Week 3 11/9/26

PACS
PA CUE SPORTS

Fall '26 (Solids)

	Win %	Match W	Match L	Last Week	Games W	Games L	AVG HC	Home Location	Week 3 Matchups on 11/9/26 Home Team Is In **CAPS**
Rock Out W/Chalk Out	**0.600**	6	4	4-1	27	24	4.83	Dauphin Home Assoc	**LAST CALL**
Snow White & The 7 Dwarfs	**0.600**	6	4	4-1	25	19	4.61	Marysville VFW	chicks
Snakebite	**0.600**	6	4	3-2	25	21	5.25	Marysville Moose	angies
Last Call	**0.600**	6	4	3-2	28	19	4.94	The Hose	rock out w/chalk out
Dead Strokes	**0.500**	5	5	2-3	25	26	4.94	Chicks Tavern	ridge run tavern
Angies	**0.400**	4	6	1-4	23	23	5.11	Angies	**SNAKEBITE**
Chicks	**0.400**	4	6	2-3	19	25	5.25	Chicks Tavern	**SNOW WHITE & 7 DWARFS**
Ridge Run Tavern	**0.300**	3	7	1-4	13	28	3.17	Ridge Run Tavern	**DEAD STROKES**
		40	40		185	185	4.76		

Reminder that dues are now $10 per match

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.

4 Recycles Remaining

HC	Angies	Match W	Match L	Matches Played This Session	Games W	Games L	MVP Score	Match Record Last Session (Monday & Tuesday) W	Match Record Last Session (Monday & Tuesday) L	Tournament Match Record in PACS 40 Invitational W	Tournament Match Record in PACS 40 Invitational L
7.5	Rick Boyer, C0-CPT	0	1	1	2	3	(0.010)	19	12	0	0
6.5	Jaafar Nabaoui	1	0	1	5	1	1.010	0	0	0	0
6.0	Jenn Kelly	0	2	2	2	7	(0.020)	0	0	0	0
6.0	Kevin Joy, CO-CPT	1	1	2	7	4	0.500	8	16	0	0
5.5	Pete Mavropoulos	0	0	0	0	0	#DIV/0!	0	1	0	0
5.0	Jim Roberts	0	0	0	0	0	#DIV/0!	0	0	0	0
3.5	Bryan Shirk	1	0	1	2	1	1.010	0	0	0	0
3.5	Ken Lepley	0	2	2	3	5	(0.020)	0	0	0	0
2.5	Kim Wadsworth	1	0	1	2	2	1.010	0	0	0	0
	Open Stats	0	0	0	0	0					
	Forfeits	0	0	0							
	Penalty Points										
AVERAGE HC	5.11	4	6	10	23	23					

2 Recycles Remaining

HC	Chicks	Match W	Match L	Matches Played This Session	Games W	Games L	MVP Score	Match Record Last Session (Monday & Tuesday) W	Match Record Last Session (Monday & Tuesday) L	Tournament Match Record in PACS 40 Invitational W	Tournament Match Record in PACS 40 Invitational L
6.5	Bruce Lenker	0	0	0	0	0	#DIV/0!	14	6	0	6
6.5	Kevin McDaniel	0	0	0	0	0	#DIV/0!	8	3	0	0
6.0	Jake Rodriguez	0	0	0	0	0	#DIV/0!	5	4	2	0
5.5	Frank Moore, CPT	2	1	3	9	8	0.677	10	7	2	2
5.5	Fred Brodbeck	0	0	0	0	0	#DIV/0!	9	6	0	0
4.5	Brad Saksek	1	1	2	3	7	0.500	10	4	2	2
4.0	Belinda George	0	3	3	3	8	(0.030)	5	1	2	2
3.5	Ron John	1	1	2	4	2	0.500	10	5	3	1
	Open Stats	0	0	0	0	0					
	Forfeits	0	0	0							
	Penalty Points										
AVERAGE HC	5.25	4	6	10	19	25					

