



Week 13 2/6/23

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 13 Opponent
		W	L		W	L			Home team if in CAPS
Dead Strokes	0.617	37	- 23	2-3	169	142	5.0	Chicks	ROCK OUT W/CHALK C
Zero Fux Given	0.600	36	- 24	2-3	155	123	4.9	Bressler Club	ANGIES A TEAM
Off In The Corner	0.583	35	- 25	3-2	166	138	4.8	Enola Sportsmens	last call
Marysville Moose	0.533	32	- 28	3-2	139	146	4.9	Marysville Moose	chicks
Pour House Elite	0.517	31	- 29	2-3	146	153	4.5	The Pour House	POOL CUE-TS
We Lag Well	0.517	31	- 29	3-2	148	149	5.1	The Pour House	castaways
Last Call	0.500	30	- 30	2-3	142	148	4.6	The Hose	OFF IN THE CORNER
Castaways	0.500	30	- 30	3-2	157	143	5.0	The Pour House	WE LAG WELL
Pool Cue-Ts	0.467	28	- 32	2-3	142	143	4.6	The Hose	pour house elite
Angies A Team	0.467	28	- 32	3-2	145	147	4.6	Angies	zero fux given
Rock Out W/Chalk Out	0.467	28	- 32	3-2	151	144	4.2	Dauphin Home Assoc	dead strokes
Chicks	0.450	27	- 33	2-3	131	158	4.4	Chicks	MARYSVILLE MOOSE
Chalk Is Cheap	0.400	24	- 36	3-2	128	156	4.1	Rutherford VFW	silent assassins
Silent Assassins	0.383	23	- 37	2-3	135	164	5.0	Aroogas, Allentown Blvd	CHALK IS CHEAP
		420	- 420		2054	2054	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	7	1	8	36	8
6.5	Mike Fisher	4	4	8	31	26
5.0	Scott Granger	4	2	6	18	16
4.5	Lyle Hartranft, Co-CPT	1	4	5	8	14
4.0	Adam Brody	3	8	11	15	35
4.0	Anthony Hackman, Co-CPT	3	5	8	15	21
4.0	Dave Komykoski	0	2	2	3	7
3.5	Ken Richards	5	1	6	12	5
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		4.6	28	32	142	143

S/L	Castaways	MATCH		TOT #	GAMES	
		W	L		W	L
7.5	John Lamplugh	1	5	6	12	26
7.0	Scott Gibson, CPT	3	3	6	19	17
6.0	Andy Lundeen	6	3	9	31	19
5.5	Shawn Lilley	5	5	10	29	31
4.5	Steve Marshall	2	3	5	12	12
4.5	Paul Drees	3	3	6	14	11
4.0	Eric Snyder	4	1	5	15	5
4.0	John Linn	4	2	6	15	5
2.0	Rick Lawson	2	4	6	8	14
	Open Stats	0	1	1	2	3
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L		5.0	30	30	157	143

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	4	3	7	27	20
5.5	George Houtz	5	3	8	27	20
5.0	Jim Roberts, CO-CPT	5	3	8	25	18
4.0	Kevin Joy, CO-CPT	3	5	8	18	21
3.5	Ron John	3	3	6	11	11
3.5	Jack Jimmink	3	5	8	13	20
3.0	Taylor Marsh	2	2	4	6	7
3.0	Alfredo Cortes	2	7	9	9	21
	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	28	32	145	147

S/L	Off In The Corner	MATCH		TOT	GAMES	
		W	L	#	W	L
7.0	Daron Morrill	3	1	4	16	10
6.5	Chuck Whitmyer	3	2	5	18	13
6.0	Bradley Keich	4	4	8	26	25
5.5	Jenn Kelly, CPT	8	2	10	38	25
5.0	Zach Morrill	3	2	5	14	9
4.5	JT Keich	6	2	8	19	11
4.0	Patrick Kelly, Co-CPT	3	4	7	12	19
4.0	Carson Kelly	3	4	7	15	15
3.0	Kiernan Kelly	2	4	6	8	11
	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	35	25	166	138

