



9 Ball  
Winter '25 (Filler)

Week 10 1/29/26

Win %	Points						Match	AVG	Week 10 Matchups (1/29/26)		
	F	A	Week	W	L	HC			Home Location	Home Team is in <b>CAPS</b>	
Marysville VFW	<b>0.564</b>	254	196	53-47	29	16	4.50	Marysville VFW	<b>CHICKS</b>		
Rack Em Up	<b>0.540</b>	243	207	29-21	26	19	4.67	Angies Diner	<b>MAKE IT WEIRD</b>		
Anything	<b>0.527</b>	237	213	24-26	24	21	<b>5.06</b>	Dauphin Home Assoc	angies		
9 Ya Business	<b>0.524</b>	236	214	26-24	23	22	4.43	HoHos Billiards	<b>HOMELESS MISFITS</b>		
Chicks	<b>0.498</b>	224	226	59-41	23	22	<b>4.89</b>	Chicks	marysville vfw		
Zero Fux Given	<b>0.491</b>	221	229	14-36	22	23	4.33	<b>Bressler Club</b>	it don't matter		
It Don't Matter	<b>0.487</b>	219	231	26-24	25	20	4.61	Marysville Moose	<b>ZERO FUX GIVEN</b>		
Make It Weird	<b>0.480</b>	216	234	24-26	20	25	4.39	The Hose	rack em up		
Homeless Misfits	<b>0.469</b>	211	239	24-26	18	27	<b>4.89</b>	The Verhovay	9 ya business		
Angies	<b>0.420</b>	189	261	21-29	15	30	<b>4.94</b>	Angies Diner	<b>ANYTHING</b>		
	2250	2250		225	225		4.67				

**The top two teams will receive a bye in the first round of the playoffs.**

Standings reflect a make-up match between Chicks and Marysville VFW that was played on Wednesday, 1/21/26. Marysville VFW won that match 27-23.

**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.**

Although win percentages shown above only go out 3 decimal places, positioning week (week 19) round and playoff seedings will use as many decimal places as needed to determine seedings.

2 Recycles Remaining	HC	Angies	Points						Match	MVP	Last Session			Recent Postseason Performance	
			F	A	PPM	W	L	Score			F	A	AVG	F	A
7.0	Ryan Hoffman		0	0	#DIV/0!	0	0	#DIV/0!	44	36	5.50	0	0		
6.5	Jaafar Nabaoui		4	6	4.00	0	1	0.390	31	19	6.20	0	0		
6.0	Jake Rodriguez		16	24	4.00	1	3	0.360	6	4	6.00	0	0		
5.0	Alex Knapp		31	19	6.20	4	1	0.680	37	33	5.29	7	3		
5.0	Kevin Joy		37	53	4.11	2	7	0.331	52	58	4.73	4	6		
4.5	Alfredo Cortes, CPT		20	50	2.86	1	6	0.136	87	53	6.21	0	0		
4.0	Leah Edwards		25	25	5.00	3	2	0.500	14	26	3.50	0	0		
3.5	Ron John		25	45	3.57	2	5	0.257	85	85	5.00	2	8		
3.0	Steve Shipp		28	32	4.67	2	4	0.447	90	70	5.63	0	0		
	Open Stats		3	7		0	1								
	Forfeits														
	Penalty Points														
AVERAGE HC			4.94	189	261				15	30					

3 Recycles Remaining								Last Session			Recent Postseason Performance		
HC	Chicks	Points		Average		Match		MVP Score	Points			F	A
		F	A	PPM	W	L	F		A	AVG			
6.0	Kevin Shutt	29	21	5.80	4	1	0.620	0	0	#####	0	0	
6.0	Fred Brodbeck	10	10	5.00	1	1	0.500	0	0	#####	0	0	
5.5	Kevin Marroquin	28	32	4.67	2	4	0.447	0	0	#####	0	0	
5.5	Frank Moore	0	0	#DIV/0!	0	0	#DIV/0!	0	0	#####	0	0	
5.0	Alan Fleegal	9	21	3.00	1	2	0.240	0	0	#####	0	0	
5.0	Sean Gallagher	36	34	5.14	4	3	0.524	0	0	#####	0	0	
4.0	Rich Worley	32	38	4.57	3	4	0.427	0	0	#####	0	0	
4.0	Belinda George	27	33	4.50	2	4	0.420	0	0	#####	0	0	
3.0	Nathalia Silva	11	9	5.50	1	1	0.560	0	0	#####	0	0	
Open Stats		42	28		5	2							
Forfeits													
Penalty Points													
AVERAGE HC		4.89	224	226			23	22					

