



9 Ball  
Fall '24 (Filler)

Week 18 1/23/25

	Win %	Points		Last Week	Match		AVG HC	Home Location	Week 18 Matchups
		F	A		W	L			Home Team is in <b>CAPS</b>
Misfits	<b>0.530</b>	424	376	27-23	46	34	<b>5.11</b>	The Hose	rack em up
Rack Em Up	<b>0.529</b>	397	353	31-19	41	34	<b>4.89</b>	Angies Diner	<b>MISFITS</b>
It Don't Matter	<b>0.528</b>	422	378	23-27	43	37	<b>4.78</b>	Marysville Moose	anything
Anything	<b>0.518</b>	414	386	25-25	43	37	4.06	Dauphin Home Assoc	<b>IT DON'T MATTER</b>
Angies	<b>0.514</b>	411	389	23-27	41	39	4.56	Angies Diner	zero fux given
Zero Fux Given	<b>0.511</b>	409	391	23-27	38	42	4.38	<b>The Dutch Club</b>	<b>ANGIES</b>
* Silent Assassins	<b>0.509</b>	407	393	32-18	41	39	<b>5.06</b>	Gilligans on Eisenhowe	homeless misfits
* Homeless Misfits	<b>0.509</b>	407	393	27-23	42	38	4.50	The Verhovay	<b>SILENT ASSASSINS</b>
Ball Busterz	<b>0.484</b>	363	387	16-34	36	39	4.13	HoHos Billiards	diamond masters
Diamond Masters	<b>0.473</b>	355	395	24-26	34	41	<b>5.06</b>	The Pour House	<b>BALL BUSTERZ</b>
Make It Weird	<b>0.471</b>	353	397	BYE	35	40	4.50	The Hose	chicks
Chicks	<b>0.466</b>	373	427	22-28	37	43	<b>5.00</b>	Chicks	<b>MAKE IT WEIRD</b>
9 Ya Business	<b>0.445</b>	356	444	18-32	33	47	4.50	HoHos Billiards	<b>BYE</b>
		5100	5100		510	510	4.65		

**\* Silent Assassins is the higher seed because they won 35-15 vs Homeless Misfits during the session.**  
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	43	37	5.38	4	4	0.568	0	0	####	0	0
5.5	Pete Mavropoulos	16	24	4.00	1	3	0.360	40	40	5.00	3	7
5.5	Alfredo Cortes, CPT	85	55	6.07	11	3	0.757	73	67	5.21	0	0
5.0	Kevin Joy	72	48	6.00	8	4	0.720	42	48	4.67	3	7
4.5	Alex Knapp	47	53	4.70	4	6	0.440	44	36	5.50	0	0
4.0	Larry Keefe	33	47	4.13	2	6	0.343	57	53	5.18	0	0
3.5	Ron John	48	62	4.36	4	7	0.366	63	57	5.25	4	6
3.5	Steve Shipp	55	45	5.50	6	4	0.600	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											
<b>AVERAGE HC</b>		4.56	411	389	41	39						

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	89	61	5.93	11	4	0.733	85	65	5.67	0	0
5.5	Chet Denmark	78	82	4.88	8	8	0.468	46	74	3.83	0	0
4.0	Will Etnoyer	11	19	3.67	1	2	0.327	6	4	6.00	0	0
4.0	Kevin Altland	20	10	6.67	3	0	0.717	43	67	3.91	0	0
4.0	Jason Brown	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0
3.5	Abbie Lee, CPT	53	57	4.82	4	7	0.462	70	80	4.67	0	0
3.5	Travis Shade, Co-CPT	73	77	4.87	7	8	0.467	81	79	5.06	0	0
2.0	TJ Hickey	39	71	3.55	2	9	0.195	43	57	4.30	0	0
	Open Stats	0	0		0	0						
	Forfeits	0	10			1						
	Penalty Points											
AVERAGE HC		4.13	363	387	36	39						

