



	Win %	Points		Last	Match		AVG		Week 2 Matchups
		F	A	Week	W	L	HC	Home Location	Home Team is in CAPS
It Don't Matter	0.680	34	16	34-16	4	1	4.89	Marysville Moose	9 YA BUSINESS
Misfits	0.660	33	17	33-17	4	1	4.88	The Hose	CHICKS
Diamond Masters	0.600	30	20	30-20	3	2	5.17	The Pour House	BYE
Ball Busterz	0.580	29	21	29-21	4	1	4.00	HoHos Billiards	ANYTHING
Chicks	0.520	26	24	26-24	3	2	4.89	Chicks Tavern	misfits
Angies	0.520	26	24	26-24	3	2	4.31	Angies Diner	SILENT ASSASSINS
Zero Fux Given	0.480	24	26	24-26	2	3	4.36	The Dutch Club	RACK EM UP
9 Ya Business	0.480	24	26	24-26	2	3	4.83	HoHos Billiards	it don't matter
Homeless Misfits	0.420	21	29	21-29	1	4	4.67	The Verhovay	MAKE IT WEIRD
Anything	0.400	20	30	20-30	2	3	3.89	Dauphin Home Assoc	ball busterz
Make It Weird	0.340	17	33	17-33	1	4	4.72	The Hose	homeless misfits
Silent Assassins	0.320	16	34	16-34	1	4	4.89	Gilligans on Eisenhowe	angies
Rack Em Up	#DIV/0!	0	0	BYE	0	0	4.72	Angies Diner	zero fux given
		250	250		25	25	4.57		

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.

								Last Session Points			Recent Postseason PPM		
HC	Angies	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A	AVG
6.0	Pete Mavropoulos	0	0	#DIV/0!	0	0	#DIV/0!	40	40	5.00	3	7	3.00
4.5	Kevin Joy	0	0	#DIV/0!	0	0	#DIV/0!	42	48	4.67	3	7	3.00
4.5	Alfredo Cortes, CPT	7	3	7.00	1	0	0.720	73	67	5.21	0	0	####
4.5	Alex Knapp	3	7	3.00	0	1	0.280	44	36	5.50	0	0	####
4.5	Larry Keefe	6	4	6.00	1	0	0.610	57	53	5.18	0	0	####
4.0	Ron John	3	7	3.00	0	1	0.280	63	57	5.25	4	6	4.00
3.5	Kevin Bethea	0	0	#DIV/0!	0	0	#DIV/0!	37	33	5.29	0	0	####
3.0	Steve Shipp	7	3	7.00	1	0	0.720	54	56	4.91	2	8	2.00
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.31	26	24	3.0	2.0							

HC	Ball Busterz	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
5.5	Chet Denmark	6	4	6.00	1	0	0.610	46	74	3.83	0	0	####
5.5	Mace Lockard	6	4	6.00	1	0	0.610	85	65	5.67	0	0	####
4.0	Kevin Altland	8	2	8.00	1	0	0.830	43	67	3.91	0	0	####
4.0	Will Etnoyer	0	0	#DIV/0!	0	0	#DIV/0!	6	4	6.00	0	0	####
4.0	Zach Anthony	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	####
3.5	Abbie Lee, CPT	0	0	#DIV/0!	0	0	#DIV/0!	70	80	4.67	0	0	####
3.5	Travis Shade, Co-CPT	7	3	7.00	1	0	0.720	81	79	5.06	0	0	####
2.0	TJ Hickey	2	8	2.00	0	1	0.170	43	57	4.30	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.00	29	21	4	1							