3 Recycles Remaining

HC	Dead Strokes	Match W	Match L	Matches Played This Session	Games W	Games L	MVP Score	Match Record Last Session (Monday & Tuesday) W	Match Record Last Session (Monday & Tuesday) L	Tournament Match Record in PACS 40 Invitational W	Tournament Match Record in PACS 40 Invitational L
7.0	Krupal Desai	0	1	1	4	5	(0.010)	3	4	2	1
6.0	Stan Kovich	0	1	1	1	5	(0.010)	0	0	0	0
5.5	Mike Davis	0	1	1	2	4	(0.010)	0	0	0	0
5.5	Porus Irani	1	1	2	7	6	0.500	4	3	1	1
5.5	Dave Lavendier, CPT	0	0	0	0	0	#DIV/0!	11	3	1	1
4.5	Pete Servatius	1	0	1	3	2	1.010	5	2	0	0
4.0	Don Severs, Co-CPT	1	1	2	3	3	0.500	8	7	1	1
3.5	Mike Servatius	2	0	2	5	1	1.020	4	5	1	1
3.0	Neelam Desai	0	0	0	0	0	#DIV/0!	0	0	0	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC	4.94	5	5	10	25	26					

4 Recycles Remaining

HC	Ridge Run Tavern	Match W	Match L	Matches Played This Session	Games W	Games L	MVP Score	Match Record Last Session (Monday & Tuesday) W	Match Record Last Session (Monday & Tuesday) L	Tournament Match Record in PACS 40 Invitational W	Tournament Match Record in PACS 40 Invitational L
5.0	Chris Kline	0	1	1	1	5	(0.010)	6	4	0	0
4.5	Elijah Sydow	0	0	0	0	0	#DIV/0!	0	0	0	0
4.0	Kurt Steirer, CPT	0	1	1	2	4	(0.010)	9	12	0	2
3.5	James Groff, CPT	1	0	1	2	0	1.010	4	9	0	0
3.0	Kevin Miller	0	2	2	2	8	(0.020)	6	19	0	0
2.5	Ron Miller	0	0	0	0	0	#DIV/0!	0	0	0	0
2.0	Tyler Boyer	0	2	2	1	6	(0.020)	0	4	0	0
2.0	Kim Steirer	1	0	1	2	1	1.010	9	13	0	2
2.0	Chloe Matchett	1	1	2	3	4	0.500	1	10	0	0
	Open Stats	0	0	0	0	0					
	Forfeits	0	0								
	Penalty Points										
AVERAGE HC	3.17	3	7	10	13	28					

4 Recycles Remaining

Snakebite

HC		Match W	Match L	Matches Played This Session	Games W	Games L	MVP Score	Match Record Last Session (Monday & Tuesday) W	Match Record Last Session (Monday & Tuesday) L	Tournament Match Record in PACS 40 Invitational W	Tournament Match Record in PACS 40 Invitational L
7.5	John Lamplugh	0	0	0	0	0	#DIV/0!	3	5	0	1
6.5	Shawn Lilley	0	1	1	2	4	(0.010)	3	5	1	0
6.5	Scott Gibson, CPT	0	1	1	2	4	(0.010)	6	2	1	0
5.0	Ethan Miller	1	1	2	5	5	0.500	6	4	0	2
5.0	Bill Scharff	1	1	2	6	4	0.500	6	3	1	2
4.5	John Linn	1	0	1	3	2	1.010	8	4	0	2
4.0	Steve Marshall	1	0	1	3	1	1.010	0	0	0	0
3.0	Tracy Klinger	2	0	2	4	1	1.020	5	9	1	2
	Open Stats	0	0	0	0	0					
	Forfeits										
	Penalty Points										
AVERAGE HC 5.25		6	4	10	25	21					

