PACS PA CUE SPORTS

Solids   Fall Winter '22

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

	Win %	Matches W - L	LAST WEEK	Games W	L	AVG HCP	Home Location	Week 4 Opponent Home team if in CAPS
Last Call	0.667	10 - 5	3-2	39	29	4.6	The Hose	**CHICKS**
Marysville Moose	0.667	10 - 5	4-1	39	33	4.9	Marysville Moose	zero fux given
We Lag Well	0.667	10 - 5	4-1	43	32	5.0	The Pour House	**POUR HOUSE ELITE**
Zero Fux Given	0.600	9 - 6	3-2	39	29	4.7	Bressler Club	**MARYSVILLE MOOSE**
Off In The Corner	0.600	9 - 6	1-4	41	37	5.1	Enola Sportsmens	**CHALK IS CHEAP**
Chicks	0.533	8 - 7	3-2	38	37	4.3	Chicks	last call
Rock Out W/Chalk Out	0.533	8 - 7	5-0	42	38	4.4	Dauphin Home Assoc	**ANGIES A TEAM**
Pour House Elite	0.533	8 - 7	1-4	40	41	4.5	The Pour House	we lag well
Silent Assassins	0.467	7 - 8	2-3	37	35	5.1	Aroogas, Allentown Blvd	**CASTAWAYS**
Dead Strokes	0.467	7 - 8	5-0	39	37	4.9	Chicks	**POOL CUE-TS**
Pool Cue-Ts	0.333	5 - 10	2-3	26	42	4.4	The Hose	dead strokes
Angies A Team	0.333	5 - 10	0-5	34	43	5.0	Angies	rock out w/chalk out
Chalk Is Cheap	0.333	5 - 10	0-5	29	43	4.3	Rutherford VFW	off in the corner
Castaways	0.267	4 - 11	2-3	33	43	4.8	The Pour House	silent assassins
		105 - 105		519	519	4.7		

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	1	0	1	5	2
5.0	Scott Granger	3	0	3	10	4
4.5	Anthony Hackman, Co-CPT	0	3	3	2	11
4.5	Lyle Hartranft, Co-CPT	1	0	1	3	2
4.5	Adam Brody	0	2	2	2	10
3.5	Dave Komykoski	0	2	2	3	7
3.0	Ken Richards	0	0	0	0	0
2.5	Terry Smith	0	3	3	1	6
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L	4.4	5	10		26	42

S/L	Castaways	MATCH W	L	TOT #	GAMES W	L
7.5	John Lamplugh	0	2	2	0	10
7.5	Scott Gibson, CPT	1	0	1	5	3
5.5	Shawn Lilley	1	2	3	9	8
5.0	Andy Lundeen	0	2	2	5	6
4.5	Steve Marshall	0	1	1	2	3
4.0	Paul Drees	1	1	2	5	3
4.0	Eric Snyder	0	0	0	0	0
3.5	John Linn	1	1	2	4	2
2.0	Rick Lawson	0	1	1	1	5
	Open Stats	0	1	1	2	3
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L	4.8	4	11		33	43

Angies A Team

S/L		MATCH W	MATCH L	TOT #	GAMES W	GAMES L
7.0	Ken McPherson	1	0	1	5	0
6.5	Joe Milano	0	0	0	0	0
6.0	Jim Roberts, CO-CPT	0	1	1	3	4
6.0	George Houtz	1	1	2	6	8
5.5	Ron Sullivan	0	0	0	0	0
4.0	Kevin Joy, CO-CPT	1	2	3	7	10
3.5	Jack Jimmink	0	3	3	6	11
3.5	Ron John	1	1	2	3	3
3.0	Alfredo Cortes	1	2	3	4	7
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0	0	0
AVERAGE S/L	5.0	5	10		34	43

Off In The Corner

S/L		MATCH W	MATCH L	TOT #	GAMES W	GAMES L
6.5	Chuck Whitmyer	0	0	0	0	0
6.5	Daron Morrill	1	1	2	8	8
6.5	Bradley Keich	1	1	2	6	7
6.0	Jenn Kelly, CPT	2	1	3	11	10
4.5	Patrick Kelly, Co-CPT	1	1	2	3	5
4.5	Zach Morrill	0	0	0	0	0
4.0	JT Keich	2	1	3	7	4
4.0	Carson Kelly	1	0	1	3	0
3.0	Kiernan Kelly	1	1	2	3	3
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0	0	0
AVERAGE S/L	5.1	9	6		41	37

Last Call

S/L		MATCH W	MATCH L	TOT #	GAMES W	GAMES L
6.5	Kevin Shutt	0	2	2	2	7
6.5	Chris Hess	2	0	2	9	5
6.0	Sean Gallagher	0	0	0	0	0
6.0	Brian Kim	2	0	2	8	4
5.0	Kevin Marroquin	2	0	2	8	4
3.5	Tim Neely	2	1	3	6	2
3.0	Liz Christian, CPT	0	1	1	1	3
2.5	Matt Hoch	1	0	1	2	0
2.0	Emily Dauberman, Co-CPT	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	4.6	10	5		39	29

Chicks

S/L		MATCH W	MATCH L	TOT #	GAMES W	GAMES L
6.5	Fred Brodbeck	1	2	3	11	12
5.0	Frank Moore, CPT	1	0	1	3	2
5.0	Bryan Douglas	3	0	3	9	4
4.0	Dave McKee	0	0	0	0	0
4.0	Brad Bohner	0	1	1	1	4
4.0	Joe Lahr	1	2	0	5	8
4.0	Rich Worley	2	1	0	8	5
2.0	Ginny Cimirro	0	1	0	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	8	7		38	37

