



Spring '23 (Solids)

Week 16 7/24/23

	Win %	Match W	Match L	Last Week	Games W	Games L	AVG HC	Home Location	Week 16 Opponent Home Team if in <b>CAPS</b>
Rock Out W/Chalk Out	<b>0.609</b>	45.7	29.3	4-1	207	155	4.7	Dauphin Home Assoc	<b>DEAD STROKES</b>
Pool CueTs	<b>0.596</b>	44.7	30.3	3.7-1.3	188	169	4.6	The Hose	<b>ANGIES A TEAM</b>
Pour House Elite	<b>0.533</b>	40	35	3-2	186	177	4.7	The Pour House	<b>MARYSVILLE MOOSE</b>
Off In The Corner	<b>0.520</b>	39	36	2-3	188	169	4.8	Enola Sportsmens	<b>IT STILL DON'T MATTER</b>
We Lag Well	<b>0.520</b>	39	36	3-2	188	184	4.8	The Pour House	<b>LAST CALL</b>
Marysville Moose	<b>0.507</b>	38	37	2-3	169	172	4.9	Marysville Moose	pour house elite
It Still Don't Matter	<b>0.493</b>	37	38	2-3	199	190	4.9	The Pour House	off in the corner
Zero Fux Given	<b>0.493</b>	37	38	3-2	165	174	4.7	Bressler Club	chalk is cheap
Angies A Team	<b>0.489</b>	36.7	38.3	3-2	181	171	4.6	Angies Diner	pool cue-ts
Chicks	<b>0.480</b>	36	39	3-2	165	195	4.7	Chicks Tavern	<b>SILENT ASSASSINS</b>
Dead Strokes	<b>0.449</b>	33.7	41.3	2-3	172	189	4.6	Chicks Tavern	rock out w/chalk out
Silent Assassins	<b>0.440</b>	33	42	1-4	181	188	4.9	Hbg Maennorchor	chicks
Last Call	<b>0.440</b>	33	42	2-3	161	192	4.5	The Hose	we lag well
Chalk Is Cheap	<b>0.413</b>	31	44	1-4	152	177	4.0	The Dutch Club	<b>ZERO FUX GIVEN</b>

525 525 2502 2502 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 Last Session (Monday & Tuesday)		Tournament Match Record in PACS 31 Invitational	
HC	Angies A Team	Match W	Match L	Matches Played This Session	Games W	Games L	MVP Score	W	L	W	L
7.5	John Hedgepath	9	2	11	50	25	0.888	0	0	0	0
6.5	Rikki Johnson	0	0	0	0	0	#DIV/0!	4	6	5	1
5.0	Kevin Joy, CO-CPT	4	6	10	24	32	0.380	13	17	2	4
4.5	Jim Roberts, CO-CPT	4	7	11	26	32	0.334	13	15	0	2
4.0	Jack Jimmink	6	5	11	23	24	0.555	5	7	1	1
4.0	Alfredo Cortes	7	4	11	23	19	0.666	11	12	5	0
3.5	Paul McMichael	2	6	8	10	15	0.210	0	0	0	0
3.5	Taylor Marsh	1	0	1	3	1	1.010	5	4	1	2
3.0	Ron John	2	5	7	13	13	0.256	3	5	0	0
	Open Stats	1	3		9	10					
	Forfeits	0.7	0.3								
	Penalty Points										
AVERAGE HC		4.6	36.7	38.3	70	181	171				

No Recycles Remaining								Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 31 Invitational	
HC	Chalk Is Cheap	Match W	L	Matches Played This Session	Games W	L	MVP Score	W	L	W	L
7.0	Bruce Lenker	10	4	14	60	39	0.774	7	9	0	0
5.0	Forrest Aepli, CPT	2	3	5	12	15	0.390	10	9	0	0
4.5	Ted Fleegal	7	11	18	49	53	0.349	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	6	8	14	14	21	0.409	9	14	0	0
2.0	Ashley Dellesega	0	10	10	2	28	(0.100)	1	8	0	0
		#DIV/0!									
	Open Stats										
	Forfeits	0	3								
	Penalty Points										
AVERAGE HC		4.0	31	44	72	152	177				

