



Spring '23 (Solids)

Week 2 4/3/23

	Win %	Match		Last Week	Games		AVG HC	Home Location	Week 2 Opponent Home Team if in <b>CAPS</b>
		W	L		W	L			
Pool CueTs	0.800	4	1	4-1	14	6	4.6	The Hose	OFF IN THE CORNER
Silent Assassins	0.800	4	1	4-1	14	7	4.9	Hbg Maennorchor	POUR HOUSE ELITE
Chalk Is Cheap	0.600	3	2	3-2	12	9	4.1	The Dutch Club	angies a team
Zero Fux Given	0.600	3	2	3-2	10	10	4.9	Bressler Club	CHICKS
Last Call	0.600	3	2	3-2	11	12	4.6	The Hose	MARYSVILLE MOOSE
It Still Don't Matter	0.600	3	2	3-2	15	10	5.1	The Pour House	ROCK OUT W/CHALK OUT
Marysville Moose	0.600	3	2	3-2	11	11	4.8	Marysville Moose	last call
Rock Out W/Chalk Out	0.400	2	3	2-3	10	10	4.4	Dauphin Home Assoc	it still don't matter
Pour House Elite	0.400	2	3	2-3	10	15	4.8	The Pour House	silent assassins
Dead Strokes	0.400	2	3	2-3	12	11	4.7	Chicks Tavern	WE LAG WELL
Off In The Corner	0.400	2	3	2-3	9	12	5.1	Enola Sportsmens	pool cue-ts
Angies A Team	0.400	2	3	2-3	11	11	4.5	Angies Diner	CHALK IS CHEAP
Chicks	0.200	1	4	1-4	6	14	4.1	Chicks Tavern	zero fux given
We Lag Well	0.200	1	4	1-4	7	14	5.1	The Pour House	dead strokes
		35	35		152	152	4.7		

Team rosters in red (below) are more than \$80 in arrears. 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

HC	Angies A Team	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 30 Invitational	
		W	L		W	L		W	L	W	L
7.0	Pete Mavropoulos	0	0	0	0	0	#DIV/0!	14	6	1	2
5.5	George Houtz	0	0	0	0	0	#DIV/0!	5	3	0	3
5.0	Jim Roberts, CO-CPT	0	1	1	3	5	-0.010	13	15	1	4
4.5	Paul McMichael	0	1	1	1	3	-0.010	0	0	0	0
4.5	Kevin Joy, CO-CPT	0	0	0	0	0	#DIV/0!	13	17	3	1
4.0	Jack Jimmink	1	0	1	3	0	1.010	5	7	0	0
3.5	Ron John	0	1	1	2	3	-0.010	3	5	1	0
3.5	Taylor Marsh	0	0	0	0	0	#DIV/0!	5	4	0	0
3.0	Alfredo Cortes	1	0	1	2	0	1.010	11	12	0	1
	Open Stats	0	0		0	0					
	Forfeits										
	Penalty Points										
AVERAGE HC		4.5	2	3	5	11	11				

HC	Chalk Is Cheap	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 30 Invitational	
		W	L		W	L		W	L	W	L
6.5	Bruce Lenker	1	0	1	5	1	1.010	7	9	0	0
5.5	Ted Fleegal	1	0	1	4	2	1.010	7	9	0	0
5.0	Forrest Aeppli, CPT	0	0	0	0	0	#DIV/0!	10	9	0	0
5.0	Chae Kim	0	0	0	0	0	#DIV/0!	3	5	0	0
4.0	Tye Vasquez	0	1	1	0	3	-0.010	0	0	0	0
2.5	Ellie Heinly, Co-CPT	1	0	1	2	0	1.010	9	14	0	0
2.5	Wally Santos	0	0	0	0	0	#DIV/0!	5	6	0	0
2.0	Ashley Dellesega	0	1	1	1	3	-0.010	1	8	0	0

