



Spring '23 (Solids)

Week 9 5/22/23

	Win %	Match W	Match L	Last Week	Games W	Games L	AVG HC	Home Location	Week 9 Opponent Home Team if in CAPS
Pool CueTs	0.675	27	13	3-2	117	79	4.7	The Hose	MARYSVILLE MOOSE
Rock Out W/Chalk Out	0.575	23	17	2-3	105	92	4.4	Dauphin Home Assoc	ANGIES A TEAM
Off In The Corner	0.550	22	18	3-2	96	88	5.1	Enola Sportsmens	WE LAG WELL
We Lag Well	0.525	21	19	4-1	100	100	4.8	The Pour House	off in the corner
Zero Fux Given	0.500	20	20	2-3	86	93	4.8	Bressler Club	DEAD STROKES
Chalk Is Cheap	0.500	20	20	2-3	93	90	4.2	The Dutch Club	LAST CALL
Silent Assassins	0.500	20	20	3-2	99	95	5.0	Hbg Maennorchor	it still don't matter
Pour House Elite	0.475	19	21	3-2	91	100	4.7	The Pour House	chicks
Chicks	0.475	19	21	1-4	82	104	4.3	Chicks Tavern	POUR HOUSE ELITE
Last Call	0.450	18	22	2-3	86	100	4.5	The Hose	chalk is cheap
It Still Don't Matter	0.450	18	22	2-3	105	98	5.1	The Pour House	SILENT ASSASSINS
Marysville Moose	0.450	18	22	3-2	81	95	4.9	Marysville Moose	pool cue-ts
Angies A Team	0.450	18	22	3-2	101	100	4.4	Angies Diner	rock out w/chalk out
Dead Strokes	0.425	17	23	2-3	94	102	4.6	Chicks Tavern	zero fux given

280 280 1336 1336 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

3 Recycles Remaining								Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 31 Invitational	
HC	Angies A Team	Match W L		Matches Played This Session	Games W L		MVP Score	W	L	W	L
7.0	John Hedgepath	4	2	6	25	16	0.687	0	0	0	0
5.5	George Houtz	1	2	3	8	7	0.323	5	3	0	0
4.5	Kevin Joy, CO-CPT	2	2	4	10	13	0.500	13	17	2	4
4.5	Jim Roberts, CO-CPT	2	4	6	16	22	0.313	13	15	0	2
4.5	Jack Jimmink	4	1	5	14	9	0.830	5	7	1	1
4.0	Alfredo Cortes	4	2	6	13	9	0.687	11	12	5	0
3.5	Paul McMichael	0	5	5	4	13	(0.050)	0	0	0	0
3.5	Taylor Marsh	1	0	1	3	1	1.010	5	4	1	2
3.0	Ron John	0	4	4	8	10	(0.040)	3	5	0	0
	Open Stats	0	0		0	0					
	Forfeits										
	Penalty Points										
AVERAGE HC		4.4	18	22	40	101	100				

3 Recycles Remaining							Match Record		Tournament	
Chalk Is Cheap							Last Session (Monday & Tuesday)		Match Record in PACS 31 Invitational	
HC		Match W L	Matches Played This Session	Games W L	MVP Score		W	L	W	L
7.0	Bruce Lenker	8 0	8	39 13	1.080		7	9	0	0
5.5	Ted Fleegal	3 6	9	24 27	0.303		7	9	0	0
5.0	Forrest Aeppli, CPT	1 2	3	7 10	0.323		10	9	0	0
5.0	Chae Kim	1 0	1	4 1	1.010		3	5	0	0
3.0	Tye Vasquez	0 4	4	1 13	(0.040)		0	0	0	0
3.0	Ellie Heinly, Co-CPT	3 3	6	8 9	0.500		9	14	0	0
3.0	Wally Santos	4 0	4	8 2	1.040		5	6	0	0
2.0	Ashley Dellesega	0 5	5	2 15	(0.050)		1	8	0	0

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	Open Stats	
	Forfeits	
	Penalty Points	