3 Recycles Remaining															
HC		Chicks		Match W   L		Matches Played This Session		Games W   L		MVP Score		Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 31 Invitational	
												W   L		W   L	
6.0	Fred Brodbeck	8	5		13	38	41	0.645		11	19		0	0	
6.0	Frank Moore, CPT	7	4		11	42	36	0.666		13	8		0	0	
4.5	Bryan Douglas	4	8		12	23	36	0.293		6	6		0	0	
4.5	Joe Lahr	8	6		14	29	34	0.591		6	4		0	0	
3.5	Rich Worley	4	7		11	16	23	0.334		4	6		0	0	
3.5	Brad Bohner	4	4		8	13	11	0.500		6	6		0	0	
				</											

								Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 31 Invitational	
HC	Dead Strokes	Match		Matches Played This Session	Games		MVP Score	W	L	W	L
		W	L		W	L					
6.5	Krupal Desai	5	4	9	31	29	0.566	8	3	1	1
6.0	Porus Irani	2	5	7	24	25	0.256	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	5	7	12	33	34	0.397	7	5	1	1
4.5	Pete Servatius	5	3	8	18	14	0.645	0	0	0	0
4.0	Don Severs	1	9	10	15	32	0.020	4	5	1	1
3.5	Mike Servatius	7	5	12	19	20	0.603	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	33.7	41.3	74	172	189				

Zach was the named beneficiary of a forfeit								Match Record		Tournament	
3 Recycles Remaining				Matches Played This Session	Games			Last Session (Monday & Tuesday)		Match Record in PACS 31 Invitational	
HC	It Still Don't Matter	Match W	L					W	L	MVP Score	W
7.5	John Lamplugh	5	3	8	35	20	0.645	1	6	0	0
6.0	Scott Gibson, CPT	1	6	7	16	29	0.093	4	8	0	0
6.0	Jim Geedy	4	5	9	28	32	0.434	0	0	0	0
5.0	Andy Lundeen	1	6	7	15	28	0.093	7	6	0	0
5.0	Shawn Lilley	6	4	10	36	26	0.620	7	8	0	0
5.0	Paul Drees	5	2	7	23	13	0.744	6	3	0	0
4.5	Eric Snyder	5	4	9	19	14	0.566	6	1	0	0
3.0	John Linn	4	5	9	13	13	0.434	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		4.9	37	38	75	199	190				

								Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 31 Invitational	
HC	Last Call	Match		Matches Played This Session	Games		MVP Score	W	L	W	L
		W	L		W	L					
7.0	Chris Hess	7	2	9	36	27	0.828	5	3	0	0
6.0	Kevin Shutt	2	4	6	15	13	0.313	4	8	0	0
5.5	Brian Kim	4	6	10	29	29	0.380	6	5	0	0
5.0	Kevin Marroquin	2	6	8	18	21	0.210	14	8	0	1
5.0	Sean Gallagher	2	6	8	19	27	0.210	7	11	0	0
4.5	Tim Neely	5	2	7	17	10	0.744	6	4	0	0
2.5	Liz Christian, CPT	5	6	11	14	22	0.445	3	8	3	1
2.5	Matt Hoch	2	6	8	4	24	0.210	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		4.5	33	42	75	161	192				

2 Recycles Remaining								Match Record		Tournament	
				Matches				Last Session	Match Record		
				Played This				(Monday &	in PACS 31		
				Session				Tuesday)	Invitational		
HC	Marysville Moose	Match			Games		MVP	W	L	W	L
		W	L		W	L	Score				
7.5	Devin Kennedy	1	1	2	7	5	0.500	6	1	0	0
7.0	Tim Reisinger	4	1	5	20	13	0.830	7	5	3	1
5.0	Andrew Egolf	3	6	9	25	33	0.303	8	5	2	2
5.0	Larry Deatrick	4	5	9	21	25	0.434	5	5	1	2
4.5	Lonnie Benner	6	3	9	21	18	0.697	2	5	2	2
4.0	Ryan Iskric, CPT	7	5	12	30	22	0.603	3	8	2	2
4.0	Kevin Jones	2	3	5	8	12	0.390	3	4	1	1
4.0	John Shughart	5	6	11	19	21	0.445	9	4	1	0
3.0	Doug Hammaker	6	7	13	18	23	0.452	7	3	2	1
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.9	38	37	75	169	172				