S/L	Last Call	MATCH		TOT	GAMES	
		W	L	#	W	L
6.5	Chris Hess	5	2	7	27	18
6.0	Kevin Shutt	1	6	7	15	28
6.0	Sean Gallagher	2	3	5	17	13
6.0	Brian Kim	5	3	8	28	22
5.5	Kevin Marroquin	4	3	7	18	19
4.0	Tim Neely	5	3	8	15	11
3.0	Liz Christian, CPT	2	4	6	7	13
2.5	Matt Hoch	3	2	5	6	5
2.0	Emily Dauberman, Co-CPT	3	4	7	9	19
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L		4.6	30	30	142	148

S/L	Chicks	MATCH		TOT	GAMES	
		W	L	#	W	L
6.5	Fred Brodbeck	4	7	11	31	37
5.5	Frank Moore, CPT	4	3	7	19	20
5.0	Bryan Douglas	5	3	8	22	19
4.5	Dave McKee	3	1	4	10	10
4.0	Rich Worley	4	5	9	18	21
4.0	Joe Lahr	5	3	8	19	18
3.5	Brad Bohner	1	4	5	7	16
2.0	Ginny Cimirro	1	7	8	5	17
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L		4.4	27	33	131	158

S/L	Dead Strokes	MATCH		TOT	GAMES	
		W	L	#	W	L
7.5	Stan Kovich	6	0	6	30	9
7.0	Porus Irani	2	3	5	19	20
6.5	Krupal Desai	6	2	8	34	26
6.0	Brandon Smith, Co-CPT	6	0	6	24	8
5.0	Dave Lavendier, CPT	4	5	9	23	27
5.0	Don Severs	3	3	6	14	15
3.0	Mike Servatius	2	4	6	6	9
3.0	Maggie Smith	5	1	6	11	6
2.0	Zach Severs	3	5	8	8	22
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L		5.0	37	23	169	142

S/L	Chalk Is Cheap	MATCH		TOT	GAMES	
		W	L	#	W	L
6.5	Bruce Lenker	5	5	10	34	27
5.5	Ted Fleegal	5	6	11	32	33
5.0	Jay Mutzabaugh	2	4	6	13	19
5.0	Forrest Aeppli, CPT	2	3	5	15	14
5.0	Chae Kim	2	2	4	10	10
3.0	Ellie Heinly, Co-CPT	4	3	7	12	9
2.5	Wally Santos	2	4	6	6	13
2.0	Will Tuttle	1	5	6	3	17
2.0	Ashley Dellesega	1	4	5	3	14
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L		4.1	24	36	128	156

S/L	Pour House Elite	MATCH		TOT	GAMES	
		W	L	#	W	L
7.5	Duck Nornhold	3	4	7	27	25
7.0	Ron Straw	5	3	8	33	22
5.5	Josh Reynolds	4	5	9	25	25
5.0	Dan Houck	0	0	0	0	0
4.0	Andy Ritter	8	3	11	24	22
3.5	Clarence Marsh, CPT	4	6	10	17	29
3.5	Todd Quigley	4	2	6	13	12
2.5	Stephanie Ozimac	1	0	1	2	1
2.0	Kerrin Lutz	2	6	8	5	17
	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	31	29	146	153

2 Recycles Remaining		MATCH		TOT	GAMES	
S/L	Rock Out w/Your Chalk Out	W	L	#	W	L
6.0	Rick Boyer, CPT	5	5	10	36	31
6.0	Steve Weaver	5	5	10	37	30
5.0	Bill Scharff	4	5	9	28	25
4.0	Bruce Wright	4	5	9	18	22
4.0	Eric Van Selow	1	2	3	5	6
3.5	Jess Cassner	2	1	3	4	4
3.5	Joe Gailey	3	3	6	12	9
3.0	Justin Geegee	1	4	5	5	10
3.0	Tracy Klinger	3	2	5	6	7
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L		4.2	28	32	151	144

