PACS
PA CUE SPORTS
Solids   Spring '22

	Dues are $8	Win %	Matches W - L	LAST WEEK	Games W	L	AVG HCP	Home Location	Home team if in CAPS
	Pool Cue-Ts	**0.800**	4 - 1	4-1	16	7	4.8	The Hose	**WE LAG WELL**
	Rock Out W/Chalk Out	**0.800**	4 - 1	4-1	16	8	4.6	Dauphin Home Assoc	**CASTAWAYS**
	Last Call	**0.600**	3 - 2	3-2	10	8	4.3	The Hose	chicks
	Dead Strokes	**0.600**	3 - 2	3-2	14	12	4.6	Chicks	whiskey.tango.foxtrot
	Pour House Elite	**0.600**	3 - 2	3-2	15	14	4.8	The Pour House	**POKE N HOPE**
	We Lag Well	**0.600**	3 - 2	3-2	14	14	4.6	The Pour House	pool cue-ts
	Castaways	**0.400**	2 - 3	2-3	14	15	4.7	Boomerang Bar & Grill	rock out w/chalk out
	Whiskey.Tango.Foxtrot.	**0.400**	2 - 3	2-3	8	10	3.8	Bressler Club	**DEAD STROKES**
	Chicks	**0.400**	2 - 3	2-3	14	14	5.5	Chicks	**LAST CALL**
	Off In The Corner	**0.400**	2 - 3	2-3	12	14	4.9	Enola Sportsmens	**CHALK IS CHEAP**
	Poke N Hope	**0.200**	1 - 4	1-4	7	16	4.7	Angies	pour house elite
	Chalk Is Cheap	**0.200**	1 - 4	1-4	8	16	4.3	Bressler Club	off in the corner
			30 - 30		148	148	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.

S/L	Pool Cue-Ts	MATCH W	L	TOT #	GAMES W	L
7.5	Kevin Dodson	0	0	0	0	0
6.5	Kevin Shutt	1	0	1	5	1
5.0	Sean Grissinger	1	0	1	4	0
4.5	Lyle Hartranft, Co-CPT	0	0	0	0	0
4.5	Anthony Hackman, Co-CPT	1	0	1	3	2
4.0	Scott Granger	0	1	1	2	3
3.5	Dave Komykoski	0	0	0	0	0
2.5	Terry Smith	1	0	1	2	1
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L	4.8	4	1		16	7

S/L	Castaways	MATCH W	L	TOT #	GAMES W	L
7.0	John Lamplugh	1	0	1	5	4
6.5	Scott Gibson, CPT	0	1	1	2	5
5.5	Shawn Lilley	0	0	0	0	0
5.0	Bryan Douglas	0	1	1	3	3
4.5	Steve Marshall	0	0	0	0	0
4.5	Earnie Beck	0	1	1	2	2
4.0	John Linn	0	0	0	0	0
3.0	Rick Lawson	1	0	1	2	1
2.5	Donna Snyder	0	0	0	0	0
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L	4.7	2	3		14	15

Poke N Hope

S/L	Poke N Hope	MATCH W	MATCH L	TOT #	GAMES W	GAMES L
7.0	Juliette Soriano	0	0	0	0	0
6.5	George Houtz	0	0	0	0	0
6.0	Pete Mavropoulos	0	0	0	0	0
5.0	Teresa Nailor	0	1	1	1	5
4.5	Ron John	1	0	1	3	2
4.0	Larry Keefe, CPT	0	1	1	0	4
4.0	Kevin Joy	0	1	1	2	3
3.0	Steve Shipp	0	1	1	1	2
2.5	John Beaulieu	0	0	0	0	0
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L	4.7	1	4		7	16

Off In The Corner

S/L	Off In The Corner	MATCH W	MATCH L	TOT #	GAMES W	GAMES L
7.0	Chuck Whitmyer	0	1	1	2	5
6.5	Josh Hawbaker	0	0	0	0	0
6.0	Daron Morrill	1	0	1	5	0
5.0	Bradley Keich	0	0	0	0	0
5.0	Jenn Kelly, CPT	0	1	1	1	5
4.5	Patrick Kelly, Co-CPT	1	0	1	3	1
4.5	JT Keich	0	0	0	0	0
4.0	Zach Morrill	0	0	0	0	0
2.0	Marcia Yost	0	1	1	1	3
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L	4.9	2	3		12	14

Last Call

S/L	Last Call	MATCH W	MATCH L	TOT #	GAMES W	GAMES L
7.0	Chris Hess	1	0	1	5	2
5.5	Kevin Marroquin	0	0	0	0	0
5.5	Brian Kim	0	0	0	0	0
5.0	Brian Wilson	0	0	0	0	0
4.5	Tim Neely	0	1	1	1	2
3.5	Liz Christian, CPT	0	0	0	0	0
3.0	Matt Hoch	0	1	1	0	3
3.0	Jonah Stoddart	1	0	1	2	1
2.0	Emily Dauberman	1	0	1	2	0
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L	4.3	3	2		10	8

