



Spring '23 (Solids)

Week 5 4/24/23

	Win %	Match		Last Week	Games		AVG HC	Home Location	Week 5 Opponent Home Team if in CAPS
		W	L		W	L			
Pool CueTs	0.750	15	5	4-1	58	39	4.7	The Hose	ZERO FUX GIVEN
We Lag Well	0.600	12	8	3-2	49	47	5.2	The Pour House	ANGIES A TEAM
Chalk Is Cheap	0.600	12	8	3-2	52	42	4.2	The Dutch Club	IT STILL DON'T MATTER
Rock Out W/Chalk Out	0.550	11	9	4-1	50	46	4.4	Dauphin Home Assoc	MARYSVILLE MOOSE
Pour House Elite	0.550	11	9	3-2	47	44	4.7	The Pour House	LAST CALL
Zero Fux Given	0.500	10	10	2-3	44	40	4.7	Bressler Club	pool cue-ts
Chicks	0.500	10	10	3-2	40	49	4.4	Chicks Tavern	DEAD STROKES
It Still Don't Matter	0.500	10	10	1-4	56	48	5.0	The Pour House	chalk is cheap
Marysville Moose	0.450	9	11	2-3	39	48	4.9	Marysville Moose	rock out w/chalk out
Off In The Corner	0.450	9	11	4-1	42	50	5.0	Enola Sportsmens	SILENT ASSASSINS
Angies A Team	0.400	8	12	1-4	47	54	4.6	Angies Diner	we lag well
Last Call	0.400	8	12	2-3	43	52	4.6	The Hose	pour house elite
Silent Assassins	0.400	8	12	2-3	44	48	4.8	Hbg Maennorchor	off in the corner
Dead Strokes	0.350	7	13	1-4	46	50	4.6	Chicks Tavern	chicks

140 140 657 657 4.7

**YOU ARE NOT PERMITTED IN THE HARRISBURG MAENNORCHOR WITHOUT A VALID DRIVERS LICENSE. PARKING LOT NEXT TO HOME 231 RESTAURANT AND THE SCHOOL MAY BE USED FOR VISITORS OF HARRISBURG MAENNORCHOR. PARKING LOT CAN BE ACCESSED FROM NORTH STREET.**

**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	John Hedgepath	1	0	1	5	4	1.010	0	0	0	0
5.5	George Houtz	0	1	1	3	3	(0.010)	5	3	0	3
5.0	Kevin Joy, CO-CPT	1	2	3	6	12	0.323	13	17	3	1
4.5	Jim Roberts, CO-CPT	1	2	3	9	12	0.323	13	15	1	4
4.0	Paul McMichael	0	3	3	3	8	(0.030)	0	0	0	0
4.0	Jack Jimmink	2	1	3	8	5	0.677	5	7	0	0
4.0	Alfredo Cortes	2	1	3	6	3	0.677	11	12	0	1
3.5	Taylor Marsh	1	0	1	3	1	1.010	5	4	0	0
3.5	Ron John	0	2	2	4	6	(0.020)	3	5	1	0
	Open Stats	0	0		0	0					
	Forfeits										
	Penalty Points										
AVERAGE HC		4.6	8	12	20	47	54				

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	4	0	4	19	7	1.040	7	9	0	0
5.5	Ted Fleegal	2	2	4	12	13	0.500	7	9	0	0
5.0	Forrest Aeppli, CPT	1	1	2	6	6	0.500	10	9	0	0
5.0	Chae Kim	1	0	1	4	1	1.010	3	5	0	0
4.0	Tye Vasquez	0	1	1	0	3	(0.010)	0	0	0	0
3.0	Ellie Heinly, Co-CPT	3	1	4	7	4	0.770	9	14	0	0
2.5	Wally Santos	1	0	1	2	0	1.010	5	6	0	0
2.0	Ashley Dellesega	0	3	3	2	8	(0.030)	1	8	0	0

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Open Stats	
Forfeits	
Penalty Points	

AVERAGE HC	4.2	12	8	20	52	42
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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	Fred Brodbeck	3	1	4	12	12	0.770	11	19	0	0
6.0	Frank Moore, CPT	2	2	4	11	12	0.500	13	8	1	1
4.5	Bryan Douglas	1	2	3	5	8	0.323	6	6	0	0
4.5	Joe Lahr	3	1	4	9	8	0.770	6	4	0	0
4.0	Rich Worley	0	1	1	0	2	(0.010)	4	6	0	0
3.5	Brad Bohner	1	1	2	2	2	0.500	6	6	0	0
2.0	Ginny Cimirro	0	2	2	1	5	(0.020)	3	9	0	0

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Open Stats	
Forfeits	
Penalty Points	