AVERAGE HC	4.2	20	20	40	93	90
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3 Recycles Remaining							Match Record		Tournament	
Chicks							Last Session (Monday & Tuesday)		Match Record in PACS 31 Invitational	
HC		Match W L	Matches Played This Session	Games W L	MVP Score		W	L	W	L
6.0	Fred Brodbeck	5 2	7	23 22	0.744		11	19	0	0
6.0	Frank Moore, CPT	5 2	7	26 23	0.744		13	8	0	0
4.5	Bryan Douglas	1 4	5	7 16	0.170		6	6	0	0
4.5	Joe Lahr	4 4	8	13 19	0.500		6	4	0	0
3.5	Rich Worley	2 3	5	6 9	0.390		4	6	0	0
3.5	Brad Bohner	2 2	4	5 5	0.500		6	6	0	0
2.0	Ginny Cimirro	0 4	4	2 10	(0.040)		3	9	0	0

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	Open Stats	
	Forfeits	
	Penalty Points	

AVERAGE HC	4.3	19	21	40	82	104
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							Match Record		Tournament	
Dead Strokes							Last Session (Monday & Tuesday)		Match Record in PACS 31 Invitational	
HC		Match W L	Matches Played This Session	Games W L	MVP Score		W	L	W	L
6.5	Krupal Desai	4 1	5	20 11	0.830		8	3	1	1
6.0	Porus Irani	0 3	3	9 14	(0.030)		4	5	1	1
6.0	Brandon Smith, Co-CPT	2 2	4	14 11	0.500		7	2	0	1
5.5	Dave Lavendier, CPT	3 4	7	20 19	0.419		7	5	1	1
4.5	Pete Servatius	1 0	1	3 1	1.010		0	0	0	0
4.0	Don Severs	0 6	6	8 20	(0.060)		4	5	1	1
3.5	Mike Servatius	4 3	7	11 11	0.581		5	5	1	1
3.0	Maggie Smith	1 2	3	3 10	0.323		5	4	0	1
2.5	Zach Severs	2 2	4	6 5	0.500		7	6	0	1

	Open Stats	
	Forfeits	
	Penalty Points	

AVERAGE HC	4.6	17	23	40	94	102
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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 31 Invitational	
		W	L		W	L		W	L	W	L
7.5	John Lamplugh	3	1	4	19	7	0.770	1	6	0	0
6.5	Scott Gibson, CPT	1	3	4	10	14	0.230	4	8	0	0
6.0	Jim Geedy	1	4	5	15	19	0.170	0	0	0	0
5.5	Andy Lundeen	0	4	4	8	16	(0.040)	7	6	0	0
5.0	Shawn Lilley	2	3	5	17	15	0.390	7	8	0	0
5.0	Paul Drees	3	0	3	10	3	1.030	6	3	0	0
4.5	Eric Snyder	3	1	4	10	4	0.770	6	1	0	0
3.5	John Linn	1	3	4	6	8	0.230	11	9	1	0
2.0	Rick Lawson	4	3	7	10	12	0.581	5	4	0	0
	Open Stats	0	0		0	0					
	Forfeits										
	Penalty Points										
AVERAGE HC		5.1	18	22	40	105	98				

HC	Last Call	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 31 Invitational	
		W	L		W	L		W	L	W	L
6.5	Chris Hess	4	0	4	20	9	1.040	5	3	0	0
6.0	Kevin Shutt	2	2	4	10	6	0.500	4	8	0	0
5.5	Kevin Marroquin	1	3	4	9	11	0.230	14	8	0	1
5.5	Brian Kim	1	3	4	10	12	0.230	6	5	0	0
5.0	Sean Gallagher	0	4	4	9	16	(0.040)	7	11	0	0
4.5	Tim Neely	4	1	5	13	7	0.830	6	4	0	0
3.0	Liz Christian, CPT	3	3	6	9	11	0.500	3	8	3	1
2.5	Matt Hoch	1	4	5	2	16	0.170	4	5	0	0
2.0	Emily Dauberman, Co-CPT	2	2	4	4	12	0.500	4	6	0	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.5	18	22	40	86	100				