HC	Chicks	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
6.5	Bruce Lenker	0	0	#DIV/0!	0	0	#DIV/0!	50	50	5.00	0	0	####
6.0	Frank Moore, CPT	0	0	#DIV/0!	0	0	#DIV/0!	42	28	6.00	0	0	####
6.0	Fred Brodbeck	6	4	6.00	1	0	0.610	49	31	6.13	13	7	6.50
5.5	Kevin Marroquin	7	3	7.00	1	0	0.720	47	43	5.22	7	3	7.00
5.0	Andrew Betts	7	3	7.00	1	0	0.720	58	62	4.83	7	3	7.00
5.0	Sean Gallagher	0	0	#DIV/0!	0	0	#DIV/0!	46	44	5.11	7	3	7.00
4.0	Brad Saksek	3	7	3.00	0	1	0.280	70	70	5.00	9	11	4.50
4.0	Sam Hartley	3	7	3.00	0	1	0.280	38	52	4.22	8	2	8.00
2.0	Ashley Dellesega	0	0	#DIV/0!	0	0	#DIV/0!	31	39	4.43	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.89	26	24	3	2							

HC	Diamond Masters	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
7.0	Duck Nornhold	0	0	#DIV/0!	0	0	#DIV/0!	45	45	5.00	0	0	####
7.0	Mel Jones	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	####
6.5	Ron Straw	4	6	4.00	0	1	0.390	51	49	5.10	0	0	####
6.5	Larry Fagan	0	0	#DIV/0!	0	0	#DIV/0!	45	35	5.63	0	0	####
5.5	George Houtz	6	4	6.00	1	0	0.610	0	0	####	0	0	####
4.5	Clarence Marsh, CPT	10	0	10.00	1	0	1.050	80	60	5.71	0	0	####
3.5	Robert Hurt	3	7	3.00	0	1	0.280	41	49	4.56	0	0	####
3.0	Stephanie Ozimac	7	3	7.00	1	0	0.720	44	76	3.67	0	0	####
3.0	Kerrin Lutz	0	0	#DIV/0!	0	0	#DIV/0!	34	36	4.86	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		5.17	30	20	3	2							

HC	Homeless Misfits	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
7.0	Mike Fisher	0	0	#DIV/0!	0	0	#DIV/0!	84	66	5.60	3	7	3.00
6.5	Kevin Villarreal, Co-CPT	4	6	4.00	0	1	0.390	57	33	6.33	6	4	6.00
5.5	Tim Meise, CPT	4	6	4.00	0	1	0.390	44	36	5.50	0	0	####
5.0	Josh Hughes	2	8	2.00	0	1	0.170	62	68	4.77	3	7	3.00
4.0	Bruce Brockman	0	0	#DIV/0!	0	0	#DIV/0!	49	41	5.44	4	6	4.00
4.0	Mike Miller	0	0	#DIV/0!	0	0	#DIV/0!	40	50	4.44	0	0	####
3.5	Becky Ballent	3	7	3.00	0	1	0.280	28	42	4.00	0	0	####
3.5	Tim Meise Jr	0	0	#DIV/0!	0	0	#DIV/0!	46	34	5.75	0	0	####
3.0	Rick Lawson	8	2	8.00	1	0	0.830	30	40	4.29	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.67	21	29		1	4						

HC	It Don't Matter	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
7.0	John Lamplugh	0	0	#DIV/0!	0	0	#DIV/0!	36	44	4.50	0	0	####
7.0	Scott Gibson, CPT	8	2	8.00	1	0	0.830	50	30	6.25	0	0	####
6.0	Brad Miller	9	1	9.00	1	0	0.940	44	46	4.89	0	0	####
5.5	Bill Scharff	8	2	8.00	1	0	0.830	56	44	5.60	0	0	####
4.0	Brian Carl	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	####
4.0	Eric Snyder	6	4	6.00	1	0	0.610	50	70	4.17	0	0	####
4.0	John Linn	0	0	#DIV/0!	0	0	#DIV/0!	51	49	5.10	0	0	####
3.5	Doug Wagner	3	7	3.00	0	1	0.280	16	44	2.67	0	0	####
3.0	Tracy Klinger	0	0	#DIV/0!	0	0	#DIV/0!	50	60	4.55	0	0	####
	Open Stats	0	0		0	0							
	Forfeits	0	0		0	0							
	Penalty Points												
AVERAGE HC		4.89	34	16		4	1						