AVERAGE HC	4.4	10	10	20	40	49
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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	Krupal Desai	1	0	1	4	2	1.010	8	3	0	3
6.0	Porus Irani	0	2	2	6	9	(0.020)	4	5	0	0
6.0	Brandon Smith, Co-CPT	2	0	2	10	1	1.020	7	2	1	1
5.5	Dave Lavendier, CPT	1	2	3	9	8	0.323	7	5	0	1
4.5	Don Severs	0	4	4	6	14	(0.040)	4	5	2	0
4.5	Pete Servatius	0	0	0	0	0	#DIV/0!	0	0	0	0
3.0	Mike Servatius	2	2	4	6	8	0.500	5	5	0	1
3.0	Maggie Smith	0	1	1	1	3	(0.010)	5	4	4	0
2.5	Zach Severs	1	2	3	4	5	0.323	7	6	0	0

Open Stats	
Forfeits	
Penalty Points	

AVERAGE HC	4.6	7	13	20	46	50
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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	2	0	2	10	2	1.020	1	6	0	0
6.5	Scott Gibson, CPT	1	2	3	8	9	0.323	4	8	0	0
6.0	Jim Geedy	1	1	2	8	7	0.500	0	0	0	0
5.5	Andy Lundeen	0	2	2	4	8	(0.020)	7	6	0	0
5.0	Shawn Lilley	2	1	3	11	8	0.677	7	8	0	0
4.5	Paul Drees	1	0	1	3	1	1.010	6	3	0	0
4.5	Eric Snyder	1	1	2	4	4	0.500	6	1	0	0
3.5	John Linn	1	1	2	4	3	0.500	11	9	0	0
2.0	Rick Lawson	1	2	3	4	6	0.323	5	4	0	0
	Open Stats	0	0		0	0					
	Forfeits										
	Penalty Points										
AVERAGE HC		5.0	10	10	20	56	48				

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	2	0	2	10	2	1.020	5	3	0	0
6.0	Kevin Shutt	1	1	2	5	3	0.500	4	8	0	0
5.5	Kevin Marroquin	0	2	2	3	6	(0.020)	14	8	0	0
5.5	Brian Kim	0	2	2	5	8	(0.020)	6	5	0	0
5.5	Sean Gallagher	0	2	2	5	8	(0.020)	7	11	3	2
4.5	Tim Neely	3	0	3	9	4	1.030	6	4	0	0
3.0	Liz Christian, CPT	1	2	3	4	6	0.323	3	8	1	2
2.5	Matt Hoch	0	2	2	0	8	(0.020)	4	5	0	0
2.0	Emily Dauberman, Co-CPT	1	1	2	2	7	0.500	4	6	0	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.6	8	12	20	43	52				

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
7.0	Tim Reisinger	2	0	2	10	5	1.020	7	5	0	0
5.5	Andrew Egolf	1	1	2	5	6	0.500	8	5	0	0
5.0	Larry Deatrick	0	2	2	3	9	(0.020)	5	5	0	0
4.5	Lonnie Benner	0	2	2	1	7	(0.020)	2	5	0	0
4.0	Kevin Jones	1	0	1	3	1	1.010	3	4	0	0
4.0	Ryan Iskric, CPT	3	1	4	10	7	0.770	3	8	0	0
4.0	John Shughart	1	2	3	3	6	0.323	9	4	0	0
2.5	Doug Hammaker	1	3	4	4	7	0.230	7	3	0	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.9	9	11	20	39	48				

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	1	1	2	6	7	0.500	3	2	2	0
6.5	Chuck Whitmyer	1	1	2	5	5	0.500	5	2	0	1
6.0	Jenn Kelly, CPT	1	1	2	6	8	0.500	11	3	0	3
5.5	Bradley Keich	0	3	3	4	11	(0.030)	7	5	0	3
5.0	Zach Morrill	1	1	2	6	6	0.500	5	5	0	1
5.0	JT Keich	1	0	1	3	0	1.010	10	4	0	0
3.5	Patrick Kelly, Co-CPT	1	3	4	3	9	0.230	5	5	0	2
3.5	Carson Kelly	1	0	1	3	0	1.010	4	5	0	0
3.0	Kiernan Kelly	2	1	3	6	4	0.677	3	6	1	1
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		5.0	9	11	20	42	50				

