



9 Ball
Fall '24 (Filler)

Week 14 12/19/24

	Win %	Points		Last Week	Match		AVG HC	Home Location	Week 14 Matchups
		F	A		W	L			Home Team is in CAPS
Zero Fux Given	0.527	316	284	BYE	29	31	4.38	The Dutch Club	ANGIES
It Don't Matter	0.523	314	286	31-19	31	29	4.78	Marysville Moose	SILENT ASSASSINS
Misfits	0.522	313	287	26-24	32	28	4.94	The Hose	make it weird
Silent Assassins	0.520	312	288	27-23	32	28	5.06	Gilligans on Eisenhowe	it don't matter
Anything	0.513	308	292	32-18	32	28	4.00	Dauphin Home Assoc	diamond masters
Angies	0.513	308	292	19-31	32	28	4.56	Angies Diner	zero fux given
Ball Busterz	0.502	301	299	24-26	29	31	4.14	HoHos Billiards	HOMELESS MISFITS
Rack Em Up	0.500	300	300	18-32	30	30	4.78	Angies Diner	BYE
Diamond Masters	0.493	296	304	29-21	30	30	5.06	The Pour House	ANYTHING
Chicks	0.488	293	307	23-27	30	30	5.11	Chicks	9 YA BUSINESS
Homeless Misfits	0.487	292	308	21-29	28	32	4.67	The Verhovay	ball busterz
Make It Weird	0.483	290	310	32-18	32	28	4.57	The Hose	MISFITS
9 Ya Business	0.428	257	343	18-32	23	37	4.50	HoHos Billiards	chicks
		3900	3900		390	390	4.66		

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
6.5	Jaafar Nabaoui	19	11	6.33	3	0	0.673	0	0	####	0	0
5.5	Pete Mavropoulos	9	21	3.00	0	3	0.240	40	40	5.00	3	7
5.0	Kevin Joy	57	33	6.33	7	2	0.753	42	48	4.67	3	7
5.0	Alfredo Cortes, CPT	62	48	5.64	8	3	0.634	73	67	5.21	0	0
4.5	Alex Knapp	36	44	4.50	3	5	0.410	44	36	5.50	0	0
4.0	Larry Keefe	31	39	4.43	2	5	0.403	57	53	5.18	0	0
4.0	Ron John	41	49	4.56	3	6	0.416	63	57	5.25	4	6
3.5	Steve Shipp	41	29	5.86	5	2	0.646	54	56	4.91	2	8
3.0	Kevin Bethea	12	18	4.00	1	2	0.370	37	33	5.29	0	0
	Open Stats	0	0		0	0						
	Forfeits											
	Penalty Points											
AVERAGE HC		4.56	308	292	32	28						

1 Recycle 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	74	46	6.17	9	3	0.757	85	65	5.67	0	0	
5.5	Chet Denmark	63	67	4.85	6	7	0.465	46	74	3.83	0	0	
4.0	Will Etnoyer	7	13	3.50	1	1	0.320	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	50	50	5.00	4	6	0.500	70	80	4.67	0	0	
3.5	Travis Shade, Co-CPT	64	66	4.92	6	7	0.482	81	79	5.06	0	0	
2.0	TJ Hickey	29	51	3.63	1	7	0.253	43	57	4.30	0	0	
Open Stats		0	0		0	0							
Forfeits													
Penalty Points													
AVERAGE HC		4.14	301	299			29	31					

3 Recycles Remaining							Last Session Points			Recent Postseason Performance			
HC	Chicks	Points		Average	Match		MVP						
		F	A	PPM	W	L	Score	F	A	AVG	F	A	
7.0	Bruce Lenker	22	28	4.40	3	2	0.410	50	50	5.00	7	3	
6.5	Fred Brodbeck	33	27	5.50	3	3	0.580	49	31	6.13	21	9	
6.0	Frank Moore, CPT	29	21	5.80	3	2	0.620	42	28	6.00	0	0	
6.0	Kevin Marroquin	37	33	5.29	5	2	0.549	47	43	5.22	13	7	
5.5	Sean Gallagher	46	34	5.75	5	3	0.635	46	44	5.11	7	3	
5.0	Andrew Betts	49	41	5.44	6	3	0.584	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	Quinn Gallagher	4	6	4.00	0	1	0.390	0	0	####	0	0	
2.0	Ashley Dellesega	23	47	3.29	2	5	0.209	31	39	4.43	0	10	
Open Stats		34	46		2	6							
Forfeits													
Penalty Points													
AVERAGE HC		5.11	293	307			30	30					

