Week 15 10/10/22

PACS PA CUE SPORTS

Solids Summer '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 W	-	L	LAST WEEK	Games W	L	AVG HCP	Home Location	**Week 15 Opponent** **Home team if in CAPS**
Zero Fux Given	**0.629**	44	-	26	2-3	194	133	4.7	Bressler Club	off in the corner
Off In The Corner	**0.614**	43	-	27	4-1	212	158	5.2	Enola Sportsmens	**ZERO FUX GIVEN**
Pool Cue-Ts	**0.586**	41	-	29	5-0	174	148	4.6	The Hose	**ANGIES A TEAM**
Angies A Team	**0.571**	40	-	30	2-3	179	162	4.6	Angies	pool cue-ts
Dead Strokes	**0.557**	39	-	31	2-3	185	169	4.6	Chicks	**CASTAWAYS**
Silent Assassins	**0.529**	37	-	33	3-2	175	176	5.0	Aroogas, Allentown Blvd	**LAST CALL**
We Lag Well	**0.529**	37	-	33	4-1	169	165	4.8	The Pour House	**ROCK OUT W/CHALK**
Marysville Moose	**0.471**	33	-	37	1-4	161	174	4.6	Marysville Moose	**POUR HOUSE ELITE**
Castaways	**0.471**	33	-	37	2-3	182	174	4.8	The Pour House	dead strokes
Chicks	**0.457**	32	-	38	3-2	172	179	4.2	Chicks	chalk is cheap
Rock Out W/Chalk Out	**0.439**	30.7	-	39.3	3-2	150	182	4.5	Dauphin Home Assoc	we lag well
Chalk Is Cheap	**0.400**	28	-	42	3-2	154	170	4.3	The Dutch Club, Steelton	**CHICKS**
Pour House Elite	**0.386**	27	-	43	1-4	157	191	4.5	The Pour House	marysville moose
Last Call	**0.357**	25	-	45	0-5	126	209	4.2	The Hose	silent assassins
		490	-	490		2390	2390	4.6		

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.

3 Recycles Remaining

S/L	Pool Cue-Ts	MATCH W	L	TOT #	GAMES W	L
7.5	Kevin Dodson	7	0	7	35	5
5.0	Sean Grissinger	2	5	7	15	22
4.5	Anthony Hackman, Co-CPT	2	7	9	18	35
4.5	Scott Granger	9	4	13	30	25
4.5	Lyle Hartranft, Co-CPT	6	5	11	24	24
4.0	Adam Brody	2	2	4	9	9
4.0	Dave Komykoski	3	3	6	12	10
3.0	Terry Smith	8	2	10	17	11
	Open Stats	2	1	3	14	7
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L 4.6		41	29		174	148

S/L	Castaways	MATCH W	L	TOT #	GAMES W	L
7.5	John Lamplugh	4	4	8	29	30
7.0	Scott Gibson, CPT	5	3	8	33	17
6.0	Shawn Lilley	5	6	11	36	36
4.5	Bryan Douglas	2	5	7	12	21
4.5	Steve Marshall	6	1	7	21	12
4.0	Paul Drees	3	5	8	18	19
4.0	Sam Hartley	3	4	7	15	15
3.5	John Linn	2	4	6	9	11
2.5	Rick Lawson	3	5	8	9	13
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L 4.8		33	37		182	174

S/L	Angies A Team	MATCH W	MATCH L	TOT #	GAMES W	GAMES L
6.5	Pete Mavropoulos	4	2	6	20	17
6.0	George Houtz	6	8	14	46	53
5.5	Jim Roberts	5	3	8	26	20
5.5	Ron Sullivan	5	3	8	26	20
4.0	Kevin Joy	4	3	7	14	10
4.0	Larry Keefe, CPT	5	3	8	13	14
3.5	Alfredo Cortes	3	3	6	11	9
3.5	Ron John	5	3	8	16	12
3.0	Steve Shipp	3	2	5	7	7
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0	0	0
AVERAGE S/L	4.6	40	30		179	162