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	1	1	2	9	6	0.500	11	1	2	0
6.5	Mike Fisher	2	1	3	11	7	0.677	4	8	0	0
5.0	Anthony Hackman, Co-CPT	3	0	3	9	2	1.030	7	6	0	2
4.5	Scott Granger	3	1	4	12	10	0.770	5	5	0	0
4.0	Lyle Hartranft, Co-CPT	1	1	2	4	6	0.500	2	6	3	1
4.0	Adam Brody	2	1	3	7	6	0.677	5	11	2	3
4.0	Dave Komykoski	0	0	0	0	0	#DIV/0!	0	2	2	0
4.0	Ken Richards	1	0	1	2	1	1.010	7	1	0	0
2.5	Terry Smith	2	0	2	4	1	1.020	3	6	1	1
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.7	15	5	20	58	39				

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	1	1	2	7	5	0.500	11	9	1	0
7.0	Ron Straw	1	1	2	6	6	0.500	13	8	2	0
6.0	Josh Reynolds	1	2	3	5	10	0.323	17	13	0	2
5.0	Alan Fleegal	2	1	3	9	7	0.677	0	0	0	0
4.0	Clarence Marsh, CPT	1	2	3	7	8	0.323	17	16	0	3
4.0	Andy Ritter	1	1	2	4	4	0.500	10	6	1	1
3.5	Todd Quigley	1	0	1	3	0	1.010	12	9	0	1
3.0	Stephanie Ozimac	0	1	1	0	2	(0.010)	9	3	0	3
2.5	Kerrin Lutz	3	0	3	6	2	1.030	10	17	1	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.7	11	9	20	47	44				

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
7.0	Steve Weaver	2	0	2	9	1	1.020	8	6	0	0
6.5	Rick Boyer, CPT	2	2	4	17	16	0.500	8	7	0	0
4.5	Bill Scharff	1	1	2	4	6	0.500	6	7	0	0
4.5	Bruce Wright	1	2	3	6	9	0.323	7	6	0	0
4.0	Eric Van Selow	1	0	1	3	1	1.010	3	4	0	0
3.5	Jess Cassner	0	2	2	2	4	(0.020)	2	1	0	0
3.5	Joe Gailey	1	1	2	2	3	0.500	6	4	0	0
3.0	Justin Geegee	1	0	1	2	1	1.010	2	5	0	0
3.0	Tracy Klinger	2	1	3	5	5	0.677	4	4	0	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.4	11	9	20	50	46				

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
7.0	Kevin Bryner	1	2	3	10	10	0.323	11	13	2	3
6.5	James Shafer, Co-CPT	0	1	1	3	5	(0.010)	10	11	3	1
5.5	Gerard Madden	1	3	4	10	16	0.230	5	6	3	1
5.5	El Voughs	1	0	1	4	0	1.010	6	8	4	2
5.0	Paul Ramsey	2	0	2	8	2	1.020	10	9	3	2
4.5	Del Madden, CPT	0	2	2	2	5	(0.020)	10	11	0	1
3.5	Ryan Trafecanty	0	2	2	1	5	(0.020)	11	11	2	1
3.5	Jeff Washington	2	1	3	4	3	0.677	2	6	0	0
2.5	Marcia Yost	1	1	2	2	2	0.500	11	14	1	2
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.8	8	12	20	44	48				

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	1	2	3	8	9	0.323	22	9	1	0
6.5	Jack Finney	2	0	2	8	3	1.020	5	4	3	1
6.0	Brian Minnich	2	1	3	9	10	0.677	18	13	3	1
5.5	Tim Meise	0	2	2	3	8	(0.020)	11	8	2	0
4.5	Anthony Cressler	1	1	2	4	3	0.500	6	12	0	0
4.0	Indra Dhungana	3	0	3	9	5	1.030	4	4	0	0
4.0	Sam Hartley	1	1	2	3	5	0.500	8	4	0	0
3.5	Kevin Miller	2	1	3	5	4	0.677	6	8	3	1
	Open Stats						#DIV/0!				
	Forfeits										
	Penalty Points										
AVERAGE HC		5.2	12	8	20	49	47				

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	1	0	1	5	0	1.010	8	2	2	1
7.5	Powder Zeigler	0	3	3	4	11	(0.030)	7	3	2	0
6.0	Ron Brady	3	1	4	17	14	0.770	6	3	0	0
4.5	Merrill Brown	1	0	1	3	0	1.010	5	4	2	1
4.5	Tone Brubacher	2	2	4	9	6	0.500	6	5	1	2
2.5	Nick Ellis	2	2	4	4	5	0.500	13	14	0	3
2.5	Marcia Rector	1	0	1	2	0	1.010	1	9	0	2
2.5	Jacqui Hiemstra, CPT	0	2	2	0	4	(0.020)	5	2	0	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.7	10	10	20	44	40				

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**

Ellie Heinly

**Break And Funs This Session**

Steve Weaver 3  
Kevin Dodson  
Ellie Heinly  
Shawn Hoerner  
Brandon Smith

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

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

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.**