	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.1	3	2	5	12	9				

HC	Chicks	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 30 Invitational	
		W	L		W	L		W	L	W	L
6.0	Frank Moore, CPT	0	1	1	1	3	-0.010	13	8	1	1
5.5	Fred Brodbeck	0	1	1	1	4	-0.010	11	19	0	0
4.5	Bryan Douglas	0	1	1	1	3	-0.010	6	6	0	0
4.0	Rich Worley	0	0	0	0	0	#DIV/0!	4	6	0	0
4.0	Joe Lahr	1	0	1	3	2	1.010	6	4	0	0
3.0	Brad Bohner	0	0	0	0	0	#DIV/0!	6	6	0	0
2.0	Ginny Cimirro	0	1	1	0	2	-0.010	3	9	0	0

	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.1	1	4	5	6	14				

HC	Dead Strokes	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 30 Invitational	
		W	L		W	L		W	L	W	L
6.5	Porus Irani	0	0	0	0	0	#DIV/0!	4	5	0	0
6.5	Krupal Desai	0	0	0	0	0	#DIV/0!	8	3	0	3
6.0	Brandon Smith, Co-CPT	1	0	1	5	0	1.010	7	2	1	1
5.5	Dave Lavendier, CPT	0	1	1	4	2	-0.010	7	5	0	1
5.0	Don Severs	0	1	1	0	5	-0.010	4	5	2	0
4.5	Pete Servatius	0	0	0	0	0	#DIV/0!	0	0	0	0
3.0	Mike Servatius	0	1	1	1	3	-0.010	5	5	0	1
3.0	Maggie Smith	0	0	0	0	0	#DIV/0!	5	4	4	0
2.5	Zach Severs	1	0	1	2	1	1.010	7	6	0	0

	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.7	2	3	5	12	11				

HC	It Still Don't Matter	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 30 Invitational	
		W	L		W	L		W	L	W	L
7.5	John Lamplugh	1	0	1	5	1	1.010	1	6	0	0
7.0	Scott Gibson, CPT	0	0	0	0	0	#DIV/0!	4	8	0	0
6.0	Andy Lundeen	0	1	1	2	4	(0.010)	7	6	0	0
6.0	Jim Geedy	0	0	0	0	0	#DIV/0!	0	0	0	0
5.0	Shawn Lilley	1	0	1	4	2	1.010	7	8	0	0
4.5	Paul Drees	0	0	0	0	0	#DIV/0!	6	3	0	0
4.5	Eric Snyder	1	0	1	3	1	1.010	6	1	0	0
3.5	John Linn	0	0	0	0	0	#DIV/0!	11	9	0	0
2.0	Rick Lawson	0	1	1	1	2	(0.010)	5	4	0	0
	Open Stats	0	0		0	0					
	Forfeits										
	Penalty Points										
AVERAGE HC		5.1	3	2	5	15	10				

HC	Last Call	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 30 Invitational	
		W	L		W	L		W	L	W	L
6.5	Chris Hess	1	0	1	5	0	1.010	5	3	0	0
6.0	Kevin Shutt	0	0	0	0	0	#DIV/0!	4	8	0	0
6.0	Brian Kim	0	0	0	0	0	#DIV/0!	6	5	0	0
6.0	Kevin Marroquin	0	0	0	0	0	#DIV/0!	14	8	0	0
5.5	Sean Gallagher	0	0	0	0	0	#DIV/0!	7	11	3	2
4.0	Tim Neely	1	0	1	3	1	1.010	6	4	0	0
2.5	Liz Christian, CPT	0	1	1	1	2	-0.010	3	8	1	2
2.5	Matt Hoch	0	1	1	0	5	-0.010	4	5	0	0
2.0	Emily Dauberman, Co-CPT	1	0	1	2	4	1.010	4	6	0	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.6	3	2	5	11	12				

