



Spring '23 (Solids)

Week 14 7/3/23

	Win %	Match		Last		Games		AVG	Home Location	Week 14 Opponent Home Team if in CAPS
		W	L	Week	W	L	HC			
Pool CueTs	0.600	39	26	3-2	167	146	4.6	The Hose	CHICKS	
Rock Out W/Chalk Out	0.595	38.7	26.3	2-3	174	132	4.6	Dauphin Home Assoc	zero fux given	
Off In The Corner	0.523	34	31	3-2	159	148	4.8	Enola Sportsmens	chalk is cheap	
We Lag Well	0.508	33	32	2-3	160	159	5.2	The Pour House	silent assassins	
It Still Don't Matter	0.508	33	32	3-2	176	156	5.0	The Pour House	POUR HOUSE ELITE	
Chicks	0.492	32	33	4-1	138	167	4.7	Chicks Tavern	pool cue-ts	
Silent Assassins	0.492	32	33	4-1	161	153	5.0	Hbg Maennorchor	WE LAG WELL	
Marysville Moose	0.492	32	33	3-2	143	148	4.9	Marysville Moose	angies a team	
Pour House Elite	0.492	32	33	2-3	155	159	4.8	The Pour House	it still don't matter	
Angies A Team	0.477	31	34	2-3	160	153	4.5	Angies Diner	MARYSVILLE MOOSE	
Zero Fux Given	0.462	30	35	3-2	137	152	4.7	Bressler Club	ROCK OUT W/CHALK	
Last Call	0.462	30	35	1-4	141	166	4.6	The Hose	dead strokes	
Dead Strokes	0.457	29.7	35.3	2-3	148	162	4.6	Chicks Tavern	LAST CALL	
Chalk Is Cheap	0.431	28	37	1-4	137	155	4.0	The Dutch Club	OFF IN THE CORNER	
		455	455		2156	2156	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

3 Recycles Remaining								Match Record		Tournament	
HC	Angies A Team	Match		Matches Played This Session	Games		MVP Score	Last Session (Monday & Tuesday)		Match Record in PACS 31 Invitational	
		W	L		W	L		W	L	W	L
7.5	John Hedgepath	7	2	9	40	20	0.828	0	0	0	0
5.5	George Houtz	1	3	4	9	10	0.230	5	3	0	0
5.0	Kevin Joy, CO-CPT	4	5	9	24	28	0.434	13	17	2	4
4.5	Jim Roberts, CO-CPT	4	6	10	25	29	0.380	13	15	0	2
4.0	Jack Jimmink	5	5	10	20	24	0.500	5	7	1	1
4.0	Alfredo Cortes	7	3	10	22	15	0.740	11	12	5	0
3.5	Paul McMichael	1	6	7	7	15	0.093	0	0	0	0
3.5	Taylor Marsh	1	0	1	3	1	1.010	5	4	1	2
3.0	Ron John	1	4	5	10	11	0.170	3	5	0	0
	Open Stats	0	0		0	0					
	Forfeits										
	Penalty Points										
AVERAGE HC		4.5	31	34	65	160	153				

No Recycles Remaining								Match Record		Tournament	
HC	Chalk Is Cheap	Match		Matches Played This Session	Games		MVP Score	Last Session (Monday & Tuesday)		Match Record in PACS 31 Invitational	
		W	L		W	L		W	L	W	L
7.0	Bruce Lenker	10	2	12	54	29	0.913	7	9	0	0
5.0	Forrest Aeppli, CPT	2	3	5	12	15	0.390	10	9	0	0
4.5	Ted Fleegal	5	11	16	42	49	0.253	7	9	0	0
4.5	Chae Kim	1	1	2	4	5	0.500	3	5	0	0
3.0	Tye Vasquez	0	4	4	1	13	(0.040)	0	0	0	0
3.0	Wally Santos	5	0	5	10	3	1.050	5	6	0	0
3.0	Ellie Heinly, Co-CPT	5	7	12	12	18	0.397	9	14	0	0
2.0	Ashley Dellesega	0	8	8	2	23	(0.080)	1	8	0	0
							#DIV/0!				
	Open Stats										
	Forfeits	0	1								
	Penalty Points										
AVERAGE HC		4.0	28	37	64	137	155				