HC	Marysville Moose	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 31 Invitational	
		W	L		W	L		W	L	W	L
7.5	Devin Kennedy	1	0	1	5	0	1.010	6	1	0	0
7.0	Tim Reisinger	2	0	2	10	5	1.020	7	5	3	1
5.5	Andrew Egolf	1	4	5	12	20	0.170	8	5	2	2
4.5	Larry Deatrick	1	3	4	7	14	0.230	5	5	1	2
4.5	Lonnie Benner	2	3	5	9	13	0.390	2	5	2	2
4.5	Ryan Iskric, CPT	5	1	6	16	8	0.873	3	8	2	2
4.0	Kevin Jones	1	2	3	4	8	0.323	3	4	1	1
4.0	John Shughart	2	4	6	8	12	0.313	9	4	1	0
3.0	Doug Hammaker	3	5	8	10	15	0.355	7	3	2	1
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.9	18	22	40	81	95				

HC	Off In The Corner	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 31 Invitational	
		W	L		W	L		W	L	W	L
7.0	Daron Morrill	2	1	3	11	10	0.677	3	2	0	0
6.5	Chuck Whitmyer	1	3	4	7	13	0.230	5	2	0	0
6.0	Jenn Kelly, CPT	3	2	5	17	17	0.610	11	3	0	0
5.5	Bradley Keich	2	3	5	13	13	0.390	7	5	0	0
5.0	Zach Morrill	2	2	4	12	10	0.500	5	5	0	0
5.0	JT Keich	1	1	2	3	5	0.500	10	4	0	0
4.5	Carson Kelly	4	1	5	13	3	0.830	4	5	0	0
3.5	Patrick Kelly, Co-CPT	3	3	6	8	11	0.500	5	5	0	0
3.0	Kiernan Kelly	4	2	6	12	6	0.687	3	6	0	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		5.1	22	18	40	96	88				

HC	Pool CueTs	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 31 Invitational	
		W	L		W	L		W	L	W	L
7.5	Kevin Dodson	3	1	4	19	8	0.770	11	1	2	0
6.5	Mike Fisher	6	1	7	31	14	0.907	4	8	3	1
5.5	Anthony Hackman, Co-CPT	6	1	7	23	11	0.907	7	6	2	1
5.0	Scott Granger	4	2	6	17	16	0.687	5	5	0	0
4.0	Ken Richards	1	0	1	2	1	1.010	7	1	0	0
4.0	Adam Brody	3	3	6	13	12	0.500	5	11	0	2
4.0	Dave Komykoski	0	0	0	0	0	#DIV/0!	0	2	0	0
3.5	Lyle Hartranft, Co-CPT	1	3	4	6	12	0.230	2	6	0	2
2.5	Terry Smith	3	2	5	6	5	0.610	3	6	1	3
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.7	27	13	40	117	79				

HC	Pour House Elite	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 31 Invitational	
		W	L		W	L		W	L	W	L
7.0	Duck Nornhold	4	1	5	22	13	0.830	11	9	0	2
7.0	Ron Straw	1	1	2	6	6	0.500	13	8	1	2
6.5	Josh Reynolds	3	4	7	20	24	0.419	17	13	3	1
5.0	Alan Fleegal	3	2	5	13	12	0.610	0	0	0	0
4.0	Clarence Marsh, CPT	1	4	5	7	16	0.170	17	16	2	4
4.0	Andy Ritter	2	3	5	9	11	0.390	10	6	2	1
3.5	Todd Quigley	2	1	3	7	5	0.677	12	9	0	0
2.5	Stephanie Ozimac	0	4	4	1	9	(0.040)	9	3	1	2
2.5	Kerrin Lutz	3	1	4	6	4	0.770	10	17	1	2
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.7	19	21	40	91	100				

