



9 Ball
Fall '24 (Filler)

Week 10 11/14/24

	Win %	Points		Last Week	Match		AVG HC	Home Location	Week 10 Matchups	
		F	A		W	L			Home Team is in	CAPS
Silent Assassins	0.533	213	187	23-27	23	17	5.00	Gilligans on Eisenhowe	DIAMOND MASTERS	
Ball Busterz	0.528	211	189	20-30	22	18	4.21	HoHos Billiards	angies	
Zero Fux Given	0.520	234	216	20-30	21	24	4.38	The Dutch Club	CHICKS	
Angies	0.520	208	192	29-21	21	19	4.31	Angies Diner	BALL BUSTERZ	
Chicks	0.505	202	198	32-18	20	20	5.06	Chicks	zero fux given	
Misfits	0.504	227	223	20-30	22	23	4.89	The Hose	BYE	
Anything	0.504	227	223	30-20	24	21	4.06	Dauphin Home Assoc	homeless misfits	
Rack Em Up	0.498	199	201	27-23	20	20	4.78	Angies Diner	9 ya business	
It Don't Matter	0.493	197	203	30-20	18	22	4.83	Marysville Moose	MAKE IT WEIRD	
Homeless Misfits	0.493	222	228	30-20	22	23	4.72	The Verhovay	ANYTHING	
Make It Weird	0.480	192	208	18-32	22	18	4.64	The Hose	it don't matter	
Diamond Masters	0.465	186	214	21-29	17	23	5.00	The Pour House	silent assassins	
9 Ya Business	0.455	182	218	BYE	18	22	4.78	HoHos Billiards	RACK EM UP	
		2700	2700		270	270	4.67			

Division winner will receive a first round bye in the playoffs

Team rosters in red (below) have Captains who are more than \$90 in arrears. Please call league office to check if these teams are 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.

HC	Angies	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
5.5	Pete Mavropoulos	7	13	3.50	0	2	0.320	40	40	5.00	3	7
5.0	Alex Knapp	32	28	5.33	3	3	0.553	44	36	5.50	0	0
4.5	Alfredo Cortes, CPT	40	30	5.71	5	2	0.621	73	67	5.21	0	0
4.5	Kevin Joy	31	29	5.17	4	2	0.527	42	48	4.67	3	7
4.5	Larry Keefe	23	27	4.60	2	3	0.440	57	53	5.18	0	0
4.0	Ron John	31	39	4.43	2	5	0.403	63	57	5.25	4	6
3.5	Steve Shipp	38	12	7.60	5	0	0.890	54	56	4.91	2	8
3.0	Kevin Bethea	6	14	3.00	0	2	0.260	37	33	5.29	0	0
	Open Stats	0	0		0	0						
	Forfeits											
	Penalty Points											
AVERAGE HC		4.31	208	192	21	19						

3 Recycles Remaining								Last Session Points			Recent Postseason Performance	
HC	Ball Busterz	Points		Average	Match		MVP					
		F	A	PPM	W	L	Score	F	A	AVG	F	A
6.5	Mace Lockard	61	29	6.78	8	1	0.838	85	65	5.67	0	0
5.5	Chet Denmark	34	46	4.25	3	5	0.365	46	74	3.83	0	0
4.5	Will Etnoyer	7	3	7.00	1	0	0.720	6	4	6.00	0	0
4.0	Kevin Altland	14	6	7.00	2	0	0.740	43	67	3.91	0	0
3.5	Abbie Lee, CPT	34	36	4.86	3	4	0.476	70	80	4.67	0	0
3.5	Travis Shade, Co-CPT	43	37	5.38	4	4	0.568	81	79	5.06	0	0
2.0	TJ Hickey	18	32	3.60	1	4	0.290	43	57	4.30	0	0
	Open Stats	0	0		0	0						
	Forfeits											
	Penalty Points											
AVERAGE HC		4.21	211	189	22	18						