3 Recycles Remaining								Match Record		Tournament	
HC	Chicks	Match		Matches Played This Session	Games		MVP Score	Last Session (Monday & Tuesday)		Match Record in PACS 31 Invitational	
		W	L		W	L		W	L	W	L
6.0	Fred Brodbeck	6	5	11	29	39	0.555	11	19	0	0
6.0	Frank Moore, CPT	6	3	9	35	29	0.697	13	8	0	0
4.5	Bryan Douglas	4	6	10	20	28	0.380	6	6	0	0
4.5	Joe Lahr	7	5	12	24	27	0.603	6	4	0	0
3.5	Rich Worley	4	6	10	15	21	0.380	4	6	0	0
3.5	Brad Bohner	4	3	7	11	9	0.581	6	6	0	0
							#DIV/0!				
	Open Stats	1	5	6	4	14					
	Forfeits										
	Penalty Points										
AVERAGE HC		4.7	32	33	65	138	167				

HC	Dead Strokes	Match		Matches Played This Session	Games		MVP Score	Match Record		Tournament	
		W	L		W	L		W	L	W	L
6.5	Krupal Desai	5	2	7	28	19	0.744	8	3	1	1
6.0	Porus Irani	1	5	6	19	22	0.127	4	5	1	1
6.0	Brandon Smith, Co-CPT	3	3	6	19	15	0.500	7	2	0	1
5.0	Dave Lavendier, CPT	4	6	10	26	30	0.380	7	5	1	1
4.5	Pete Servatius	4	2	6	14	10	0.687	0	0	0	0
4.0	Don Severs	1	8	9	13	29	0.041	4	5	1	1
3.5	Mike Servatius	6	4	10	16	17	0.620	5	5	1	1
3.0	Maggie Smith	2	3	5	5	14	0.390	5	4	0	1
2.5	Zach Severs	3	2	5	8	6	0.610	7	6	0	1
	Open Stats										
	Forfeits	0.7	0.3								
	Penalty Points										
AVERAGE HC		4.6	29.7	35.3	64	148	162				

Zach was the named beneficiary of a forfeit								Match Record		Tournament	
3 Recycles Remaining								Last Session (Monday & Tuesday)		Match Record in PACS 31 Invitational	
HC	It Still Don't Matter	Match		Matches Played This Session	Games		MVP Score	W	L	W	L
		W	L		W	L					
7.5	John Lamplugh	5	3	8	35	20	0.645	1	6	0	0
6.5	Scott Gibson, CPT	1	4	5	11	19	0.170	4	8	0	0
6.0	Jim Geedy	4	4	8	27	27	0.500	0	0	0	0
5.5	Andy Lundeen	1	5	6	15	23	0.127	7	6	0	0
5.0	Shawn Lilley	5	3	8	29	19	0.645	7	8	0	0
5.0	Paul Drees	5	1	6	21	9	0.873	6	3	0	0
4.5	Eric Snyder	4	4	8	15	12	0.500	6	1	0	0
2.5	John Linn	2	5	7	9	12	0.256	11	9	1	0
2.5	Rick Lawson	6	3	9	14	15	0.697	5	4	0	0
	Open Stats	0	0		0	0					
	Forfeits										
	Penalty Points										
AVERAGE HC		5.0	33	32	65	176	156				

HC	Last Call	Match		Matches Played This Session	Games		MVP Score	W	L	W	L
		W	L		W	L					
7.0	Chris Hess	6	1	7	29	21	0.907	5	3	0	0
6.0	Kevin Shutt	2	4	6	15	13	0.313	4	8	0	0
5.5	Kevin Marroquin	2	4	6	16	15	0.313	14	8	0	1
5.5	Brian Kim	3	5	8	23	24	0.355	6	5	0	0
5.0	Sean Gallagher	1	6	7	15	26	0.093	7	11	0	0
4.5	Tim Neely	5	2	7	17	10	0.744	6	4	0	0
3.0	Liz Christian, CPT	5	4	9	13	17	0.566	3	8	3	1
2.5	Matt Hoch	2	5	7	4	21	0.256	4	5	0	0
2.5	Emily Dauberman, Co-CPT	4	4	8	9	19	0.500	4	6	0	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.6	30	35	65	141	166				

