



Week 17 11/11/19

Summer '19 (Solids)

PLEASE READ THE BOTTOM OF THIS DOCUMENT. FAILURE TO DO SO DOES NOT EXCUSE ANYONE FROM ABIDING BY THESE TERMS AND RULES. IGNORANCE IS REALLY NOT BLISS.

	Win %	Matches		LAST	Games		Home Location	Week 17 Opponent
		W	L	Week	W	L		Home Team if in CAPS
Last Call	0.650	52	- 28	5-0	224	166	Reliance Hose Co	rack em up
Castaways	0.563	45	- 35	0-5	210	155	River City Blues	OFF IN THE CORNER
Off In The Corner	0.496	39.7	- 40.3	2-3	176	186	Stoney Creek Inn	castaways
Make It Hurt	0.475	38	- 42	3-2	184	190	The Coliseum	new cumb vfw wolfpack
Rack Em Up	0.450	36	- 44	2-3	183	203	The Pour House	LAST CALL
New Cumb VFW Wolfpack	0.363	29	- 51	3-2	122	199	New Cumb VFW	MAKE IT HURT
		240	- 240		1099	1099		

Because some teams have more byes than others, **TEAMS ARE RANKED ACCORDING TO WIN % (not MATCH POINTS)**

TEAM ROSTERS (BELOW) LISTED IN RED ARE AT LEAST 3 WEEKS IN ARREARS. PLEASE CALL LEAGUE OFFICE TO CHECK IF ELIGIBLE TO PLAY THIS WEEK OR IF THEY WILL BE FORCED TO FORFEIT.

2 Recycles Remaining

S/L	New Cumb VFW Wolfpack	MATCH		TOT	GAMES	
		W	L	#	W	L
5.0	Tobe Toberman, CPT	7	8	15	39	49
4.5	Tony Dolimpio	3	5	8	16	22
4.0	Bill Ward	4	1	5	14	4
3.5	Steve Billow	1	3	4	4	12
3.0	Brian Myers	4	6	10	12	24
2.5	Sue Hough	3	4	7	8	11
2.5	Rich Landis	6	7	13	16	33
2.0	Emily Sullivan, Co-CPT	1	11	12	7	28
	Open Stats	0	5	5	6	16
	Forfeits	0	1	1	0	0
	Penalty Points	0	0	0		
AVERAGE S/L		3.4	29	51	122	199

S/L	Off In The Corner	MATCH		TOT	GAMES	
		W	L	#	W	L
7.5	Pete Calabrese	5	3	8	31	23
6.0	Daron Morrill	9	4	13	48	33
5.0	Bradley Keich	3	7	10	24	35
4.5	Patrick Kelly, Co-CPT	3	9	12	20	34
4.5	Jenn Kelly, CPT	6	5	11	22	24
4.0	Ron Brady	0	1	1	1	5
3.5	Garry Wingard	4	6	10	9	16
3.0	Ted Tesler	6	4	10	14	10
2.0	Linda Anstine	3	1	4	7	6
	Open Stats	0	0	0	0	0
	Forfeits	0.7	0.3	1	0	0
	Penalty Points	0	0	0		
AVERAGE S/L		4.4	39.7	40.3	176	186

2 Recycles Remaining

S/L	Last Call	MATCH		TOT	GAMES	
		W	L	#	W	L
7.5	Kevin Dodson	6	2	8	32	22
7.5	Chris Hess	10	0	10	52	20
6.0	Kevin Marroquin	3	3	6	20	21
5.5	Brian Kim	3	4	7	19	21
5.0	Tim Neely	9	3	12	37	23
4.5	Jason Yohn	8	5	13	29	24
3.5	Jonah Stoddart	2	4	6	7	13
3.0	Ken Richards	5	5	10	15	12
2.5	Liz Christian	6	1	7	12	6
	Open Stats	0	1	1	1	4
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L		5.0	52	28	224	166

