	1	0	1	2	1
2.0	Kerrin Lutz	2	5	7	5	15
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0	0	0
AVERAGE S/L		4.5	27	23	123	126

S/L Zero Fux Given		MATCH		TOT	GAMES	
		W	L	#	W	L
7.5	Shawn Hoerner	8	2	10	41	19
7.5	Powder Zeigler	3	1	4	17	9
6.0	Shane Waechter	3	1	4	15	9
5.5	Ron Brady	2	0	2	8	4
4.5	Merrill Brown	3	3	6	12	15
4.5	Tone Brubacher	4	3	7	18	14
3.0	Marcia Rector	1	5	6	6	14
3.0	Nick Ellis	4	3	7	10	9
2.5	Jacqui Hiemstra, CPT	2	1	3	4	4
	Open Stats	1	0	1	2	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L		4.9	31	19	133	97

S/L Rock Out w/Your Chalk Out		MATCH		TOT	GAMES	
		W	L	#	W	L
6.0	Rick Boyer, CPT	3	5	8	26	28
6.0	Steve Weaver	4	4	8	28	23
5.5	Bill Scharff	4	4	8	25	21
4.0	Bruce Wright	3	5	8	15	21
4.0	Eric Van Selow	0	2	2	2	6
3.5	Jess Cassner	2	1	3	4	4
3.0	Joe Gailey	2	3	5	10	9
3.0	Justin Geegee	1	3	4	3	8
3.0	Tracy Klinger	3	1	4	6	3
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L		4.2	22	28	119	123

S/L We Lag Well		MATCH		TOT	GAMES	
		W	L	#	W	L
7.5	Ed Kearney, CPT	6	2	8	31	21
6.5	Jack Finney	4	2	6	19	16
6.0	Brian Hogentogler	1	3	4	9	17
5.5	Tim Meise	2	2	4	10	8
4.5	Brian Minnich	5	5	10	20	24
4.0	Indra Dhungana	1	0	1	3	1
4.0	Sam Hartley	4	2	6	14	10
3.5	Kevin Miller	3	6	9	13	21
	Open Stats	0	2	2	0	4
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0	0	0
AVERAGE S/L		5.2	26	24	119	122

S/L Marysville Moose		MATCH		TOT	GAMES	
		W	L	#	W	L
7.5	Devin Kennedy	2	0	2	10	6
6.5	Tim Reisinger	2	3	5	17	15
5.5	Andrew Egolf	4	3	7	24	22
5.0	Lonnie Benner	1	4	5	7	18
4.5	Larry Deatruck	3	4	7	16	17
4.5	Kevin Jones	3	2	5	10	11
4.5	Ryan Iskrick, CPT	2	5	7	9	23
3.0	John Shughart	4	3	7	9	11
2.5	Doug Hammaker	4	1	5	9	5
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0	0	0
AVERAGE S/L		4.8	25	25	111	128

S/L Silent Assassins		MATCH		TOT	GAMES	
		W	L	#	W	L
6.5	Kevin Bryner	2	4	6	19	21
6.5	James Shafer, Co-CPT	1	3	4	7	18
5.5	Gerard Madden	3	4	7	22	22
5.5	El Voughs	1	3	4	9	15
5.5	Del Madden, CPT	2	4	6	16	16
5.0	Paul Ramsey	2	3	5	13	12
4.0	Jeff Washington	0	1	1	0	2
4.0	Ryan Trafecanty	3	4	7	12	14
3.0	Marcia Yost	5	5	10	15	14
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0	0	0
AVERAGE S/L		5.1	19	31	113	134

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 not 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.

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.

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

Stan Kovich	2
Kevin Dodson	2
Mike Fisher	

Break And Funs This Session

Shawn Hoerner	8
Kevin Dodson	5
Mike Fisher	4
Stan Kovich	4
Rick Boyer	2
Krupal Desai	2
George Houtz	2
Ed Kearney	2
Brian Kim	2

Tim Reisinger
Fred Brodbeck
Kevin Bryner
Ted Fleegal
Sean Gallagher
Chris Hess
Porus Irani
JT Keich
Jenn Kelly
Devin Kennedy
John Lamplugh
Bruce Lenker
Andy Lundeen
Clarence Marsh
Andy Ritter
Ron Straw
Shane Waechter
Steve Weaver
Chuck Whitmyer
Powder Zeigler

2

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.