3 Recycles Remaining

## Off In The Corner

HC		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	3	5	8	19	27	0.355	5	2	0	0
6.0	Jenn Kelly, CPT	5	5	10	34	33	0.500	11	3	0	0
5.5	Zach Morrill	6	2	8	28	17	0.790	5	5	0	0
5.0	Bradley Keich	5	6	11	31	25	0.445	7	5	0	0
5.0	JT Keich	2	3	5	12	14	0.390	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	6	5	11	18	17	0.555	5	5	0	0
3.0	Kiernan Kelly	6	4	10	17	11	0.620	3	6	0	0

	Open Stats	2	1	3	11	10					
	Forfeits										
	Penalty Points										
AVERAGE HC		4.8	39	36	75	188	169				

## Pool CueTs

HC		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	7	2	9	41	23	0.828	11	1	2	0
6.5	Mike Fisher	7	3	10	41	27	0.740	4	8	3	1
5.0	Anthony Hackman, Co-CPT	6	5	11	26	27	0.555	7	6	2	1
4.5	Scott Granger	4	5	9	22	28	0.434	5	5	0	0
4.0	Ken Richards	3	2	5	12	10	0.610	7	1	0	0
4.0	Dave Komykoski	0	0	0	0	0	#DIV/0!	0	2	0	0
4.0	Adam Brody	7	5	12	22	24	0.603	5	11	0	2
3.5	Lyle Hartranft, Co-CPT	4	4	8	12	20	0.500	2	6	0	2
2.5	Terry Smith	6	4	10	12	10	0.620	3	6	1	3

	Open Stats										
	Forfeits	0.7	0.3								
	Penalty Points										
AVERAGE HC		4.6	44.7	30.3	74	188	169				

Ken was the named beneficiary of a forfeit win

## Pour House Elite

HC		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
7.0	Duck Nornhold	6	2	8	33	17	0.790	11	9	0	2
6.5	Ron Straw	3	4	7	26	24	0.419	13	8	1	2
6.5	Josh Reynolds	4	4	8	24	27	0.500	17	13	3	1
5.0	Alan Fleegal	6	3	9	27	28	0.697	0	0	0	0
5.0	Andy Ritter	8	3	11	29	16	0.777	10	6	2	1
4.0	Todd Quigley	6	2	8	19	11	0.790	12	9	0	0
3.5	Clarence Marsh, CPT	2	6	8	13	23	0.210	17	16	2	4
2.5	Stephanie Ozimac	1	6	7	4	14	0.093	9	3	1	2
2.5	Kerrin Lutz	4	5	9	11	17	0.434	10	17	1	2

	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.7	40	35	75	186	177				

3 Recycles Remaining								Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 31 Invitational	
HC	Rock Out With Chalk Out	Match		Matches Played This Session	Games		MVP Score				
		W	L		W	L		W	L		
7.5	Steve Weaver	8	3	11	46	23	0.777	8	6	3	1
7.0	Rick Boyer, CPT	9	6	15	64	40	0.630	8	7	1	3
5.5	Eric Van Selow	7	0	7	23	10	1.070	3	4	2	0
5.0	Bill Scharff	4	3	7	18	21	0.581	6	7	1	2
4.5	Bruce Wright	6	2	8	22	15	0.790	7	6	0	2
3.5	Jess Cassner	1	3	4	5	7	0.230	2	1	0	0
3.5	Joe Gailey	4	3	7	10	10	0.581	6	4	0	2
3.5	Tracy Klinger	5	5	10	13	19	0.500	4	4	2	0
2.5	Justin Geegee	1	4	5	6	10	0.170	2	5	0	1
	Open Stats										
	Forfeits	0.7	0.3								
	Penalty Points										