3 Recycles Remaining

Last Call

HC		Match W	Match L	Matches Played This Session	Games W	Games L	MVP Score	Match Record Last Session (Monday & Tuesday) W	Match Record Last Session (Monday & Tuesday) L	Tournament Match Record in PACS 40 Invitational W	Tournament Match Record in PACS 40 Invitational L
M7.5	Chuck Sampson	2	0	2	10	5	1.020	6	2	3	1
6.5	Kevin Marroquin	0	1	1	3	3	(0.010)	11	8	1	2
6.5	Brian Kim	1	0	1	5	1	1.010	7	2	1	2
6.0	Kevin Shutt	0	0	0	0	0	#DIV/0!	0	0	0	0
4.5	Tim Neely	1	0	1	3	0	1.010	0	10	2	1
4.5	Liz Christian, CPT	1	2	3	5	6	0.323	14	12	4	1
3.5	Frank Bunting	0	0	0	0	0	#DIV/0!	4	2	1	1
3.5	Kara Bunting	1	1	2	2	4	0.500	3	7	3	1
2.0	Kwang Kim Marroquin	0	0	0	0	0	#DIV/0!	2	4	1	0
	Open Stats	0	0	0	0	0					
	Forfeits	0	0	0							
	Penalty Points										
AVERAGE HC 4.94		6	4	10	28	19					

4 Recycles Remaining

Snow White & The 7 Dwarfs

HC		Match W	Match L	Matches Played This Session	Games W	Games L	MVP Score	Match Record Last Session (Monday & Tuesday) W	Match Record Last Session (Monday & Tuesday) L	Tournament Match Record in PACS 40 Invitational W	Tournament Match Record in PACS 40 Invitational L
7.0	Daron Morrill	0	0	0	0	0	#DIV/0!	7	4	0	0
6.0	Pat Whitmyer	0	0	0	0	0	#DIV/0!	5	5	0	0
5.5	Doi Bintavihok	2	0	2	8	4	1.020	10	6	0	0
5.0	Tom Speck	2	0	2	8	3	1.020	6	7	0	0
5.0	Dave Beck	1	0	1	4	0	1.010	5	5	0	0
3.5	Susie Evinger, Co-CPT	0	2	2	1	4	(0.020)	3	4	0	0
3.5	Bob Bannon, CPT	0	1	1	1	4	(0.010)	3	8	0	0
3.5	Paul Dojka	0	0	0	0	0	#DIV/0!	4	2	0	0
2.5	Ryan Hank	1	1	2	3	4	0.500	4	6	0	0
	Open Stats										
	Forfeits	0	0								
	Penalty Points										
AVERAGE HC 4.61		6	4	10	25	19					

4 Recycles Remaining

HC	Rock Out With Chalk Out	Match W	Match L	Matches Played This Session	Games W	Games L	MVP Score	Match Record Last Session (Monday & Tuesday) W	Match Record Last Session (Monday & Tuesday) L	Tournament Match Record in PACS 40 Invitational W	Tournament Match Record in PACS 40 Invitational L
7.5	Tony Balsimo, CPT	1	0	1	5	2	1.010	4	2	2	1
7.0	Steve Weaver	0	0	0	0	0	#DIV/0!	4	3	0	0
5.0	Denis Welker	1	1	2	6	6	0.500	0	0	0	0
5.0	Eric Van Selow	1	0	1	4	2	1.010	10	8	0	0
4.5	Bruce Wright	2	0	2	6	6	1.020	7	6	0	0
4.0	David Palmer	0	1	1	0	3	(0.010)	0	0	0	0
4.0	Joe Gailey	1	0	1	3	1	1.010	4	7	0	0
3.5	Bo Bovidge	0	1	1	2	2	(0.010)	6	2	0	0
3.0	Brian Windish	0	1	1	1	2	(0.010)	5	3	0	0
	Open Stats	0	0	0	0	0					
	Forfeits	0	0	0							
	Penalty Points										
AVERAGE HC 4.83		6	4	10	27	24					

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 regular session. The seeding round is part of the regular 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 any handicap it deems fair and in the best interests of the league as a whole.

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 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~~ **6** 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 alotted (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. Players and especially captains of teams who are forfeiting many matches will be putting at risk their good standing in the league. This means they may be suspended or banned from the league or may have to pay for lost revenue to be reinstated. This will be determined on a case by case basis.

Any team that forfeits an individual match will receive 0 points for that match and must still pay the $20 for that match. The $20 includes the $10 for the opposng 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	***Break And Funs This Session***
Chuck Sampson	Chuck Sampson

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…..

(Match wins/ Matches Played) + ((Matches Won-Matches Lost) x .01)

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

(10/12) + ((10-2) x .01) = .833 + (8 x .01) = .833 + .08 = **.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.