2 Recycles Remaining								Match Record		Tournament	
Marysville Moose								Last Session (Monday & Tuesday)		Match Record in PACS 31 Invitational	
HC	Marysville Moose	Match		Matches Played This Session	Games		MVP Score	W	L	W	L
		W	L		W	L					
7.5	Devin Kennedy	1	0	1	5	0	1.010	6	1	0	0
7.0	Tim Reisinger	3	1	4	15	11	0.770	7	5	3	1
5.5	Andrew Egolf	3	5	8	22	29	0.355	8	5	2	2
5.0	Larry Deatrick	4	4	8	20	20	0.500	5	5	1	2
4.5	Lonnie Benner	5	3	8	18	16	0.645	2	5	2	2
4.0	Ryan Iskric, CPT	5	5	10	24	21	0.500	3	8	2	2
4.0	Kevin Jones	2	3	5	8	12	0.390	3	4	1	1
4.0	John Shughart	4	5	9	15	16	0.434	9	4	1	0
3.0	Doug Hammaker	5	7	12	16	23	0.397	7	3	2	1
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.9	32	33	65	143	148				

HC	Off In The Corner	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 31 Invitational	
		W	L		W	L		W	L	W	L
6.5	Chuck Whitmyer	2	5	7	14	24	0.256	5	2	0	0
6.0	Jenn Kelly, CPT	5	4	9	32	28	0.566	11	3	0	0
5.5	Bradley Keich	4	5	9	24	22	0.434	7	5	0	0
5.0	Zach Morrill	5	2	7	24	16	0.744	5	5	0	0
5.0	JT Keich	2	1	3	7	8	0.677	10	4	0	0
4.0	Carson Kelly	4	5	9	18	15	0.434	4	5	0	0
3.5	Patrick Kelly, Co-CPT	5	4	9	14	14	0.566	5	5	0	0
3.0	Kiernan Kelly	5	4	9	15	11	0.566	3	6	0	0
	Open Stats	2	1	3	11	10					
	Forfeits										
	Penalty Points										
AVERAGE HC		4.8	34	31	65	159	148				

HC	Pool CueTs	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 31 Invitational	
		W	L		W	L		W	L	W	L
7.5	Kevin Dodson	6	2	8	36	20	0.790	11	1	2	0
6.5	Mike Fisher	7	2	9	38	22	0.828	4	8	3	1
5.0	Anthony Hackman, Co-CPT	6	4	10	25	23	0.620	7	6	2	1
5.0	Scott Granger	4	4	8	19	24	0.500	5	5	0	0
4.0	Ken Richards	2	2	4	9	8	0.500	7	1	0	0
4.0	Dave Komykoski	0	0	0	0	0	#DIV/0!	0	2	0	0
3.5	Adam Brody	6	5	11	20	21	0.555	5	11	0	2
3.5	Lyle Hartranft, Co-CPT	3	4	7	10	20	0.419	2	6	0	2
2.5	Terry Smith	5	3	8	10	8	0.645	3	6	1	3
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.6	39	26	65	167	146				

HC	Pour House Elite	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 31 Invitational	
		W	L		W	L		W	L	W	L
7.5	Duck Nornhold	6	1	7	32	15	0.907	11	9	0	2
6.5	Ron Straw	1	4	5	16	21	0.170	13	8	1	2
6.5	Josh Reynolds	4	4	8	24	27	0.500	17	13	3	1
5.0	Alan Fleegal	5	2	7	21	20	0.744	0	0	0	0
5.0	Andy Ritter	7	3	10	25	16	0.740	10	6	2	1
4.0	Todd Quigley	4	2	6	13	8	0.687	12	9	0	0
3.5	Clarence Marsh, CPT	1	6	7	11	22	0.093	17	16	2	4
2.5	Stephanie Ozimac	1	6	7	4	14	0.093	9	3	1	2
2.5	Kerrin Lutz	3	5	8	9	16	0.355	10	17	1	2
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.8	32	33	65	155	159				

3 Recycles Remaining								Match Record		Tournament	
HC	Rock Out With Chalk Out	Match		Matches Played This Session	Games		MVP Score	Last Session (Monday & Tuesday)		Match Record in PACS 31 Invitational	
		W	L		W	L		W	L	W	L
7.0	Rick Boyer, CPT	8	5	13	55	36	0.645	8	7	1	3
7.0	Steve Weaver	7	3	10	41	21	0.740	8	6	3	1
5.0	Bill Scharff	3	2	5	12	13	0.610	6	7	1	2
5.0	Eric Van Selow	6	0	6	19	7	1.060	3	4	2	0
4.5	Bruce Wright	4	2	6	15	11	0.687	7	6	0	2
3.5	Jess Cassner	1	3	4	5	7	0.230	2	1	0	0
3.5	Joe Gailey	3	3	6	8	10	0.500	6	4	0	2
3.5	Tracy Klinger	5	5	10	13	19	0.500	4	4	2	0
2.5	Justin Geegee	1	3	4	6	8	0.230	2	5	0	1
	Open Stats										
	Forfeits	0.7	0.3								
	Penalty Points										