AVERAGE HC 4.7 45.7 29.3 74 207 155

Jess was the named beneficiary of a forfeit

Jess was the named beneficiary of a forfeit								Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 31 Invitational	
HC	Silent Assassins	Match		Matches Played This Session	Games		MVP Score	W	L	W	L
		W	L		W	L					
6.5	Kevin Bryner	2	6	8	22	32	0.210	11	13	2	3
6.5	James Shafer, Co-CPT	3	4	7	25	29	0.419	10	11	1	2
6.0	El Voughs	3	4	7	22	18	0.419	6	8	2	1
6.0	Gerard Madden	8	5	13	44	37	0.645	5	6	0	0
5.0	Paul Ramsey	5	3	8	25	16	0.645	10	9	3	0
4.5	Del Madden, CPT	5	4	9	19	16	0.566	10	11	0	1
4.0	Ryan Trafecanty	1	6	7	7	17	0.093	11	11	2	0
3.5	Jeff Washington	4	5	9	11	12	0.434	2	6	0	0
2.5	Marcia Yost	2	5	7	6	11	0.256	11	14	1	1
	Open Stats										
	Forfeits										
	Penalty Points										

AVERAGE HC 4.9 33 42 75 181 188

							Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 31 Invitational		
We Lag Well		Match		Matches Played This Session	Games		MVP Score				
		W	L		W	L		W	L	W	L
HC											
7.5	Ed Kearney, CPT	7	4	11	43	32	0.666	22	9	3	1
6.0	Jack Finney	3	5	8	22	26	0.355	5	4	3	0
5.5	Brian Minnich	3	7	10	27	37	0.260	18	13	2	1
5.5	Anthony Cressler	4	2	6	17	9	0.687	6	12	0	0
5.0	Tim Meise	2	6	8	20	25	0.210	11	8	0	1
4.0	Indra Dhungana	5	3	8	18	18	0.645	4	4	0	2
3.5	Sam Hartley	4	4	8	12	17	0.500	8	4	1	1
3.5	Kelley Wilson	5	2	7	14	6	0.744	0	0	0	0
3.0	Kevin Miller	6	3	9	15	14	0.697	6	8	0	4
	Open Stats										
	Forfeits										
	Penalty Points										

AVERAGE HC 4.8 39 36 75 188 184

No Recycles Remaining			Matches Played This Session		Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 31 Invitational	
HC	Zero Fux Given	Match W	L		W	L		W	L	W	L
7.5	Shawn Hoerner	5	1	6	28	11	0.873	8	2	0	0
7.5	Powder Zeigler	0	3	3	4	11	(0.030)	7	3	0	0
5.5	Merrill Brown	8	5	13	37	31	0.645	5	4	0	0
4.5	Tone Brubacher	7	9	16	30	39	0.418	6	5	0	0
3.0	Nick Ellis	6	6	12	15	19	0.500	13	14	2	2
2.5	Marcia Rector	6	2	8	14	14	0.790	1	9	0	0
2.5	Jacqui Hiemstra, CPT	0	5	5	3	11	(0.050)	5	2	0	0
	Open Stats	5	6		34	38					
	Forfeits	0	1								
	Penalty Points										
AVERAGE HC		4.7	37	38	63	165	174				

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.

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***

Joe Lahr  
Sean Gallagher  
Ron Straw  
John Hedgepath  
Jack Jimmink

***Break And Funs This Session***

Steve Weaver	6
John Hedgepath	5
Kevin Dodson	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
Ron Straw	2
Rick Boyer	
Ted Fleegal	
Sean Gallagher	
Ellie Heinly	
Shawn Hoerner	
George Houtz	
Porus Irani	
Jack Jimmink	
Joe Lahr	
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.....

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

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

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

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.