3 Recycles Remaining							Last Session Points			Recent Postseason Performance			
HC	Diamond Masters	Points		Average	Match		MVP						
		F	A	PPM	W	L	Score	F	A	AVG	F	A	
7.5	Mel Jones	24	26	4.80	3	2	0.470	0	0	####	0	0	
7.0	Duck Nornhold	20	30	4.00	1	4	0.350	45	45	5.00	0	0	
6.5	Larry Fagan	0	0	#DIV/0!	0	0	#DIV/0!	45	35	5.63	0	0	
6.0	Ron Straw	35	35	5.00	2	5	0.500	51	49	5.10	0	0	
5.5	George Houtz	50	30	6.25	6	2	0.725	0	0	####	0	0	
4.5	Clarence Marsh, CPT	59	61	4.92	6	6	0.482	80	60	5.71	0	0	
3.5	Robert Hurt	29	51	3.63	2	6	0.253	41	49	4.56	0	0	
3.0	Stephanie Ozimac	61	39	6.10	8	2	0.720	44	76	3.67	0	0	
2.0	Beth Driver	18	32	3.60	2	3	0.290	0	0	####	0	0	
Open Stats													
Forfeits													
Penalty Points													
AVERAGE HC		5.06	296	304			30	30					

3 Recycles Remaining								Last Session Points			Recent Postseason Performance	
HC	Homeless Misfits	Points		Average	Match		MVP					
		F	A	PPM	W	L	Score	F	A	AVG	F	A
6.5	Mike Fisher	37	43	4.63	3	5	0.433	84	66	5.60	3	7
6.5	Kevin Villarreal, Co-CPT	35	55	3.89	3	6	0.289	57	33	6.33	6	4
5.5	Tim Meise, CPT	27	43	3.86	1	6	0.306	44	36	5.50	0	0
5.0	Josh Hughes	46	34	5.75	5	3	0.635	62	68	4.77	3	7
4.5	Mike Miller	41	29	5.86	5	2	0.646	40	50	4.44	0	0
4.0	Bruce Brockman	28	22	5.60	3	2	0.590	49	41	5.44	4	6
3.5	Becky Ballent	23	37	3.83	2	4	0.313	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	34	26	5.67	4	2	0.607	30	40	4.29	0	0
	Open Stats	0	0		0	0						
	Forfeits											
	Penalty Points											
AVERAGE HC		4.67	292	308	28	32						

HC	It Don't Matter	Points		Average	Match		MVP	Last Session Points			Recent Postseason Performance	
		F	A	PPM	W	L	Score	F	A	AVG	F	A
7.0	John Lamplugh	30	30	5.00	2	4	0.500	36	44	4.50	0	0
7.0	Scott Gibson, CPT	29	21	5.80	3	2	0.620	50	30	6.25	0	0
5.5	Brad Miller	43	47	4.78	5	4	0.458	44	46	4.89	0	0
5.5	Bill Scharff	54	56	4.91	4	7	0.481	56	44	5.60	0	0
4.0	John Linn	35	35	5.00	3	4	0.500	51	49	5.10	0	0
4.0	Eric Snyder	46	24	6.57	6	1	0.767	50	70	4.17	0	0
4.0	Brian Carl	20	20	5.00	2	2	0.500	0	0	####	0	0
3.0	Doug Wagner	25	25	5.00	2	3	0.500	16	44	2.67	0	0
3.0	Tracy Klinger	32	28	5.33	4	2	0.553	50	60	4.55	0	0
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.78	314	286	31	29						

3 Recycles Remaining								Last Session Points			Recent Postseason Performance	
HC	Misfits	Points		Average	Match		MVP					
		F	A	PPM	W	L	Score	F	A	AVG	F	A
7.5	Ed Kearney	33	27	5.50	3	3	0.580	64	46	5.82	17	13
6.5	Chas Foltz	40	40	5.00	4	4	0.500	0	0	####	0	0
6.5	Dakota Miller	28	22	5.60	3	2	0.590	0	0	####	0	0
5.0	Anthony Cressler, CPT	42	38	5.25	3	5	0.545	65	75	4.64	14	16
4.5	Brian Minnich	33	37	4.71	3	4	0.451	0	0	####	0	0
4.5	Scott Wallace	34	46	4.25	4	4	0.365	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	26	14	6.50	3	1	0.710	32	38	4.57	10	0
3.0	Crystal Johnson	42	28	6.00	5	2	0.670	39	61	3.90	6	4
	Open Stats	10	10		1	1						
	Forfeits											
	Penalty Points											
AVERAGE HC		4.94	313	287	32	28						

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	25	35	4.17	2	4	0.367	45	45	5.00	8	12
6.5	Rick Boyer	43	27	6.14	6	1	0.694	49	61	4.45	10	10
5.5	Forrest Aeppli	23	37	3.83	1	5	0.313	31	29	5.17	0	0
5.0	Jim Roberts	33	47	4.13	3	5	0.343	60	50	5.45	7	3
4.5	John Hoffman	37	53	4.11	3	6	0.331	65	45	5.91	3	7
3.5	Ellie Heinly, Co-Cpt	24	36	4.00	2	4	0.340	52	48	5.20	7	3
3.5	Carlos Olmeda	13	27	3.25	1	3	0.255	56	54	5.09	6	4
3.0	Jeremy Driver	40	50	4.44	3	6	0.394	56	64	4.67	0	0
2.5	Emily Dauberman	19	31	3.80	2	3	0.320	31	39	4.43	0	0
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.50	257	343	23	37						

