



9 Ball
Fall '24 (Filler)

Week 9 11/7/24

	Win %	Points		Last Week	Match		AVG HC	Home Location	Week 9 Matchups Home Team is in CAPS
		F	A		W	L			
Ball Busterz	0.546	191	159	29-21	21	14	4.21	HoHos Billiards	IT DON'T MATTER
Silent Assassins	0.543	190	160	BYE	21	14	5.00	Gilligans on Eisenhowe	rack em up
Zero Fux Given	0.535	214	186	17-33	20	20	4.38	The Dutch Club	homeless misfits
Misfits	0.518	207	193	26-24	20	20	4.94	The Hose	anything
Angies	0.511	179	171	31-19	18	17	4.31	Angies Diner	diamond masters
Make It Weird	0.497	174	176	33-17	20	15	4.57	The Hose	CHICKS
Anything	0.493	197	203	29-21	21	19	4.00	Dauphin Home Assoc	MISFITS
Rack Em Up	0.491	172	178	19-31	17	18	4.78	Angies Diner	SILENT ASSASSINS
Chicks	0.486	170	180	21-29	17	18	5.00	Chicks	make it weird
Homeless Misfits	0.480	192	208	24-26	18	22	4.67	The Verhovay	ZERO FUX GIVEN
It Don't Matter	0.477	167	183	28-22	14	21	4.83	Marysville Moose	ball busterz
Diamond Masters	0.471	165	185	22-28	15	20	5.00	The Pour House	ANGIES
9 Ya Business	0.455	182	218	21-29	18	22	4.78	HoHos Billiards	BYE
		2400	2400		240	240	4.65		

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	28	22	5.60	3	2	0.590	44	36	5.50	0	0
4.5	Alfredo Cortes, CPT	33	27	5.50	4	2	0.580	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	17	23	4.25	1	3	0.395	57	53	5.18	0	0
4.0	Ron John	27	33	4.50	2	4	0.420	63	57	5.25	4	6
3.5	Steve Shipp	30	10	7.50	4	0	0.850	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	179	171	18	17						

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	58	22	7.25	8	0	0.905	85	65	5.67	0	0
5.5	Chet Denmark	32	38	4.57	3	4	0.427	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	26	34	4.33	2	4	0.393	70	80	4.67	0	0
3.5	Travis Shade, Co-CPT	40	30	5.71	4	3	0.621	81	79	5.06	0	0
2.0	TJ Hickey	14	26	3.50	1	3	0.290	43	57	4.30	0	0
	Open Stats	0	0		0	0						
	Forfeits											
	Penalty Points											
AVERAGE HC		4.21	191	159	21	14						

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	15	15	5.00	2	1	0.500	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	10	10	5.00	1	1	0.500	42	28	6.00	0	0
6.0	Kevin Marroquin	21	19	5.25	3	1	0.535	47	43	5.22	13	7
5.0	Sean Gallagher	20	20	5.00	2	2	0.500	46	44	5.11	7	3
4.5	Andrew Betts	23	27	4.60	2	3	0.440	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	10	20	3.33	1	2	0.283	31	39	4.43	0	10
	Open Stats											
	Forfeits											
	Penalty Points											
AVERAGE HC		5.00	170	180	17	18						

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	15	25	3.75	0	4	0.325	51	49	5.10	0	0
5.5	George Houtz	29	21	5.80	3	2	0.620	0	0	####	0	0
4.5	Clarence Marsh, CPT	38	32	5.43	4	3	0.573	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	37	23	6.17	4	2	0.687	44	76	3.67	0	0
2.0	Beth Driver	3	17	1.50	0	2	0.080	0	0	####	0	0
	Open Stats											
	Forfeits											
	Penalty Points											
AVERAGE HC		5.00	165	185	15	20						

