

Week 4 6/7/21



Solids Spring - Summer '21

"Poke N Hope" and "Angies List of Players" played a make-up match on 5/31/21. In the "Last Week" column, the results of both teams' last two (2) matches are shown. Poke N Hope defeated Angies List 4-1 on 5/31/21

Dues are \$8	Win %	Matches			Games		Home Location	Week 4 Opponent
		W	L	LAST WEEK	W	L		Home team if in CAPS
Off In The Corner	0.600	9	- 6	2-3	36	30	Enola Sportsmens	pool cue-ts
Poke N Hope	0.600	9	- 6	7-3	39	38	Angies	castaways
Castaways	0.533	8	- 7	3-2	38	35	Dauphin Home Assoc	POKE N HOPE
Pool Cue-Ts	0.533	8	- 7	4-1	41	35	The Hose	OFF IN THE CORNER
Last Call	0.533	8	- 7	2-3	35	37	The Hose	angies list of players
Angies List of Players	0.200	3	- 12	2-8	28	42	Angies	LAST CALL
		45	- 45		217	217		

Because some teams have more byes than others, **TEAMS ARE RANKED ACCORDING TO WIN % (not MATCH POINTS).**
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		TOT	GAMES	
		W	L	#	W	L
7.5	Kevin Dodson	2	0	2	10	0
7.0	Rick Boyer	1	1	2	8	8
6.5	Kevin Shutt	1	0	1	5	1
5.5	Sean Grissinger	1	1	2	7	5
4.0	Lyle Hartranft, Co-CPT	1	0	1	3	3
4.0	Anthony Hackman, Co-CPT	0	1	1	1	4
3.5	Dave Komykoski	0	2	2	2	7
3.5	Chris Sanders	1	1	2	2	4
3.0	Terry Smith	1	1	2	3	3
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L		5.2	8	7	41	35

S/L	Castaways	MATCH		TOT	GAMES	
		W	L	#	W	L
7.5	John Lamplugh	0	0	0	0	0
7.0	Scott Gibson	0	1	1	3	5
6.0	Shawn Lilley	2	1	3	8	7
5.5	Bryan Douglas	1	1	2	5	4
5.5	Steve Marshall	1	1	2	4	7
4.5	Earnie Beck	1	2	3	8	8
3.5	John Linn, CPT	3	0	3	8	1
3.5	Jim Morrissey	0	1	1	2	3
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L		5.4	8	7	38	35

S/L	Poke N Hope	MATCH		TOT	GAMES	
		W	L	#	W	L
7.5	Ed Kearney, CPT	1	1	2	9	7
6.0	George Houtz	1	1	2	7	7
6.0	Chet Denmark	1	1	2	6	8
5.0	Tim Meise	1	0	1	4	0
4.0	Larry Keefe	2	1	3	6	7
4.0	Rich Worley	1	0	1	3	2
3.5	Ron John	0	2	2	0	6
3.5	Kevin Miller	1	0	1	2	0
2.5	Rich Landis	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		4.7	9	6	39	38

S/L	Off In The Corner	MATCH		TOT	GAMES	
		W	L	#	W	L
6.0	Daron Morrill	1	1	2	6	5
6.0	Chuck Whitmyer	0	0	0	0	0
5.0	Bradley Keich	1	1	2	6	6
4.5	Josh Hawbaker	2	0	2	7	3
4.5	Jenn Kelly, CPT	2	0	2	6	2
4.0	Patrick Kelly, Co-CPT	2	0	2	6	2
4.0	JT Keich	1	2	3	3	7
3.5	Zach Morrill	0	2	2	2	5
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L		4.7	9	6	36	30

S/L	Last Call	MATCH		TOT	GAMES	
		W	L	#	W	L
7.5	Chris Hess	2	0	2	10	7
6.0	Kevin Marroquin	1	0	1	4	3
5.5	Brian Kim	2	1	3	9	6
5.0	Brian Wilson	0	1	1	1	4
4.0	Tim Neely	2	1	3	6	3
4.0	Sean Gallagher	1	1	2	4	4
3.5	Jonah Stoddart	0	0	0	0	0
3.5	Liz Christian, CPT	0	1	1	0	3
3.0	Emily Dauberman	0	2	2	1	7
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L		4.7	8	7	35	37

S/L	Angies List Of Players	MATCH		TOT	GAMES	
		W	L	#	W	L
7.0	Ron Bishop	0	2	2	3	8
6.5	Ron Straw	0	1	1	4	5
6.0	Frank Moore, Co-CPT	1	2	3	8	9
6.0	Fred Brodbeck	0	1	1	4	3
4.5	Brad Saksek	0	1	1	1	3
4.0	Joe Lahr	1	0	1	3	0
3.5	Belinda George	0	1	1	0	5
3.0	Nick Ellis	1	1	2	3	2
2.5	Marcia Yost, Co-CPT	0	3	3	2	7
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L		4.8	3	12	28	42

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 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.

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 timeout), the ruling is that no foul occurred.

Helpful Tip: Smartphones with slow motion video capabilities will take the "guesswork" out.

Projected payouts

Division Winner	\$800
2nd Place	\$600
3rd Place	\$400
4th Place	\$200

Projected Payouts are based on projected revenue for this division

If there is an end of tournament

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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

George Houtz
Chris Hess
Shawn Lilley

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.