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
7.5	John Hedgepath	36	24	6.00	5	1	0.660	37	43	4.63	0	0
6.5	Rikki Johnson	39	21	6.50	5	1	0.740	56	54	5.09	6	4
6.0	Brian Hogentogler	33	37	4.71	3	4	0.451	65	45	5.91	4	6
5.5	Kelly Norris	41	39	5.13	4	4	0.523	66	74	4.71	0	0
4.5	Ed Croco, CPT	35	35	5.00	4	3	0.500	66	44	6.00	4	6
4.0	Jack Jimmink	29	31	4.83	2	4	0.473	66	74	4.71	0	0
4.0	Paul McMichael	37	43	4.63	3	5	0.433	66	74	4.71	0	0
3.0	Tammy Norris	24	26	4.80	2	3	0.470	63	57	5.25	0	0
2.0	Jackie Croco	26	44	3.71	2	5	0.281	51	49	5.10	0	0
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.78	300	300	30	30						

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
7.0	Devan Retherford	25	35	4.17	2	4	0.367	100	70	5.88	0	0
5.0	Mike Canoy	54	46	5.40	6	4	0.580	86	74	5.38	6	4
4.5	Bob Cohan	31	39	4.43	4	3	0.403	60	40	6.00	0	0
4.0	Rick Johnson	54	56	4.91	6	5	0.481	33	47	4.13	2	8
4.0	Blaize Bowman	28	42	4.00	2	5	0.330	64	46	5.82	3	7
4.0	Jen Mallon, CPT	63	47	5.73	8	3	0.653	63	47	5.73	4	6
3.5	Betsy Goodman	35	45	4.38	4	4	0.388	52	48	5.20	2	8
	Open Stats											
	Forfeits											
	Penalty Points											
AVERAGE HC		4.57	290	310	32	28						

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	35	35	5.00	3	4	0.500	74	56	5.69	0	0
5.5	Winston Beshore	59	41	5.90	6	4	0.680	65	85	4.33	0	0
5.0	Dennis Welker	43	37	5.38	4	4	0.568	0	0	####	0	0
4.5	Rich Long	34	36	4.86	3	4	0.476	0	0	####	0	0
4.0	Tom Plasic, Co-CPT	49	31	6.13	6	2	0.703	58	72	4.46	0	0
3.5	Bo Bovidge	40	40	5.00	5	3	0.500	57	53	5.18	0	0
3.0	Jason Wert	17	33	3.40	1	4	0.260	0	0	####	0	0
3.0	Jess Cassner	31	29	5.17	4	2	0.527	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		4.00	308	292	32	28						

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	18	32	3.60	1	4	0.290	27	43	3.86	0	0
6.5	James Shafer	22	18	5.50	3	1	0.570	31	39	4.43	0	0
5.5	El Voughs	34	36	4.86	4	3	0.476	47	53	4.70	0	0
5.5	Paul Ramsey	36	34	5.14	3	4	0.524	54	46	5.40	0	0
5.0	Del Madden, CPT	32	28	5.33	3	3	0.553	58	42	5.80	0	0
5.0	Mike Bretz	28	32	4.67	3	3	0.447	49	61	4.45	0	0
4.5	Ryan Trafecanty	54	36	6.00	6	3	0.690	60	60	5.00	0	0
3.5	Liz Christian, CO-CPT	44	46	4.89	4	5	0.479	58	42	5.80	0	0
3.5	Marcia Yost	44	26	6.29	5	2	0.719	30	50	3.75	0	0
	Open Stats											
	Forfeits											
	Penalty Points											
AVERAGE HC		5.06	312	288	32	28						

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	62	48	5.64	5	6	0.634	62	58	5.17	0	0
5.0	Terry Ballent	35	35	5.00	4	3	0.500	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	48	22	6.86	6	1	0.816	49	51	4.90	0	0
4.5	Jose Soto	49	41	5.44	5	4	0.584	0	0	####	0	0
3.5	Nick Ellis	47	53	4.70	4	6	0.440	74	76	4.93	0	0
3.0	Monica Reinnagel	49	51	4.90	4	6	0.480	57	63	4.75	0	0
2.5	Jacqui Hiemstra, CPT	12	8	6.00	1	1	0.620	38	42	4.75	0	0
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.38	316	284	29	31						

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.. Charlotte is a 3.0 and went 0-5 for the "Basement Dwellers". With 4 weeks left in the session, she decides she wants to play for the team that is in first place. The league office can bring Charlotte 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

Kevin Villarreal

Break And Funs This Session

Shawn Hoerner	7
Ed Kearney	3
Mike Fisher	2
Mel Jones	2
James Shafer	2
Kevin Villarreal	2
Justin Baird	
Bruce Brockman	
Anthony Cressler	
Scott Gibson	
Betsy Goodman	

John Hedgepath
George Houtz
Rikki Johnson
Jenn Kelly
Stan Kovich
John Lamplugh
Mace Lockard
Rich Long
Kevin Miller
Duck Nornhold
Ron Straw

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

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