Chicks

3 Recycles Remaining

S/L	Chicks	MATCH W	MATCH L	TOT #	GAMES W	GAMES L
7.0	Fred Brodbeck, Co-CPT	0	1	1	3	5
6.5	Bruce Lenker	0	1	1	3	4
6.5	Ron Straw	0	0	0	0	0
6.5	Frank Moore, CPT	1	0	1	5	1
6.0	Colleen Shoop	0	0	0	0	0
4.5	Joe Lahr	0	0	0	0	0
4.5	Rich Worley	0	0	0	0	0
2.5	Kerrin Lutz	1	1	2	3	4
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L	5.5	2	3		14	14

Dead Strokes

S/L	Dead Strokes	MATCH W	MATCH L	TOT #	GAMES W	GAMES L
7.0	Porus Irani	1	0	1	5	2
6.5	Stan Kovich	1	0	1	5	1
5.0	Don Severs	0	0	0	0	0
5.0	Brandon Smith, Co-CPT	0	1	1	0	5
4.5	Dave Lavendier, CPT	0	0	0	0	0
4.5	Pete Servatius	0	0	0	0	0
3.5	Mike Servatius	1	0	1	3	1
3.0	Zach Severs	0	1	1	1	3
2.5	Maggie Smith	0	0	0	0	0
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L	4.6	3.0	2.0		14	12

Chalk Is Cheap

3 Recycles Remaining

S/L	Chalk Is Cheap	MATCH W	MATCH L	TOT #	GAMES W	GAMES L
5.5	Jay Mutzabaugh	0	2	2	3	9
5.5	Ted Fleegal	0	0	0	0	0
5.0	Forrest Aeppli, CPT	1	0	1	4	2
4.5	Trey Carrier	0	0	0	0	0
4.0	Ellie Heinly	0	1	1	0	3
3.0	Gualbarto Santos	0	0	0	0	0
2.5	Mike Hardy	0	1	1	1	2
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L	4.3	1	4		8	16

S/L	Pour House Elite	MATCH W	L	TOT #	GAMES W	L
7.0	Duck Nornhold	1	0	1	5	2
6.5	Powder Zeigler	0	1	1	4	5
6.0	Josh Reynolds	0	0	0	0	0
5.0	Robert Rossi	0	0	0	0	0
4.0	Clarence Marsh, CPT	0	0	0	0	0
4.0	Andy Ritter	1	0	1	3	3
3.5	Todd Quigley	1	0	1	2	2
2.5	Stephanie Ozimac	0	1	1	1	2
		0	0	0	0	0
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L	4.8	3	2		15	14

S/L	Whiskey.Tango.Foxtrot.	MATCH W	L	TOT #	GAMES W	L
7.0	Chris Taylor	0	1	1	2	5
4.0	Tony Brubacher	1	0	1	3	0
3.5	Marcia Rector	0	1	1	1	2
3.5	Merrill Brown	1	0	1	2	1
2.5	Jacqui Hiemstra, CPT	0	0	0	0	0
2.5	Nick Ellis	0	1	1	0	2
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L	3.8	2	3		8	10

S/L	Rock Out w/Your Chalk Out	MATCH W	L	TOT #	GAMES W	L
6.5	Rick Boyer, CPT	1	0	1	5	1
6.5	Steve Weaver	0	0	0	0	0
5.5	Justin Baird	0	1	1	2	4
5.5	Bruce Wright	1	0	1	4	2
4.0	Bill Scharff	1	0	1	3	0
3.5	Justin Geegee	0	0	0	0	0
3.0	David Zimmerman	0	0	0	0	0
2.5	Tracy Klinger	1	0	1	2	1
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L	4.6	4	1		16	8

S/L	We Lag Well	MATCH W	L	TOT #	GAMES W	L
7.5	Ed Kearney, CPT	1	0	1	5	3
5.5	Mike Connor	1	0	1	4	3
5.5	Jack Finney	0	1	1	1	5
4.5	Tim Meise	0	0	0	0	0
4.5	Brian Minnich	0	1	1	2	2
4.0	Dean Martin	0	0	0	0	0
3.5	Rich Landis	0	0	0	0	0
3.5	Kevin Miller	0	0	0	0	0
2.5	Susan Hopkins	1	0	1	2	1
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L	4.6	3	2		14	14

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 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.

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 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 $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	*Break And Funs This Session*
Stan Kovich	Stan Kovich

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.