3 Recycles Remaining

HC	Homeless Misfits	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	23	27	4.60	2	3	0.440	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	13	27	3.25	0	4	0.255	44	36	5.50	0	0
5.0	Josh Hughes	35	25	5.83	4	2	0.633	62	68	4.77	3	7
4.0	Bruce Brockman	15	5	7.50	2	0	0.800	49	41	5.44	4	6
4.0	Mike Miller	25	15	6.25	3	1	0.675	40	50	4.44	0	0
3.5	Becky Ballent	17	33	3.40	1	4	0.260	28	42	4.00	0	0
3.5	Tim Meise Jr	14	16	4.67	1	2	0.457	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		4.67	192	208	18	22						

HC	It Don't Matter	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	12	8	6.00	1	1	0.620	50	30	6.25	0	0
5.5	Brad Miller	15	35	3.00	1	4	0.200	44	46	4.89	0	0
5.5	Bill Scharff	34	26	5.67	3	3	0.607	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	18	12	6.00	2	1	0.630	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	18	22	4.50	2	2	0.430	50	60	4.55	0	0
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.83	167	183	14	21						

HC	Misfits	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	22	18	5.50	2	2	0.570	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
5.0	Brian Minnich	11	19	3.67	1	2	0.327	0	0	####	0	0
4.5	Scott Wallace	19	31	3.80	2	3	0.320	77	73	5.13	13	7
4.0	Kevin Miller	19	21	4.75	2	2	0.465	59	41	5.90	3	7
3.0	Aaron Neely	10	0	10.00	1	0	1.050	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		4.94	207	193	20	20						

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	13	7	6.50	2	0	0.680	37	43	4.63	0	0
6.5	Rikki Johnson	18	12	6.00	2	1	0.630	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	30	20	6.00	3	2	0.650	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	18	22	4.50	2	2	0.430	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	11	19	3.67	1	2	0.327	51	49	5.10	0	0
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.78	172	178		17	18					

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	9	11	4.50	1	1	0.440	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	23	4.25	2	2	0.395	60	40	6.00	0	0
4.0	Rick Johnson	32	28	5.33	4	2	0.553	33	47	4.13	2	8
4.0	Blaize Bowman	18	22	4.50	1	3	0.430	64	46	5.82	3	7
3.5	Betsy Goodman	25	35	4.17	3	3	0.367	52	48	5.20	2	8
3.5	Jen Mallon, CPT	41	29	5.86	5	2	0.646	63	47	5.73	4	6
	Open Stats											
	Forfeits											
	Penalty Points											
AVERAGE HC		4.57	174	176		20	15					

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	24	26	4.80	2	3	0.470	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	23	27	4.60	2	3	0.440	0	0	####	0	0
4.0	Rich Long	19	21	4.75	2	2	0.465	59	31	6.56	0	0
4.0	Tom Plasic, Co-CPT	29	21	5.80	3	2	0.620	58	72	4.46	0	0
3.5	Jason Wert	11	19	3.67	1	2	0.327	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		4.00	197	203	21	19						

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	7	3	7.00	1	0	0.720	31	39	4.43	0	0
5.5	El Voughs	17	23	4.25	2	2	0.395	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	20	20	5.00	2	2	0.500	58	42	5.80	0	0
5.0	Mike Bretz	15	5	7.50	2	0	0.800	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	30	10	7.50	4	0	0.850	30	50	3.75	0	0
	Open Stats											
	Forfeits											
	Penalty Points											
AVERAGE HC		5.00	190	160	21	14						

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	40	30	5.71	3	4	0.621	62	58	5.17	0	0
5.0	Tone Brubacher	10	20	3.33	0	3	0.283	73	77	4.87	0	0
5.0	Terry Ballent	29	21	5.80	4	1	0.620	50	80	3.85	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
3.5	Jose Soto	21	29	4.20	1	4	0.380	0	0	####	0	0
3.0	Monica Reinnagel	31	29	5.17	3	3	0.527	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	214	186	20	20						

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 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

Betsy Goodman
Rich Long
Justin Baird
Kevin Villarreal

Break And Funs This Session

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

John Lamplugh
Mace Lockard
Rich Long
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

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