HC	Marysville Moose	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 30 Invitational	
		W	L		W	L		W	L	W	L
7.5	Devin Kennedy	0	0	0	0	0	#DIV/0!	6	1	0	0
6.5	Tim Reisinger	1	0	1	5	3	1.010	7	5	0	0
5.5	Andrew Egolf	0	0	0	0	0	#DIV/0!	8	5	0	0
5.0	Larry Deatrick	0	0	0	0	0	#DIV/0!	5	5	0	0
4.5	Lonnie Benner	0	1	1	0	3	-0.010	2	5	0	0
4.0	Kevin Jones	1	0	1	3	1	1.010	3	4	0	0
4.0	Ryan Iskric, CPT	1	0	1	3	2	1.010	3	8	0	0
3.5	John Shughart	0	0	0	0	0	#DIV/0!	9	4	0	0
2.5	Doug Hammaker	0	1	1	0	2	-0.010	7	3	0	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.8	3	2	5	11	11				

HC	Off In The Corner	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 30 Invitational	
		W	L		W	L		W	L	W	L
7.0	Daron Morrill	0	1	1	1	5	-0.010	3	2	2	0
6.5	Chuck Whitmyer	0	0	0	0	0	#DIV/0!	5	2	0	1
6.0	Bradley Keich	0	0	0	0	0	#DIV/0!	7	5	0	3
6.0	Jenn Kelly, CPT	0	0	0	0	0	#DIV/0!	11	3	0	3
5.0	Zach Morrill	0	1	1	2	4	-0.010	5	5	0	1
5.0	JT Keich	1	0	1	3	0	1.010	10	4	0	0
4.0	Patrick Kelly, Co-CPT	0	1	1	0	2	-0.010	5	5	0	2
3.5	Carson Kelly	0	0	0	0	0	#DIV/0!	4	5	0	0
3.0	Kiernan Kelly	1	0	1	3	1	1.010	3	6	1	1
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		5.1	2	3	5	9	12				

HC	Pool CueTs	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 30 Invitational	
		W	L		W	L		W	L	W	L
7.5	Kevin Dodson	0	0	0	0	0	#DIV/0!	11	1	2	0
6.0	Mike Fisher	1	0	1	4	1	1.010	4	8	0	0
4.5	Scott Granger	0	1	1	2	3	(0.010)	5	5	0	0
4.5	Lyle Hartranft, Co-CPT	0	0	0	0	0	#DIV/0!	2	6	3	1
4.5	Anthony Hackman, Co-CPT	1	0	1	3	1	1.010	7	6	0	2
4.0	Adam Brody	1	0	1	3	1	1.010	5	11	2	3
4.0	Dave Komykoski	0	0	0	0	0	#DIV/0!	0	2	2	0
3.5	Ken Richards	0	0	0	0	0	#DIV/0!	7	1	0	0
2.5	Terry Smith	1	0	1	2	0	1.010	3	6	1	1
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.6	4	1	5	14	6				

HC	Pour House Elite	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 30 Invitational	
		W	L		W	L		W	L	W	L
7.5	Duck Nornhold	0	0	0	0	0	#DIV/0!	11	9	1	0
7.0	Ron Straw	0	1	1	1	5	-0.010	13	8	2	0
6.0	Josh Reynolds	0	0	0	0	0	#DIV/0!	17	13	0	2
5.5	Alan Fleegal	1	0	1	4	2	1.010	0	0	0	0
4.5	Clarence Marsh, CPT	0	1	1	2	4	-0.010	17	16	0	3
4.0	Andy Ritter	0	1	1	1	3	-0.010	10	6	1	1
3.5	Todd Quigley	0	0	0	0	0	#DIV/0!	12	9	0	1
3.0	Stephanie Ozimac	0	0	0	0	0	#DIV/0!	9	3	0	3
2.0	Kerrin Lutz	1	0	1	2	1	1.010	10	17	1	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.8	2	3	5	10	15				