HC	Chicks	Points		Average	Match		MVP	Last Session Points			Recent Postseason Performance	
		F	A	PPM	W	L	Score	F	A	AVG	F	A
7.0	Bruce Lenker	21	19	5.25	3	1	0.535	50	50	5.00	7	3
6.5	Fred Brodbeck	29	21	5.80	3	2	0.620	49	31	6.13	21	9
6.0	Frank Moore, CPT	14	16	4.67	1	2	0.457	42	28	6.00	0	0
6.0	Kevin Marroquin	21	19	5.25	3	1	0.535	47	43	5.22	13	7
5.5	Sean Gallagher	30	20	6.00	3	2	0.650	46	44	5.11	7	3
4.5	Andrew Betts	31	29	5.17	3	3	0.527	58	62	4.83	7	3
4.0	Brad Saksek	16	24	4.00	1	3	0.360	70	70	5.00	16	14
4.0	Sam Hartley	26	24	5.20	2	3	0.530	38	52	4.22	8	2
2.0	Ashley Dellesega	14	26	3.50	1	3	0.290	31	39	4.43	0	10
	Open Stats											
	Forfeits											
	Penalty Points											
AVERAGE HC		5.06	202	198	20	20						

HC	Diamond Masters	Points		Average	Match		MVP	Last Session Points			Recent Postseason Performance	
		F	A	PPM	W	L	Score	F	A	AVG	F	A
7.0	Duck Nornhold	3	7	3.00	0	1	0.280	45	45	5.00	0	0
7.0	Mel Jones	15	15	5.00	2	1	0.500	0	0	####	0	0
6.5	Larry Fagan	0	0	#DIV/0!	0	0	#DIV/0!	45	35	5.63	0	0
6.0	Ron Straw	18	32	3.60	0	5	0.290	51	49	5.10	0	0
5.5	George Houtz	35	25	5.83	4	2	0.633	0	0	####	0	0
4.5	Clarence Marsh, CPT	42	38	5.25	4	4	0.545	80	60	5.71	0	0
3.5	Robert Hurt	25	45	3.57	2	5	0.257	41	49	4.56	0	0
3.0	Stephanie Ozimac	43	27	6.14	5	2	0.694	44	76	3.67	0	0
2.0	Beth Driver	5	25	1.67	0	3	0.067	0	0	####	0	0
	Open Stats											
	Forfeits											
	Penalty Points											
AVERAGE HC		5.00	186	214	17	23						

3 Recycles Remaining

HC Homeless Misfits

HC		Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
7.0	Mike Fisher	30	30	5.00	3	3	0.500	84	66	5.60	3	7
6.5	Kevin Villarreal, Co-CPT	32	38	4.57	3	4	0.427	57	33	6.33	6	4
5.5	Tim Meise, CPT	21	29	4.20	1	4	0.380	44	36	5.50	0	0
5.0	Josh Hughes	35	25	5.83	4	2	0.633	62	68	4.77	3	7
4.5	Mike Miller	31	19	6.20	4	1	0.680	40	50	4.44	0	0
4.0	Bruce Brockman	17	13	5.67	2	1	0.587	49	41	5.44	4	6
3.5	Becky Ballent	17	33	3.40	1	4	0.260	28	42	4.00	0	0
3.5	Tim Meise Jr	21	19	5.25	2	2	0.535	46	34	5.75	0	0
3.0	Rick Lawson	18	22	4.50	2	2	0.430	30	40	4.29	0	0
	Open Stats	0	0		0	0						
	Forfeits											
	Penalty Points											
AVERAGE HC		4.72	222	228	22	23						