AVERAGE HC 4.6 38.7 26.3 64 174 132

Jess was the named beneficiary of a forfeit

HC	Silent Assassins	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 31 Invitational	
		W	L		W	L		W	L	W	L
6.5	Kevin Bryner	2	5	7	18	28	0.256	11	13	2	3
6.5	James Shafer, Co-CPT	3	3	6	23	24	0.500	10	11	1	2
6.0	El Voughs	3	3	6	18	14	0.500	6	8	2	1
6.0	Gerard Madden	7	4	11	40	29	0.666	5	6	0	0
5.5	Paul Ramsey	5	2	7	22	12	0.744	10	9	3	0
4.5	Del Madden, CPT	5	3	8	18	14	0.645	10	11	0	1
4.0	Ryan Trafecanty	1	5	6	6	14	0.127	11	11	2	0
3.5	Jeff Washington	4	4	8	11	10	0.500	2	6	0	0
2.5	Marcia Yost	2	4	6	5	8	0.313	11	14	1	1
	Open Stats										
	Forfeits										
	Penalty Points										

AVERAGE HC 5.0 32 33 65 161 153

HC	We Lag Well	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 31 Invitational	
		W	L		W	L		W	L	W	L
7.5	Ed Kearney, CPT	5	4	9	33	28	0.566	22	9	3	1
6.5	Jack Finney	3	4	7	19	21	0.419	5	4	3	0
5.5	Brian Minnich	2	7	9	23	34	0.172	18	13	2	1
5.5	Tim Meise	2	5	7	18	22	0.256	11	8	0	1
5.5	Anthony Cressler	3	2	5	13	8	0.610	6	12	0	0
4.0	Indra Dhungana	5	3	8	18	18	0.645	4	4	0	2
3.5	Sam Hartley	4	3	7	11	14	0.581	8	4	1	1
3.5	Kelley Wilson	4	1	5	12	3	0.830	0	0	0	0
3.0	Kevin Miller	5	3	8	13	11	0.645	6	8	0	4
	Open Stats										
	Forfeits										
	Penalty Points										

AVERAGE HC 5.2 33 32 65 160 159

1 Recycle Remaining		Zero Fux Given		Matches Played This Session		Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 31 Invitational	
HC		Match W	Match L			W	L		W	L	W	L
7.5	Shawn Hoerner	3	1	4		18	8	0.770	8	2	0	0
7.5	Powder Zeigler	0	3	3		4	11	(0.030)	7	3	0	0
5.5	Ron Brady	5	6	11		34	38	0.445	6	3	0	0
5.0	Merrill Brown	5	5	10		25	27	0.500	5	4	0	0
4.5	Tone Brubacher	7	7	14		28	31	0.500	6	5	0	0
2.5	Nick Ellis	5	5	10		13	15	0.500	13	14	2	2
2.5	Marcia Rector	5	2	7		12	11	0.744	1	9	0	0
2.5	Jacqui Hiemstra, CPT	0	5	5		3	11	(0.050)	5	2	0	0
	Open Stats											
	Forfeits	0	1									
	Penalty Points											
AVERAGE HC		4.7	30	35	64	137	152					

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

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

- have the 8-ball spotted and take ball in hand.
- 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.

The winner of this division will receive a projected **\$ 700**

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 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. 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

Kevin Dodson	2
Porus Irani	
John Lamplugh	
Steve Weaver	
Ted Fleegal	
James Shafer	

Break And Funs This Session

Steve Weaver	6
Kevin Dodson	4
John Hedgepath	4
John Lamplugh	4
Bruce Lenker	3
Merrill Brown	2
Mike Fisher	2
Chris Hess	2
Ed Kearney	2
Dave Lavendier	2
Duck Nornhold	2
Rick Boyer	
Ted Fleegal	
Ellie Heinly	
Shawn Hoerner	
George Houtz	
Porus Irani	
Frank Moore	
Andy Ritter	
Josh Reynolds	
James Shafer	
Brandon Smith	

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.....

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

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.