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 31 Invitational	
		W	L		W	L		W	L	W	L
7.0	Steve Weaver	3	3	6	21	18	0.500	8	6	3	1
7.0	Rick Boyer, CPT	4	3	7	30	23	0.581	8	7	1	3
4.5	Bill Scharff	2	2	4	9	12	0.500	6	7	1	2
4.5	Bruce Wright	3	2	5	12	10	0.610	7	6	0	2
4.0	Eric Van Selow	3	0	3	9	3	1.030	3	4	2	0
3.5	Jess Cassner	0	2	2	2	4	(0.020)	2	1	0	0
3.5	Joe Gailey	2	2	4	5	7	0.500	6	4	0	2
3.5	Tracy Klinger	5	2	7	13	12	0.744	4	4	2	0
2.5	Justin Geegee	1	1	2	4	3	0.500	2	5	0	1
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.4	23	17	40	105	92				

HC	Silent Assassins	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 31 Invitational	
		W	L		W	L		W	L	W	L
7.0	Kevin Bryner	2	4	6	18	23	0.313	11	13	2	3
6.5	James Shafer, Co-CPT	1	1	2	8	8	0.500	10	11	1	2
6.0	El Voughs	2	1	3	10	5	0.677	6	8	2	1
6.0	Gerard Madden	5	3	8	27	24	0.645	5	6	0	0
5.5	Paul Ramsey	3	1	4	14	6	0.770	10	9	3	0
4.5	Del Madden, CPT	3	2	5	11	10	0.610	10	11	0	1
3.5	Ryan Trafecanty	1	3	4	5	8	0.230	11	11	2	0
3.5	Jeff Washington	2	2	4	4	5	0.500	2	6	0	0
2.5	Marcia Yost	1	3	4	2	6	0.230	11	14	1	1
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		5.0	20	20	40	99	95				

HC	We Lag Well	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 31 Invitational	
		W	L		W	L		W	L	W	L
7.5	Ed Kearney, CPT	3	3	6	22	19	0.500	22	9	3	1
6.5	Jack Finney	3	1	4	13	9	0.770	5	4	3	0
6.0	Brian Minnich	2	3	5	16	18	0.390	18	13	2	1
5.5	Tim Meise	1	3	4	8	13	0.230	11	8	0	1
4.5	Anthony Cressler	2	2	4	9	7	0.500	6	12	0	0
4.0	Indra Dhungana	4	2	6	14	14	0.687	4	4	0	2
3.5	Sam Hartley	2	3	5	7	12	0.390	8	4	1	1
3.0	Kevin Miller	4	2	6	11	8	0.687	6	8	0	4
3.0	Kelley Wilson	0	0	0	0	0	#DIV/0!	0	0	0	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.8	21	19	40	100	100				

2 Recycles Remaining			Matches Played This Session		Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 31 Invitational	
HC	Zero Fux Given	Match W L			W	L		W	L	W	L
7.5	Shawn Hoerner	1	0	1	5	0	1.010	8	2	0	0
7.5	Powder Zeigler	0	3	3	4	11	(0.030)	7	3	0	0
5.5	Ron Brady	4	5	9	27	33	0.434	6	3	0	0
5.0	Merrill Brown	3	3	6	16	15	0.500	5	4	0	0
4.5	Tone Brubacher	4	4	8	16	18	0.500	6	5	0	0
3.0	Nick Ellis	4	3	7	10	9	0.581	13	14	2	2
2.5	Marcia Rector	4	0	4	8	3	1.040	1	9	0	0
2.5	Jacqui Hiemstra, CPT	0	2	2	0	4	(0.020)	5	2	0	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.8	20	20	40	86	93				

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

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 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

Frank Moore
 Bruce Lenker
 Josh Reynolds
 Mike Fisher
 Merrill Brown
 Ed Kearney

Break And Funs This Session

Steve Weaver	5
John Hedgepath	3
Mike Fisher	2
Ed Kearney	2
Dave Lavendier	2
Bruce Lenker	2
Merrill Brown	
Kevin Dodson	
Ellie Heinly	
Chris Hess	
Shawn Hoerner	
George Houtz	
Frank Moore	
Josh Reynolds	
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.....

$(\text{Match wins} / \text{Matches Played}) + ((\text{Matches Won} - \text{Matches Lost}) \times .01)$

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.