HC		Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
7.5	John Lamplugh	26	24	5.20	2	3	0.530	36	44	4.50	0	0
7.0	Scott Gibson, CPT	19	11	6.33	2	1	0.673	50	30	6.25	0	0
5.5	Brad Miller	23	37	3.83	2	4	0.313	44	46	4.89	0	0
5.5	Bill Scharff	36	34	5.14	3	4	0.524	56	44	5.60	0	0
4.0	Brian Carl	8	12	4.00	1	1	0.380	0	0	####	0	0
4.0	Eric Snyder	25	15	6.25	3	1	0.675	50	70	4.17	0	0
4.0	John Linn	18	22	4.50	1	3	0.430	51	49	5.10	0	0
3.0	Doug Wagner	18	22	4.50	1	3	0.430	16	44	2.67	0	0
3.0	Tracy Klinger	24	26	4.80	3	2	0.470	50	60	4.55	0	0
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.83	197	203	18	22						

HC		Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
7.5	Ed Kearney	25	25	5.00	2	3	0.500	64	46	5.82	17	13
6.5	Chas Foltz	33	27	5.50	4	2	0.580	0	0	####	0	0
6.0	Dakota Miller	12	8	6.00	1	1	0.620	0	0	####	0	0
5.0	Anthony Cressler, CPT	35	35	5.00	2	5	0.500	65	75	4.64	14	16
4.5	Brian Minnich	14	26	3.50	1	3	0.290	0	0	####	0	0
4.5	Scott Wallace	21	39	3.50	2	4	0.260	77	73	5.13	13	7
4.0	Kevin Miller	25	25	5.00	3	2	0.500	59	41	5.90	3	7
3.0	Aaron Neely	16	4	8.00	2	0	0.860	32	38	4.57	10	0
3.0	Crystal Johnson	36	24	6.00	4	2	0.660	39	61	3.90	6	4
	Open Stats	10	10		1	1						
	Forfeits											
	Penalty Points											
AVERAGE HC		4.89	227	223	22	23						

HC	9 Ya Business	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
6.5	Jenn Kelly	16	24	4.00	1	3	0.360	45	45	5.00	8	12
6.5	Rick Boyer	28	22	5.60	4	1	0.590	49	61	4.45	10	10
6.0	Forrest Aeppli	14	16	4.67	1	2	0.457	31	29	5.17	0	0
5.0	Jim Roberts	25	25	5.00	3	2	0.500	60	50	5.45	7	3
5.0	John Hoffman	26	34	4.33	2	4	0.393	65	45	5.91	3	7
4.0	Carlos Olmeda	12	18	4.00	1	2	0.370	56	54	5.09	6	4
4.0	Ellie Heinly, Co-Cpt	18	22	4.50	2	2	0.430	52	48	5.20	7	3
3.0	Jeremy Driver	32	38	4.57	3	4	0.427	56	64	4.67	0	0
3.0	Emily Dauberman	11	19	3.67	1	2	0.327	31	39	4.43	0	0
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.78	182	218		18	22					

HC	Rack Em Up	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	L		W	L		F	A	AVG	F	A
7.0	John Hedgepath	15	15	5.00	2	1	0.500	37	43	4.63	0	0
6.5	Rikki Johnson	26	14	6.50	3	1	0.710	56	54	5.09	6	4
6.0	Brian Hogentogler	23	27	4.60	2	3	0.440	65	45	5.91	4	6
5.5	Kelly Norris	33	27	5.50	3	3	0.580	66	74	4.71	0	0
4.5	Paul McMichael	27	23	5.40	3	2	0.560	66	74	4.71	0	0
4.5	Ed Croco, CPT	25	25	5.00	3	2	0.500	66	44	6.00	4	6
4.0	Jack Jimmink	16	24	4.00	1	3	0.360	66	74	4.71	0	0
3.0	Tammy Norris	16	24	4.00	1	3	0.360	63	57	5.25	0	0
2.0	Jackie Croco	18	22	4.50	2	2	0.430	51	49	5.10	0	0
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.78	199	201		20	20					