Homeless Misfits								Last Session			Recent Postseason Performance		
HC	Homeless Misfits	Points		Average		Match		MVP Score	Points			F	A
		F	A	PPM	W	L	F		A	AVG			
7.0	Ed Kearney	17	23	4.25	1	3	0.395	50	40	5.56	4	6	
7.0	Jeff Richardson	0	0	#DIV/0!	0	0	#DIV/0!	32	48	4.00	0	0	
6.0	Kevin Villarreal, Co-CPT	24	36	4.00	1	5	0.340	48	42	5.33	0	0	
5.5	Josh Hughes	35	25	5.83	3	3	0.633	80	70	5.33	0	0	
5.0	Tim Meise, CPT	34	36	4.86	3	4	0.476	49	51	4.90	2	8	
4.0	Bruce Brockman	34	36	4.86	3	4	0.476	71	49	5.92	4	6	
3.5	Larry Keefe	31	19	6.20	4	1	0.680	48	62	4.36	2	8	
3.0	Tim Meise Jr	15	35	3.00	1	4	0.200	76	64	5.43	0	0	
3.0	Liz Christian	21	29	4.20	2	3	0.380	59	61	4.92	0	0	
Open Stats		0	0		0	0							
Forfeits		0	0		0	0							
Penalty Points													
AVERAGE HC		4.89	211	239			18	27					

It Don't Matter								Last Session			Recent Postseason Performance		
HC	It Don't Matter	Points		Average		Match		MVP Score	Points			F	A
		F	A	PPM	W	L	F		A	AVG			
7.0	John Lamplugh	32	28	5.33	4	2	0.553	0	0	#####	0	0	
6.0	Scott Gibson, CPT	35	35	5.00	5	2	0.500	72	58	5.54	0	0	
5.5	Brad Miller	38	22	6.33	5	1	0.713	57	53	5.18	0	0	
4.5	Bill Scharff	25	25	5.00	3	2	0.500	68	52	5.67	0	0	
4.0	Adam Brody	25	35	4.17	3	3	0.367	69	81	4.60	0	0	
4.0	Eric Snyder	14	26	3.50	1	3	0.290	0	0	#####	0	0	
4.0	Doug Wagner	23	17	5.75	2	2	0.605	42	38	5.25	0	0	
3.5	John Linn	15	25	3.75	1	3	0.325	44	56	4.40	0	0	
3.0	Tracy Klinger	12	18	4.00	1	2	0.370	30	40	4.29	0	0	
Open Stats		0	0		0	0							
Forfeits		0	0		0	0							
Penalty Points													
AVERAGE HC		4.61	219	231			25	20					

3 Recycles Remaining								Last Session			Recent Postseason Performance		
HC	9 Ya Business	Points		Average		Match		MVP Score	Points			F	A
		F	A	PPM	W	L	F		A	AVG			
7.0	Rick Boyer	47	43	5.22	5	4	0.542	96	64	6.00	0	0	
6.0	Jenn Kelly	20	20	5.00	2	2	0.500	46	54	4.60	0	0	
4.0	Jim Roberts	50	40	5.56	5	4	0.606	57	83	4.07	0	0	
4.0	John Hoffman	27	13	6.75	3	1	0.745	38	52	4.22	0	0	
3.5	Ellie Heinly, Co-Cpt	23	17	5.75	2	2	0.605	36	54	4.00	0	0	
3.5	Carlos Olmeda	26	34	4.33	2	4	0.393	53	67	4.42	0	0	
3.0	Emily Dauberman	30	20	6.00	4	1	0.650	43	47	4.78	0	0	
	Open Stats	13	27		0	4							
	Forfeits	0	0		0	0							
	Penalty Points												
AVERAGE HC		4.43	236	214			23	22					