HC	Misfits	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
7.5	Ed Kearney	8	2	8.00	1	0	0.830	64	46	5.82	14	6	7.00
6.5	Stan Kovich	8	2	8.00	1	0	0.830	43	37	5.38	12	8	6.00
5.5	Ed Hummel (Ineligible in playoffs)	0	0	#DIV/0!	0	0	#DIV/0!	23	27	4.60	0	0	####
5.0	Anthony Cressler, CPT	4	6	4.00	0	1	0.390	65	75	4.64	10	10	5.00
5.0	Scott Wallace	7	3	7.00	1	0	0.720	77	73	5.13	13	7	6.50
4.0	Kevin Miller	0	0	#DIV/0!	0	0	#DIV/0!	59	41	5.90	0	0	####
3.0	Aaron Neely	0	0	#DIV/0!	0	0	#DIV/0!	32	38	4.57	0	0	####
2.5	Crystal Johnson	6	4	6.00	1	0	0.610	39	61	3.90	6	4	6.00
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.88	33	17		4	1						

HC	9 Ya Business	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
6.5	Jenn Kelly	4	6	4.00	0	1	0.390	45	45	5.00	8	12	4.00
6.5	Rick Boyer	3	7	3.00	0	1	0.280	49	61	4.45	10	10	5.00
6.0	Forrest Aeppli	0	0	#DIV/0!	0	0	#DIV/0!	31	29	5.17	0	0	####
5.0	Jim Roberts	0	0	#DIV/0!	0	0	#DIV/0!	60	50	5.45	7	3	7.00
5.0	John Hoffman	3	7	3.00	0	1	0.280	65	45	5.91	3	7	3.00
4.0	Carlos Olmeda	0	0	#DIV/0!	0	0	#DIV/0!	56	54	5.09	6	4	6.00
4.0	Ellie Heinly, Co-Cpt	7	3	7.00	1	0	0.720	52	48	5.20	7	3	7.00
3.5	Jeremy Driver	7	3	7.00	1	0	0.720	56	64	4.67	0	0	####
3.0	Emily Dauberman	0	0	#DIV/0!	0	0	#DIV/0!	31	39	4.43	0	0	####
	Open Stats												
	Forfeits	0	0		0	0							
	Penalty Points												
AVERAGE HC		4.83	24	26	2	3							

HC	Rack Em Up	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	L		W	L		F	A	AVG	F	A	AVG
7.0	John Hedgepath	0	0	#DIV/0!	0	0	#DIV/0!	37	43	4.63	0	0	####
6.5	Rikki Johnson	0	0	#DIV/0!	0	0	#DIV/0!	56	54	5.09	6	4	6.00
6.0	Brian Hogentogler	0	0	#DIV/0!	0	0	#DIV/0!	65	45	5.91	4	6	4.00
5.0	Kelly Norris	0	0	#DIV/0!	0	0	#DIV/0!	66	74	4.71	0	0	####
4.5	Jack Jimmink	0	0	#DIV/0!	0	0	#DIV/0!	66	74	4.71	0	0	####
4.5	Ed Croco, CPT	0	0	#DIV/0!	0	0	#DIV/0!	66	44	6.00	4	6	4.00
4.0	Paul McMichael	0	0	#DIV/0!	0	0	#DIV/0!	66	74	4.71	0	0	####
3.0	Tammy Norris	0	0	#DIV/0!	0	0	#DIV/0!	63	57	5.25	0	0	####
2.0	Jackie Croco	0	0	#DIV/0!	0	0	#DIV/0!	51	49	5.10	0	0	####
	Open Stats												
	Forfeits	0	0		0	0							
	Penalty Points												
AVERAGE HC		4.72	0	0	0	0							