3 Recycles Remaining		MATCH		TOT	GAMES	
S/L	Marysville Moose	W	L	#	W	L
7.5	Devin Kennedy	3	0	3	15	6
6.5	Tim Reisinger	3	4	7	25	24
5.5	Andrew Egolf	5	3	8	27	22
5.0	Lonnie Benner	1	4	5	7	18
5.0	Larry Deatruck	4	5	9	21	22
4.5	Kevin Jones	3	3	6	10	13
4.5	Ryan Iskrick, CPT	3	5	8	12	23
3.0	John Shughart	5	3	8	11	12
2.5	Doug Hammaker	5	1	6	11	6
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0	0	0
AVERAGE S/L		4.9	32	28	139	146

3 Recycles Remaining		MATCH		TOT	GAMES	
S/L	Zero Fux Given	W	L	#	W	L
7.5	Shawn Hoerner	8	2	10	41	19
7.5	Powder Zeigler	4	2	6	22	13
6.5	Shane Waechter	4	1	5	20	13
5.5	Ron Brady	2	1	3	9	9
4.5	Merrill Brown	3	4	7	14	18
4.5	Tone Brubacher	5	4	9	23	21
3.0	Marcia Rector	1	6	7	6	16
3.0	Nick Ellis	5	3	8	12	10
2.5	Jacqui Hiemstra, CPT	3	1	4	6	4
	Open Stats	1	0	1	2	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L		4.9	36	24	155	123

2 Recycles Remaining		MATCH		TOT	GAMES	
S/L	We Lag Well	W	L	#	W	L
7.5	Ed Kearney, CPT	7	2	9	36	25
6.5	Jack Finney	5	3	8	27	22
5.5	Brian Hogentogler	1	4	5	10	20
5.5	Tim Meise	2	3	5	11	11
4.5	Brian Minnich	6	5	11	24	27
4.0	Indra Dhungana	2	1	3	8	6
4.0	Sam Hartley	5	2	7	18	11
3.5	Kevin Miller	3	7	10	14	23
	Open Stats	0	2	2	0	4
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0	0	0
AVERAGE S/L		5.1	31	29	148	149

3 Recycles Remaining		MATCH		TOT	GAMES	
S/L	Silent Assassins	W	L	#	W	L
6.5	James Shafer, Co-CPT	3	3	6	17	24
6.0	Kevin Bryner	2	6	8	24	31
5.5	Gerard Madden	3	4	7	22	22
5.5	El Voughs	1	4	5	9	19
5.0	Del Madden, CPT	2	4	6	16	16
5.0	Paul Ramsey	3	3	6	17	12
4.0	Jeff Washington	0	3	3	1	8
4.0	Ryan Trafecanty	3	4	7	12	14
3.5	Marcia Yost	6	6	12	17	18
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0	0	0
AVERAGE S/L		5.0	23	37	135	164

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

Krupal Desai
Ed Kearney
Steve Weaver

Break And Funs This Session

Shawn Hoerner	8
Kevin Dodson	6
Mike Fisher	4
Chris Hess	4
Stan Kovich	4
Krupal Desai	3
Ed Kearney	3
Rick Boyer	2
George Houtz	2
Brian Kim	2

Tim Reisinger	2
Shane Waechter	2
Steve Weaver	2
Fred Brodbeck	
Kevin Bryner	
Jack Finney	
Ted Fleegal	
Sean Gallagher	
Porus Irani	
JT Keich	
Jenn Kelly	
Devin Kennedy	
John Lamplugh	
Bruce Lenker	
Andy Lundeen	
Clarence Marsh	
Andy Ritter	
Ron Straw	
Chuck Whitmyer	
Powder Zeigler	

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.