3 Recycles Remaining								Last Session			Recent Postseason Performance		
HC	Rack Em Up	Points		Average		Match		MVP Score	Points			F	A
		F	L	PPM	W	L	F		F	A	AVG		
7.0	Rikki Johnson	24	26	4.80	2	3	0.470	66	64	5.08	4	6	
6.0	Kyle Gamble	27	13	6.75	3	1	0.745	0	0	####	0	0	
5.5	Kelly Norris	24	16	6.00	3	1	0.640	67	43	6.09	0	0	
5.5	Brian Hogentogler	38	32	5.43	4	3	0.573	52	58	4.73	11	9	
4.5	Paul McMichael	34	26	5.67	5	1	0.607	53	47	5.30	12	8	
4.5	Jack Jimmink	33	27	5.50	3	3	0.580	55	45	5.50	11	9	
3.5	Ed Croco, CPT	25	35	4.17	2	4	0.367	54	56	4.91	0	0	
3.0	Tammy Norris	20	20	5.00	2	2	0.500	57	33	6.33	4	6	
2.5	Jackie Croco	18	12	6.00	2	1	0.630	58	52	5.27	0	0	
	Open Stats												
	Forfeits	0	0		0	0							
	Penalty Points												
AVERAGE HC		4.67	243	207			26	19					

3 Recycles Remaining								Last Session			Recent Postseason Performance		
HC	Make It Weird	Points		Average		Match		MVP Score	Points			F	A
		F	A	PPM	W	L	F		F	A	AVG		
6.5	Devan Rutherford	29	41	4.14	2	5	0.354	92	68	5.75	8	12	
5.0	Shawn Lilley	14	26	3.50	0	4	0.290	55	75	4.23	0	0	
5.0	Mike Rankin	26	24	5.20	3	2	0.530	0	0	####	0	0	
4.5	Betsy Goodman	21	9	7.00	2	1	0.760	56	54	5.09	0	0	
4.0	Steve Hunter	4	6	4.00	0	1	0.390	38	42	4.75	8	2	
4.5	Rick Johnson	44	46	4.89	5	4	0.479	72	58	5.54	12	8	
4.0	Jen Mallon, CPT	34	26	5.67	4	2	0.607	77	63	5.50	12	8	
3.5	Bob Cohan	15	25	3.75	1	3	0.325	43	47	4.78	0	0	
2.5	Hanna Shank	20	20	5.00	2	2	0.500	0	0	####	0	0	
	Open Stats	9	11		1	1							
	Forfeits	0	0		0	0							
	Penalty Points												
AVERAGE HC		4.39	216	234			20	25					

HC	Marysville VFW	Team Performance						Last Session			Recent Postseason Performance		
		Points		Average		Match		MVP	Points	F	A	F	
F	A	PPM	W	L	Score	F	A	AVG	F	A		A	
6.0	Shawn Evinger	56	34	6.22		7	2	0.732	0	0	####	0	0
5.5	Doi Bintavihok	22	18	5.50		3	1	0.570	0	0	####	0	0
5.5	Tom Speck	46	24	6.57		6	1	0.767	0	0	####	0	0
4.5	Dave Beck	24	26	4.80		2	3	0.470	0	0	####	0	0
4.0	Shannon Moore	31	29	5.17		4	2	0.527	0	0	####	0	0
4.0	Jeff Evinger	4	6	4.00		0	1	0.390	0	0	####	0	0
4.0	Ethan Miller	39	31	5.57		3	4	0.597	0	0	####	0	0
4.0	Susie Evinger, CPT	32	28	5.33		4	2	0.553	0	0	####	0	0
3.0	Bob Bannon	0	0	#DIV/0!		0	0	#DIV/0!	0	0	####	0	0
Open Stats													
Forfeits		0	0			0	0						
Penalty Points													
AVERAGE HC		4.50	254	196		29	16					0	0