HC	Make It Weird	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
7.5	Devan Retherford	0	0	#DIV/0!	0	0	#DIV/0!	100	70	5.88	0	0	####
5.5	Austin Cronauer	0	0	#DIV/0!	0	0	#DIV/0!	6	14	3.00	0	0	####
5.0	Ben Berger	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	####
4.5	Mike Canoy	6	4	6.00	1	0	0.610	86	74	5.38	6	4	6.00
4.5	Bob Cohan	0	0	#DIV/0!	0	0	#DIV/0!	60	40	6.00	0	0	####
4.0	Betsy Goodman	2	8	2.00	0	1	0.170	52	48	5.20	2	8	2.00
4.0	Blaize Bowman	3	7	3.00	0	1	0.280	64	46	5.82	3	7	3.00
4.0	Rick Johnson	2	8	2.00	0	1	0.170	33	47	4.13	2	8	2.00
3.5	Jen Mallon, CPT	4	6	4.00	0	1	0.390	63	47	5.73	4	6	4.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.72	17	33	1	4							

3 Recycles Remaining

HC Anything

HC		Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
5.5	Justin Baird, CPT	0	0	#DIV/0!	0	0	#DIV/0!	74	56	5.69	0	0	####
5.0	Winston Beshore	10	10	5.00	1	1	0.500	65	85	4.33	0	0	####
5.0	Dennis Welker	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	####
4.0	Rich Long	0	0	#DIV/0!	0	0	#DIV/0!	59	31	6.56	0	0	####
4.0	Tom Plasic, Co-CPT	7	3	7.00	1	0	0.720	58	72	4.46	0	0	####
3.5	Jason Wert	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	####
3.0	Bo Bovidge	0	0	#DIV/0!	0	0	#DIV/0!	57	53	5.18	0	0	####
3.0	Jess Cassner	3	7	3.00	0	1	0.280	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		3.89	20	30	2	3							

HC Silent Assassins

HC		Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
7.0	Kevin Bryner	2	8	2.00	0	1	0.170	27	43	3.86	0	0	####
6.5	James Shafer	0	0	#DIV/0!	0	0	#DIV/0!	31	39	4.43	0	0	####
5.5	El Voughs	1	9	1.00	0	1	0.060	47	53	4.70	0	0	####
5.0	Paul Ramsey	2	8	2.00	0	1	0.170	54	46	5.40	0	0	####
5.0	Del Madden, CPT	0	0	#DIV/0!	0	0	#DIV/0!	58	42	5.80	0	0	####
4.5	Mike Bretz	0	0	#DIV/0!	0	0	#DIV/0!	49	61	4.45	0	0	####
4.0	Ryan Trafecanty	4	6	4.00	0	1	0.390	60	60	5.00	0	0	####
3.5	Liz Christian, CO-CPT	7	3	7.00	1	0	0.720	58	42	5.80	0	0	####
3.0	Marcia Yost	0	0	#DIV/0!	0	0	#DIV/0!	30	50	3.75	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.89	16	34	1	4							

HC Zero Fux Given

HC		Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
7.5	Shawn Hoerner	0	0	#DIV/0!	0	0	#DIV/0!	62	58	5.17	0	0	####
5.0	Tone Brubacher	4	6	4.00	0	1	0.390	73	77	4.87	0	0	####
5.0	Terry Ballent	7	3	7.00	1	0	0.720	50	80	3.85	0	0	####
4.0	James Dagenhart	7	3	7.00	1	0	0.720	49	51	4.90	0	0	####
3.5	Nick Ellis	3	7	3.00	0	1	0.280	74	76	4.93	0	0	####
3.0	Monica Reinnagel	3	7	3.00	0	1	0.280	57	63	4.75	0	0	####
2.5	Jacqui Hiemstra, CPT	0	0	#DIV/0!	0	0	#DIV/0!	38	42	4.75	0	0	####
	Open Stats	0	0		0	0							
	Forfeits	0	0		0	0							
	Penalty Points												
AVERAGE HC		4.36	24	26	2	3							

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 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.

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 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.

Break And Funs This Week

Stan Kovich
Jenn Kelly

Break And Funs This Session

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Jenn Kelly

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

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