HC	Make It Weird	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
7.5	Devan Retherford	13	17	4.33	1	2	0.413	100	70	5.88	0	0
5.0	Mike Canoy	32	28	5.33	4	2	0.553	86	74	5.38	6	4
4.5	Bob Cohan	17	33	3.40	2	3	0.260	60	40	6.00	0	0
4.0	Rick Johnson	38	32	5.43	5	2	0.573	33	47	4.13	2	8
4.0	Blaize Bowman	18	22	4.50	1	3	0.430	64	46	5.82	3	7
4.0	Jen Mallon, CPT	47	33	5.88	6	2	0.658	63	47	5.73	4	6
3.5	Betsy Goodman	27	43	3.86	3	4	0.306	52	48	5.20	2	8
	Open Stats											
	Forfeits											
	Penalty Points											
AVERAGE HC		4.64	192	208		22	18					

3 Recycles Remaining

HC	Anything	Points		Average	Match		MVP	Last Session Points			Recent Postseason Performance	
		F	A	PPM	W	L	Score	F	A	AVG	F	A
5.5	Justin Baird, CPT	31	29	5.17	3	3	0.527	74	56	5.69	0	0
5.5	Winston Beshore	42	28	6.00	5	2	0.670	65	85	4.33	0	0
5.0	Dennis Welker	27	33	4.50	2	4	0.420	0	0	####	0	0
4.5	Rich Long	27	23	5.40	3	2	0.560	0	0	####	0	0
4.0	Tom Plasic, Co-CPT	36	24	6.00	4	2	0.660	58	72	4.46	0	0
3.5	Jason Wert	15	25	3.75	1	3	0.325	0	0	####	0	0
3.5	Bo Bovidge	33	27	5.50	4	2	0.580	57	53	5.18	0	0
3.0	Jess Cassner	16	24	4.00	2	2	0.360	36	54	4.00	0	0
2.0	Natalie Cassner	0	10	0.00	0	1	(0.050)	0	0	####	0	0
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.06	227	223	24	21						

HC	Silent Assassins	Points		Average	Match		MVP	Last Session Points			Recent Postseason Performance	
		F	A	PPM	W	L	Score	F	A	AVG	F	A
6.5	Kevin Bryner	12	18	4.00	1	2	0.370	27	43	3.86	0	0
6.5	James Shafer	14	6	7.00	2	0	0.740	31	39	4.43	0	0
5.5	El Voughs	25	25	5.00	3	2	0.500	47	53	4.70	0	0
5.0	Paul Ramsey	23	27	4.60	2	3	0.440	54	46	5.40	0	0
5.0	Del Madden, CPT	23	27	4.60	2	3	0.440	58	42	5.80	0	0
5.0	Mike Bretz	17	13	5.67	2	1	0.587	49	61	4.45	0	0
4.5	Ryan Trafecanty	38	22	6.33	4	2	0.713	60	60	5.00	0	0
3.5	Liz Christian, CO-CPT	28	32	4.67	3	3	0.447	58	42	5.80	0	0
3.5	Marcia Yost	33	17	6.60	4	1	0.740	30	50	3.75	0	0
	Open Stats											
	Forfeits											
	Penalty Points											
AVERAGE HC		5.00	213	187	23	17						

HC	Zero Fux Given	Points		Average	Match		MVP	Last Session Points			Recent Postseason Performance	
		F	A	PPM	W	L	Score	F	A	AVG	F	A
7.5	Shawn Hoerner	43	37	5.38	3	5	0.568	62	58	5.17	0	0
5.0	Terry Ballent	31	29	5.17	4	2	0.527	50	80	3.85	0	0
4.5	Tone Brubacher	14	26	3.50	0	4	0.290	73	77	4.87	0	0
4.5	James Dagenhart	41	19	6.83	5	1	0.793	49	51	4.90	0	0
4.0	Nick Ellis	38	32	5.43	4	3	0.573	74	76	4.93	0	0
4.0	Jose Soto	29	31	4.83	2	4	0.473	0	0	####	0	0
3.0	Monica Reinnagel	34	36	4.86	3	4	0.476	57	63	4.75	0	0
2.5	Jacqui Hiemstra, CPT	4	6	4.00	0	1	0.390	38	42	4.75	0	0
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.38	234	216	21	24						

The break requirements in 9 Ball are that 4 object balls must contact a cushion or at least (1) object ball must be pocketed. The 1-Ball is positioned at the top of the rack and must be contacted first on the break. If any of these conditions aren't met, the opposing player receives ball in hand. **THE BALLS ARE NOT RE-RACKED.**

If Team A names a "Blind" (not literal) player, Team B may name their player and switch it as many times as they wish as long as it is done within the required 5 minutes that they have to start the match.