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	31	39	4.43	4	3	0.403	50	50	5.00	7	3
6.5	Fred Brodbeck	49	41	5.44	5	4	0.584	49	31	6.13	21	9
6.0	Frank Moore, CPT	42	38	5.25	4	4	0.545	42	28	6.00	0	0
6.0	Kevin Marroquin	40	40	5.00	5	3	0.500	47	43	5.22	13	7
5.5	Sean Gallagher	50	40	5.56	5	4	0.606	46	44	5.11	7	3
5.0	Andrew Betts	59	51	5.36	7	4	0.576	58	62	4.83	7	3
4.0	Brad Saksek	26	34	4.33	2	4	0.393	70	70	5.00	16	14
3.0	Quinn Gallagher	8	22	2.67	0	3	0.197	0	0	####	0	0
2.0	Ashley Dellesega	34	66	3.40	3	7	0.180	31	39	4.43	0	10
	Open Stats	34	46		2	6						
	Forfeits	0	10		0	1						
	Penalty Points											
AVERAGE HC		5.00	373	427	37	43						

2 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
6.5	Duck Nornhold	25	45	3.57	1	6	0.257	45	45	5.00	0	0
6.5	Larry Fagan	0	0	#DIV/0!	0	0	#DIV/0!	45	35	5.63	0	0
6.5	Ron Straw	46	44	5.11	3	6	0.521	51	49	5.10	0	0
5.5	George Houtz	56	44	5.60	6	4	0.620	0	0	####	0	0
4.0	Clarence Marsh, CPT	67	83	4.47	6	9	0.367	80	60	5.71	0	0
3.5	Robert Hurt	29	51	3.63	2	6	0.253	41	49	4.56	0	0
3.5	Stephanie Ozimac	82	48	6.31	10	3	0.801	44	76	3.67	0	0
2.0	Beth Driver	26	44	3.71	3	4	0.281	0	0	####	0	0
	Open Stats											
	Forfeits	0	10		0	1						
	Penalty Points											
AVERAGE HC		5.06	355	395	34	41						

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	56	54	5.09	5	6	0.519	84	66	5.60	3	7
6.0	Kevin Villarreal, Co-CPT	58	72	4.46	6	7	0.376	57	33	6.33	6	4
5.0	Tim Meise, CPT	30	50	3.75	1	7	0.275	44	36	5.50	0	0
5.0	Josh Hughes	66	54	5.50	7	5	0.610	62	68	4.77	3	7
4.0	Mike Miller	43	37	5.38	5	3	0.568	40	50	4.44	0	0
4.0	Bruce Brockman	41	29	5.86	5	2	0.646	49	41	5.44	4	6
3.5	Becky Ballent	29	41	4.14	3	4	0.354	28	42	4.00	0	0
3.5	Tim Meise Jr	29	21	5.80	3	2	0.620	46	34	5.75	0	0
3.0	Rick Lawson	55	35	6.11	7	2	0.711	30	40	4.29	0	0
	Open Stats	0	0		0	0						
	Forfeits											
	Penalty Points											
AVERAGE HC		4.50	407	393	42	38						

								Last Session Points			Recent Postseason Performance	
HC	It Don't Matter	Points		Average	Match		MVP					
		F	A	PPM	W	L	Score	F	A	AVG	F	A
7.0	John Lamplugh	39	41	4.88	3	5	0.478	36	44	4.50	0	0
7.0	Scott Gibson, CPT	46	34	5.75	5	3	0.635	50	30	6.25	0	0
5.5	Brad Miller	56	54	5.09	7	4	0.519	44	46	4.89	0	0
5.0	Bill Scharff	68	72	4.86	5	9	0.466	56	44	5.60	0	0
4.5	Eric Snyder	61	29	6.78	8	1	0.838	50	70	4.17	0	0
4.0	John Linn	44	46	4.89	4	5	0.479	51	49	5.10	0	0
4.0	Brian Carl	31	29	5.17	3	3	0.527	0	0	####	0	0
3.0	Doug Wagner	34	36	4.86	3	4	0.476	16	44	2.67	0	0
3.0	Tracy Klinger	43	37	5.38	5	3	0.568	50	60	4.55	0	0
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.78	422	378	43	37						