Dead Strokes

S/L		MATCH W	MATCH L	TOT #	GAMES W	GAMES L
7.0	Stan Kovich	1	0	1	5	2
7.0	Krupal Desai	1	0	1	5	2
7.0	Porus Irani	0	1	1	3	4
5.5	Brandon Smith, Co-CPT	2	0	2	8	3
5.5	Dave Lavendier, CPT	1	2	3	9	9
4.5	Don Severs	1	2	3	5	9
3.0	Mike Servatius	0	2	2	1	4
2.5	Zach Severs	0	0	0	0	0
2.0	Maggie Smith	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	4.9	7	8		39	37

Chalk Is Cheap

S/L		MATCH W	MATCH L	TOT #	GAMES W	GAMES L
7.0	Bruce Lenker	0	3	3	6	13
6.0	Forrest Aeppli, CPT	0	1	1	3	5
5.5	Jay Mutzabaugh	1	0	1	4	1
5.5	Ted Fleegal	1	1	2	7	7
5.0	Chae Kim	0	1	1	1	4
3.0	Ellie Heinly, Co-CPT	1	1	2	4	4
3.0	Wally Santos	2	0	2	4	1
2.0	Will Tuttle	0	2	2	0	6
2.0	Ashley Dellesega	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	4.3	5	10		29	43

S/L	Pour House Elite	MATCH W	L	TOT #	GAMES W	L
7.5	Duck Nornhold	2	0	2	11	4
6.5	Ron Straw	1	1	2	8	7
6.0	Josh Reynolds	1	1	2	7	6
5.0	Dan Houck	0	0	0	0	0
4.0	Clarence Marsh, CPT	1	1	2	4	5
3.5	Andy Ritter	1	2	3	5	10
3.5	Todd Quigley	1	1	2	3	6
2.5	Stephanie Ozimac	0	0	0	0	0
2.0	Kerrin Lutz	1	1	2	2	3
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0	0	0
AVERAGE S/L	4.5	8	7		40	41

S/L	Zero Fux Given	MATCH W	L	TOT #	GAMES W	L
7.5	Shawn Hoerner	3	0	3	15	2
7.0	Powder Zeigler	1	1	2	7	6
6.5	Shane Waechter	1	0	1	5	2
4.5	Tone Brubacher	1	1	2	4	4
4.0	Merrill Brown	1	0	1	3	2
3.5	Marcia Rector	0	2	2	1	6
3.5	Donnie Mull	0	0	0	0	0
3.5	Nick Ellis	2	1	3	4	4
2.5	Jacqui Hiemstra, CPT	0	1	1	0	3
	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	29

S/L	Rock Out w/Your Chalk Out	MATCH W	L	TOT #	GAMES W	L
6.5	Rick Boyer, CPT	1	2	3	10	13
6.0	Steve Weaver	1	1	2	8	6
5.5	Bill Scharff	2	1	3	11	7
4.5	Bruce Wright	2	1	3	6	6
4.0	Eric Van Selow	0	0	0	0	0
3.5	Joe Gailey	1	1	2	5	3
3.0	Justin Geegee	0	1	1	0	3
2.5	Tracy Klinger	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	4.4	8	7		42	38

3 Recycles Remaining		MATCH		TOT	GAMES	
S/L	**We Lag Well**	W	L	#	W	L
7.5	Ed Kearney, CPT	2	0	2	10	3
6.5	Brian Hogentogler	1	0	1	5	3
6.0	Jack Finney	4	0	4	16	8
5.5	Tim Meise	1	0	1	4	2
5.0	Shane Wingler	0	0	0	0	0
4.0	Brian Minnich	0	2	2	2	6
4.0	Kevin Miller	2	1	3	6	6
4.0	Sam Hartley	0	0	0	0	0
2.5	Susan Hopkins	0	2	2	0	4
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0	0	0
AVERAGE S/L	5.0	10	5		43	32

S/L	Marysville Moose	MATCH W	L	TOT #	GAMES W	L
7.5	Devin Kennedy	1	0	1	5	2
7.0	Tim Reisinger	2	1	3	11	5
5.5	Andrew Egolf	1	0	1	4	3
5.0	Lonnie Benner	1	1	2	4	5
5.0	Larry Deatrick	0	1	1	2	4
4.5	Kevin Jones	2	0	2	6	2
4.5	Ryan Iskric, CPT	0	1	1	1	4
3.0	John Shughart	1	1	2	2	6
2.0	Doug Hammaker	2	0	2	4	2
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0	0	0
AVERAGE S/L	4.9	10	5		39	33

S/L	Silent Assassins	MATCH W	L	TOT #	GAMES W	L
7.5	Kevin Bryner	1	0	1	5	0
6.0	James Shafer, Co-CPT	0	2	2	2	10
5.5	Gerard Madden	0	1	1	2	3
5.5	El Voughs	1	0	1	4	2
5.0	Del Madden, CPT	1	2	3	9	7
5.0	Paul Ramsey	2	1	3	10	7
4.0	Jeff Washington	0	0	0	0	0
4.0	Ryan Trafecanty	1	0	1	2	0
3.0	Marcia Yost	1	2	3	3	6
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0	0	0
AVERAGE S/L	5.1	7	8		37	35

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 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 **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 $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.

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**

Shawn Hoerner	2	Shawn Hoerner	5
Powder Zeigler		George Houtz	2
George Houtz		Brian Kim	2
Kevin Dodson		Tim Reisinger	2
Devin Kennedy		Fred Brodbeck	
		Kevin Dodson	
		Ed Kearney	
		Jenn Kelly	
		Devin Kennedy	
		Clarence Marsh	

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)

<u>MVP Rules - 8 total matches required to win MVP (This division,this session)</u>
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. **<u>*3) Average win/loss margin per match</u>**
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.