2 Recycles Remaining

S/L	Off In The Corner	MATCH W	MATCH L	TOT #	GAMES W	GAMES L
7.0	Don Boyer	4	3	7	30	26
6.5	Chuck Whitmyer	5	3	8	35	22
6.5	Daron Morrill	4	3	7	28	18
6.0	Bradley Keich	7	1	8	30	12
6.0	Jenn Kelly, CPT	7	3	10	36	20
5.0	Zach Morrill	5	4	9	23	24
4.0	Patrick Kelly, Co-CPT	3	2	5	10	12
3.0	Kiernan Kelly	5	3	8	11	11
2.5	Carol Gardner	3	5	8	9	13
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0	0	0
AVERAGE S/L	5.2	43	27		212	158

S/L	Last Call	MATCH W	MATCH L	TOT #	GAMES W	GAMES L
7.0	Kevin Shutt	1	5	6	15	27
5.5	Sean Gallagher	5	4	9	27	31
5.0	Kevin Marroquin	5	3	8	23	21
5.0	Brian Wilson	3	5	8	20	32
4.0	Tim Neely	0	5	5	4	16
3.5	Liz Christian, CPT	4	6	10	14	20
3.5	Jonah Stoddart	3	1	4	8	7
2.0	Emily Dauberman	1	8	9	6	27
2.0	Matt Hoch	3	5	8	7	18
	Open Stats	0	3	3	2	10
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L	4.2	25	45		126	209

2 Recycles Remaining

S/L	Chicks	MATCH W	MATCH L	TOT #	GAMES W	GAMES L
6.5	Fred Brodbeck	8	5	13	48	40
6.0	Colleen Shoop	5	6	11	35	26
5.0	Frank Moore, CPT	3	7	10	23	31
4.0	Joe Lahr	5	6	11	22	27
4.0	Rich Worley	7	6	13	26	28
2.0	Ginny Cimirro	1	6	7	4	14
2.0	Kerrin Lutz	1	1	2	3	4
	Open Stats	2	1	3	11	9
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L	4.2	32	38		172	179

3 Recycles Remaining

S/L	Dead Strokes	MATCH W	MATCH L	TOT #	GAMES W	GAMES L
7.0	Stan Kovich	6	3	9	36	28
6.5	Krupal Desai	7	5	12	45	42
5.5	Brandon Smith, Co-CPT	3	4	7	18	18
5.0	Dave Lavendier, CPT	9	2	11	36	18
4.5	Pete Servatius	3	2	5	11	9
4.5	Don Severs	6	6	12	23	27
3.5	Mike Servatius	3	3	6	8	11
2.5	Zach Severs	0	3	3	2	6
2.0	Maggie Smith	2	3	5	6	10
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L	4.6	39	31		185	169

1 Recycle Remaining

S/L	Chalk Is Cheap	MATCH W	MATCH L	TOT #	GAMES W	GAMES L
7.0	Bruce Lenker	7	6	13	56	35
6.0	Forrest Aeppli, CPT	7	1	8	32	15
5.5	Jay Mutzabaugh	0	8	8	14	34
5.0	Chae Kim	1	2	3	8	9
3.5	Ellie Heinly, Co-CPT	4	7	11	15	22
3.0	Wally Santos	7	2	9	16	11
2.5	Will Tuttle	0	5	5	2	13
2.0	Ashley Dellesega	1	8	9	5	22
	Open Stats	1	2	3	6	9
	Forfeits	0	1	1	0	0
	Penalty Points	0	0	0		
AVERAGE S/L	4.3	28	42		154	170

S/L	Pour House Elite	MATCH W	MATCH L	TOT #	GAMES W	GAMES L
7.0	Duck Nornhold	3	4	7	27	27
6.5	Ron Straw	3	4	7	23	23
5.5	Josh Reynolds	5	5	10	30	28
5.5	Dan Houck	2	4	6	19	24
4.0	Clarence Marsh, CPT	5	2	7	15	13
3.5	Andy Ritter	2	7	9	16	26
3.5	Todd Quigley	3	5	8	12	15
3.0	Stephanie Ozimac	3	6	9	9	20
2.0	Pam Gilbert	1	6	7	6	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	43		157	191