The "breaking" player may either rack for themselves or may choose to have their opponent rack. The person **RACKING** may use whichever rack they wish (template, wood, metal, or plastic).

If a player releases (throws or slams) his stick in frustration onto the table, the opposing player will receive all remaining points that are on the table (regardless of whether any balls were disturbed). Players are expected to exhibit good sportsmanship and to respect the pool tables. It is a privilege to be able to play in the venues that we play.

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 2.0-4.5 receive 2 timeouts per game. (Yes, "2.0"s only get 2 timeouts in 9 ball)

Each player may change coaches 1 time per match. Once the new coach is named, the player can not switch back to the original coach. Once the coach walks away from the pool table, the timeout is over.

RECYCLING (Ghost Rule): Each team may recycle 4 **times** during the session. Not 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.

"Push Shots" following the break ARE permitted. **THEY MUST BE CALLED**

3 consecutive fouls in one game does NOT result in a loss of game.

Only (1) "7.5" can play per team per night.

*****In week 18, the winning team of each match will receive \$90**

(If 25-25 tie, the team that wins at least 3 individual matches wins the tiebreaker).

Week 18 is a "pay to play" week like all other matches during the regular session.

Players must play at least **8** matches to be eligible for individual awards for this session/division.

Players must play at least **7** matches to qualify for postseason for this session/division.

Forfeits (for this division) **during the regular session** will be handled as follows...

The team that is forfeiting the individual match will receive a 0-10 loss, **AND MUST PAY \$18....\$9 FOR BOTH TEAMS**

The team that is the beneficiary of the forfeit will receive a 7-3 win and will not pay the \$9 for that match.

If a team is the beneficiary of a forfeit, their "named player" will still receive credit for a match played in regards to postseason 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 may create a new schedule for the remainder of the session.

In postseason, the beneficiary of a forfeit will receive 10 points. The "forfeiting team" will receive 0 points.

Only (1) "7.5" can play for a given team in a given night

Projected Payouts

Tournament Champions	\$ 2,600
Tournament 2nd Place	\$ 1,600
Division Winner	\$ 260
Week 18 Winners (\$90 x 6)	\$ 540
Total Payouts	\$ 5,000

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 switches teams during the session, the league will at its discretion determine if that player can shoot in postseason for the team that it finished the session with. The league office may also force that player to play at a higher handicap for postseason.

If a player releases (throws or slams) his stick in frustration onto the table that the match is being played, that rack will be called with all remaining points on the table prior to the tantrum going to the player who didn't have the tantrum.

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 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.**

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 to maintain 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 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.

Break And Funs This Week

Mike Fisher
Kevin Miller
James Shafer
Scott Gibson

Break And Funs This Session

Shawn Hoerner 6
Mike Fisher 2
Justin Baird
Bruce Brockman
Anthony Cressler
Scott Gibson
Betsy Goodman
George Houtz
Rikki Johnson
Ed Kearney
Jenn Kelly

Stan Kovich
John Lamplugh
Mace Lockard
Rich Long
Kevin Miller
James Shafer
Ron Straw
Kevin Villarreal

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.....

$(\text{Average PPM} + ((\text{Points For} - \text{Points Against}) * .05)) / 10$

Example... A Player with a "Points For" of 56 and a "Points Against" of 34 would have an MVP score of

$((56 / (9 \text{ matches played})) + ((56 - 34) * .05)) / 10 =$
 $((6.22) + (22 \times .05)) / 10 =$
 $(6.22 + 1.1) / 10 = .732$