S/L	Rack Em Up	MATCH		TOT	GAMES	
		W	L	#	W	L
7.0	Kevin Shutt	3	3	6	24	20
6.0	Brian Hogentogler	2	7	9	24	37
6.0	Shane Wingler	1	6	7	22	31
5.5	Alan Fleegal	5	6	11	32	30
4.5	Ed Croco, CPT	3	8	11	19	31
4.5	Brian Minnich	11	3	14	31	13
3.5	Don Norman	7	5	12	20	21
2.0	Michelle Gamble	0	2	2	0	5
2.0	Jackie Arnold	3	4	7	7	14
	Open Stats	1	0	1	4	1
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L		4.6	36	44	183	203

2 Recycles Remaining		MATCH		TOT	GAMES	
S/L	Make It Hurt	W	L	#	W	L
6.5	Ron Bishop	1	4	5	16	21
6.5	Brian Horner	10	4	14	56	34
5.5	Jim Roberts, Co-CPT	5	5	10	28	33
5.5	Kevin Bryner	6	4	10	30	21
4.0	Mike Knudsen	8	6	14	30	25
3.5	Chuck Sansoni, CPT	3	5	8	8	18
3.0	Sonny Shope	2	4	6	7	10
2.5	Debbie Shope	3	4	7	8	11
2.0	Mary Ellen Roberts	0	6	6	1	17
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L		4.3	38	42	184	190

Castaways		MATCH		TOT	GAMES	
S/L		W	L	#	W	L
7.5	John Lamplugh	4	2	6	23	14
7.0	Scott Gibson	4	5	9	33	34
6.0	Shawn Lilley	8	6	14	41	30
5.5	Steve Gunderson	2	3	5	16	18
5.5	Jim Geedy	4	2	6	20	11
4.5	Steve Marshall	7	4	11	27	15
3.5	Jim Morrissey	6	3	9	16	7
3.0	John Linn, CPT	4	2	6	12	5
3.0	Doug Wagner	5	6	11	17	14
	Open Stats	1	2	3	5	7
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L		5.1	45	35	210	155

Only (1) "7.5" can play for a given team in a given night.

INNINGS (TURNS) NO LONGER MUST BE RECORDED. JUST MAKE SURE THAT YOU PUT A CHECK IN THE BOX SO THAT YOU KNOW WHICH GAME YOU ARE IN FOR THE PURPOSES OF TIMEOUTS. MAKE SURE EVERYTHING ELSE (Balls LOT, MOB, WIN CODES, ETC) IS COMPLETED.

If a player releases (throws or slams) his stick in frustration onto the table, it is an automatic loss of game even if no object balls or the cue ball are disturbed. Players must respect the game and the pool tables that we are allowed to play on.

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 **3 times** during the session and no more than once in a given night. The recycling team must recycle in the last match. **NO EXCEPTIONS** even if both teams agree. The opposing team chooses the player to be recycled and it may be any player who shot earlier in the night provided they are a 4.5 HC or lower. All eligible players to be recycled must be present for the last match unless the opposing team names the player they wish to recycle ahead of time. The recycling team must meet the **26.0 rule** (which replaces the 25 rule).

If a team recycles a player before the last (5th) match, it will be treated as a forfeit.

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.

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.**

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.*

The team that wins this division will win a projected **\$ 450**

The amount shown above for winning the division is based on the assumption that all revenue from this division is paid in full

If any team does not qualify for the postseason but also does not forfeit any individual matches throughout the session, they will qualify for one of (2) random drawings for \$ 140.

Players must play a minimum of 6 matches **with the same team** 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. 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 \$7 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

Steve Marshall

Break And Funs This Session

Chris Hess	2
Brian Horner	2
Daron Morrill	2
Kevin Dodson	
Brian Hogentogler	
Ed Kearney	
John Lamplugh	
John Linn	
Staeve Marshall	
Tim Neely	

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.