3 Recycles Remaining		MATCH		TOT	GAMES	
S/L	Zero Fux Given	W	L	#	W	
7.5	Shawn Hoerner	11	1	12	58	18
7.0	Powder Zeigler	7	2	9	37	17
6.5	Shane Waechter	7	0	7	31	14
4.5	Tone Brubacher	2	4	6	10	19
4.0	Marcia Rector	3	4	7	14	14
4.0	Merrill Brown	4	4	8	13	16
3.5	Donnie Mull	3	3	6	9	8
3.0	Nick Ellis	6	4	10	18	15
2.5	Jacqui Hiemstra, CPT	1	4	5	4	12
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L	4.7	44	26		194	133

S/L	Rock Out w/Your Chalk Out	MATCH W	MATCH L	TOT #	GAMES W	GAMES L
6.5	Rick Boyer, CPT	5	7	12	40	44
6.0	Steve Weaver	2	5	7	23	25
5.0	Bill Scharff	9	2	11	31	27
4.5	Bruce Wright	4	8	12	28	41
3.5	Justin Geegee	2	4	6	6	11
3.5	Joe Gailey	5	6	11	14	16
2.5	Tracy Klinger	3	7	10	8	18
	Open Stats	0	0	0	0	0
	Forfeits	0.7	0.3	1	0	0
	Penalty Points	0	0	0		
AVERAGE S/L	4.5	30.7	39.3		150	182

3 Recycles Remaining		MATCH		TOT	GAMES	
S/L	We Lag Well	W	L	#	W	
7.5	Ed Kearney, CPT	5	1	6	26	15
6.5	Brian Hogentogler	3	3	6	20	18
5.0	Shane Wingler	2	3	5	15	17
5.0	Jack Finney	7	4	11	29	29
5.0	Tim Meise	4	2	6	16	13
4.0	Kevin Miller	7	4	11	21	17
4.0	Brian Minnich	7	6	13	30	28
3.0	Rich Landis	1	5	6	7	14
3.0	Dean Martin	1	5	6	5	14
	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	37	33		169	165

3 Recycles Remaining		MATCH		TOT	GAMES	
S/L	**Marysville Moose**	W	L	#	W	L
7.0	Tim Reisinger	2	3	5	20	17
5.5	Andrew Egolf	7	7	14	37	44
5.5	Lonnie Benner, CPT	3	4	7	21	20
5.0	Larry Deatrick	4	3	7	19	15
4.5	Kevin Jones	4	2	6	13	12
4.5	Rich Ogdon	2	3	5	14	14
4.5	Ryan Iskric	8	3	11	24	15
2.5	John Shughart	3	6	9	10	20
2.0	Doug Hammaker	0	6	6	3	17
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0	0	0
AVERAGE S/L	4.6	33	37		161	174

S/L	**Silent Assassins**	MATCH W	MATCH L	TOT #	GAMES W	GAMES L
7.0	Kevin Bryner	4	5	9	29	30
6.5	James Shafer, Co-CPT	1	6	7	18	31
6.0	Gerard Madden	5	2	7	30	17
5.5	El Voughs	4	3	7	18	21
5.5	Del Madden, CPT	5	3	8	23	19
4.5	Paul Ramsey	4	4	8	14	19
4.0	Jeff Washington	5	2	7	16	11
3.5	Ryan Trafecanty	4	5	9	16	19
2.5	Marcia Yost	5	3	8	11	9
	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	37	33		175	176

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.

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 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 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.

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.

Break And Funs This Week

Jenn Kelly
Kevin Dodson
Ron Straw

Break And Funs This Session

Krupal Desai	4
Ron Straw	4
Kevin Dodson	3
Lyle Hartranft	2
Shawn Hoerner	2
John Lamplugh	2
Pete Mavropoulos	2
Duck Nornhold	2
Kevin Shutt	2
Forrest Aeppli	
Don Boyer	
Rick Boyer	
Scott Gibson	
Kevin Jones	
Jenn Kelly	
Stan Kovich	
Bruce Lenker	
Gerard Madden	

Kevin Miller
Daron Morrill
Tim Reisinger
Andy Ritter
El Voughs
Steve Weaver
Shane Wingler
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.