AVERAGE HC		4.50	234	190	29	10	0	0					
HC	Anything	Points		Average		Match		MVP	Last Session			Recent Postseason Performance	
		F	A	PPM		W	L	Score	F	A	AVG	F	A
M7.5	Tony Balsimo	36	24	6.00		4	2	0.660	82	38	6.83	22	8
5.5	Justin Baird, CPT	18	22	4.50		1	3	0.430	21	49	3.00	0	0
5.5	Denis Welker	41	19	6.83		5	1	0.793	53	57	4.82	0	0
5.0	Rich Long	19	21	4.75		2	2	0.465	48	52	4.80	4	6
5.0	Winston Beshore	20	20	5.00		3	1	0.500	63	57	5.25	10	10
4.5	Jess Cassner	24	16	6.00		3	1	0.640	49	41	5.44	13	7
4.5	Jason Wert	23	27	4.60		2	3	0.440	62	58	5.17	15	5
4.0	Tom Plasic, Co-CPT	19	31	3.80		1	4	0.320	52	48	5.20	4	6
4.0	Bo Bovidge	37	33	5.29		3	4	0.549	57	63	4.75	6	14
Open Stats													
Forfeits		0	0			0	0						
Penalty Points													
AVERAGE HC		5.06	237	213		24	21						

HC	Zero Fux Given	Last Session				Recent Postseason Performance						
		Points		Average	Match		MVP Score	Points				
F	A	PPM	W	L			F	A	AVG	F	A	
7.0	Shawn Hoerner	42	38	5.25	4	4	0.545	84	86	4.94	0	0
5.0	Jose Soto	12	8	6.00	1	1	0.620	34	56	3.78	0	0
5.0	Ezequiel Rodriguez	18	22	4.50	2	2	0.430	54	56	4.91	0	0
4.5	Tone Brubacher	15	25	3.75	1	3	0.325	33	47	4.13	0	0
4.0	James Dagenhart	17	13	5.67	2	1	0.587	29	41	4.14	0	0
3.5	Nick Ellis	37	53	4.11	3	6	0.331	74	76	4.93	0	0
3.5	Bryan Shirk	31	29	5.17	4	2	0.527	15	35	3.00	0	0
3.5	Monica Reinnagel	43	37	5.38	4	4	0.568	65	85	4.33	0	0
3.0	Jacqui Hiemstra,CPT	6	4	6.00	1	0	0.610	42	38	5.25	0	0
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.22	221	220	22	22						

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.**

On any shot in which a foul occurs (including the break shot), the player who fouled will receive 0 points. Balls that are pocketed or jumped off the table will count as dead balls and stay down. The opposing player receives ball in hand. The exception is if the 9 ball is pocketed or jumped off the table. In this case, the 9 is spotted.

If a team names a "Blind" (not literal) player, the opposing team 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 wants to rack for themselves, they must adhere to the guidelines of proper rack which means the 1 should be on the spot and the rack should not be "tilted". If the opponent suspects that the person racking is intentionally not doing these things, they can (within reason) call them on it. The person racking may use whatever rack they wish as long as the opponent agrees. If they don't agree, a wooden or plastic rack must be used. If the players agree at the start of the match that a template rack may be used but then later, one of the players no longer wants to use the template, a wooden or plastic rack will be used for the duration of that individual match. **IN SHORT...BE ADULTS ABOUT THIS!!**

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 regular session or in postseason. The "seeding" round is the last week of the regular 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.

**\*\*\*In week 19, 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 19 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 **6** **7** matches to qualify for postseason for this session/division.

This was changed back to 7 because we added another team after the session began which means no team will have any byes

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

Any team that forfeits an individual match will receive 0 points for that match and must pay the \$18 for that match. The \$18 includes the \$9 for the opposing team that is benefitting from the forfeit.

The team that benefits from a forfeit will receive 7 "points for" and 3 "points against" and will not have to pay for a forfeit win.

The rationale for this is that it is unfair for teams to play an entire 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.

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

Only (1) "7.5 / M7.5" can play for a given team in a given night. An "M7.5" counts as a 7.5 in regards to the 26.0 CAP

#### Projected Payouts

Tournament Champions	<b>\$2,000</b>
Tournament Runner-Up	<b>\$1,400</b>
Division Winner	<b>\$250</b>
Week 19 Winners (\$90 x 5)	<b>\$450</b>
Total Payouts	<b>\$4,100</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.

**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 reduce the chance of arguments.

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 believes is appropriate to maintain integrity within the league.

#### **Break And Funs This Week**

#### **Break And Funs This Session**

Tony Balsimo	4
Rick Boyer	3
Shawn Hoerner	3
John Lamplugh	3
Kevin Joy	2
Bruce Brockman	
Belinda George	
Josh Hughes	
Ed Kearney	
Kevin Marroquin	
Brad Saksek	

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

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