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	43	37	5.38	4	4	0.568	64	46	5.82	17	13
6.5	Chas Foltz	49	51	4.90	5	5	0.480	0	0	####	0	0
6.5	Dakota Miller	41	29	5.86	5	2	0.646	0	0	####	0	0
5.5	Anthony Cressler, CPT	63	47	5.73	6	5	0.653	65	75	4.64	14	16
5.0	Scott Wallace	51	69	4.25	6	6	0.335	77	73	5.13	13	7
5.0	Brian Minnich	53	47	5.30	6	4	0.560	0	0	####	0	0
4.0	Kevin Miller	30	40	4.29	3	4	0.379	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	58	32	6.44	7	2	0.774	39	61	3.90	6	4
	Open Stats	10	10		1	1						
	Forfeits											
	Penalty Points											
AVERAGE HC		5.11	424	376	46	34						



**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	45	45	5.00	4	5	0.500	74	56	5.69	0	0
5.5	Winston Beshore	70	50	5.83	7	5	0.683	65	85	4.33	0	0
5.0	Dennis Welker	51	49	5.10	5	5	0.520	0	0	####	0	0
4.5	Tom Plasic, Co-CPT	65	45	5.91	8	3	0.691	58	72	4.46	0	0
4.0	Rich Long	40	50	4.44	3	6	0.394	0	0	####	0	0
3.5	Bo Bovidge	54	56	4.91	6	5	0.481	57	53	5.18	0	0
3.0	Jason Wert	31	39	4.43	3	4	0.403	0	0	####	0	0
3.0	Jess Cassner	44	36	5.50	5	3	0.590	36	54	4.00	0	0
2.5	Natalie Cassner	7	13	3.50	1	1	0.320	0	0	####	0	0
	Open Stats											
	Forfeits	7	3		1	0						
	Penalty Points											
AVERAGE HC		4.06	414	386	43	37						

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	27	43	3.86	2	5	0.306	27	43	3.86	0	0
6.5	James Shafer	32	28	5.33	4	2	0.553	31	39	4.43	0	0
5.5	El Voughs	48	52	4.80	5	5	0.460	47	53	4.70	0	0
5.5	Paul Ramsey	37	43	4.63	3	5	0.433	54	46	5.40	0	0
5.0	Del Madden, CPT	39	31	5.57	4	3	0.597	58	42	5.80	0	0
5.0	Mike Bretz	48	42	5.33	6	3	0.563	49	61	4.45	0	0
4.5	Ryan Trafecanty	76	54	5.85	8	5	0.695	60	60	5.00	0	0
3.5	Liz Christian, CO-CPT	47	53	4.70	4	6	0.440	58	42	5.80	0	0
3.5	Marcia Yost	53	47	5.30	5	5	0.560	30	50	3.75	0	0
	Open Stats											
	Forfeits											
	Penalty Points											
AVERAGE HC		5.06	407	393	41	39						

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	74	66	5.29	6	8	0.569	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	33	47	4.13	2	6	0.343	73	77	4.87	0	0
4.5	James Dagenhart	54	36	6.00	6	3	0.690	49	51	4.90	0	0
4.5	Jose Soto	55	45	5.50	6	4	0.600	0	0	####	0	0
3.5	Nick Ellis	73	87	4.56	6	10	0.386	74	76	4.93	0	0
3.0	Monica Reinnagel	66	64	5.08	6	7	0.518	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	7	3		1	0						
	Penalty Points											
AVERAGE HC		4.38	409	391	38	42						

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

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 Bryner  
Shawn Hoerner  
Ed Kearney

**Break And Funs This Session**

Shawn Hoerner 8  
Ed Kearney 4  
Anthony Cressler 2  
Mike Fisher 2  
John Hedgepath 2  
Mel Jones 2  
John Lamplugh 2  
James Shafer 2  
Kevin Villarreal 2  
Justin Baird  
Bruce Brockman



Kevin Bryner  
Scott Gibson  
Betsy Goodman  
George Houtz  
Rikki Johnson  
Jenn Kelly  
Stan Kovich  
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

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