HC	Rock Out With Chalk Out	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 30 Invitational	
		W	L		W	L		W	L	W	L
6.5	Steve Weaver	1	0	1	4	0	1.010	8	6	0	0
6.5	Rick Boyer, CPT	0	1	1	4	5	-0.010	8	7	0	0
5.0	Bill Scharff	0	0	0	0	0	#DIV/0!	6	7	0	0
4.5	Bruce Wright	0	1	1	0	3	-0.010	7	6	0	0
4.0	Eric Van Selow	0	0	0	0	0	#DIV/0!	3	4	0	0
3.5	Jess Cassner	0	0	0	0	0	#DIV/0!	2	1	0	0
3.5	Joe Gailey	0	1	1	0	2	-0.010	6	4	0	0
3.0	Justin Geegee	0	0	0	0	0	#DIV/0!	2	5	0	0
3.0	Tracy Klinger	1	0	1	2	0	1.010	4	4	0	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.4	2	3	5	10	10				

HC	Silent Assassins	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 30 Invitational	
		W	L		W	L		W	L	W	L
6.5	James Shafer, Co-CPT	0	0	0	0	0	#DIV/0!	10	11	3	1
6.5	Kevin Bryner	1	0	1	4	1	1.010	11	13	2	3
5.5	Gerard Madden	1	0	1	4	3	1.010	5	6	3	1
5.5	El Voughs	1	0	1	4	0	1.010	6	8	4	2
5.0	Del Madden, CPT	0	0	0	0	0	#DIV/0!	10	11	0	1
5.0	Paul Ramsey	0	0	0	0	0	#DIV/0!	10	9	3	2
4.0	Ryan Trafecanty	0	1	1	0	3	-0.010	11	11	2	1
3.5	Jeff Washington	1	0	1	2	0	1.010	2	6	0	0
3.0	Marcia Yost	0	0	0	0	0	#DIV/0!	11	14	1	2
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.9	4	1	5	14	7				

HC	We Lag Well	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 30 Invitational	
		W	L		W	L		W	L	W	L
7.5	Ed Kearney, CPT	0	1	1	1	4	-0.010	22	9	1	0
6.0	Jack Finney	0	0	0	0	0	#DIV/0!	5	4	3	1
5.5	Tim Meise	0	1	1	3	4	-0.010	11	8	2	0
5.5	Brian Minnich	0	0	0	0	0	#DIV/0!	18	13	3	1
4.5	Anthony Cressler	1	0	1	3	0	1.010	6	12	0	0
4.0	Indra Dhungana	0	0	0	0	0	#DIV/0!	4	4	0	0
4.0	Sam Hartley	0	1	1	0	4	-0.010	8	4	0	0
3.5	Kevin Miller	0	1	1	0	2	-0.010	6	8	3	1
	Open Stats	0	0	0	0	0	#DIV/0!				
	Forfeits										
	Penalty Points										
AVERAGE HC		5.1	1	4	5	7	14				

HC	Zero Fux Given	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 30 Invitational	
		W	L		W	L		W	L	W	L
7.5	Shawn Hoerner	0	0	0	0	0	#DIV/0!	8	2	2	1
7.5	Powder Zeigler	0	1	1	0	4	-0.010	7	3	2	0
6.5	Shane Waechter	0	0	0	0	0	#DIV/0!	11	7	0	4
6.0	Ron Brady	1	0	1	5	4	1.010	6	3	0	0
4.5	Merrill Brown	0	0	0	0	0	#DIV/0!	5	4	2	1
4.5	Tone Brubacher	1	0	1	3	0	1.010	6	5	1	2
2.5	Nick Ellis	1	0	1	2	0	1.010	13	14	0	3
2.5	Marcia Rector	0	0	0	0	0	#DIV/0!	1	9	0	2
2.5	Jacqui Hiemstra, CPT	0	1	1	0	2	-0.010	5	2	0	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.9	3	2	5	10	10				

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.

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**

Steve Weaver

### **Break And Funs This Session**

Steve Weaver

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

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

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.**



