



9 Ball  
Summer '25 (Filler)

Week 11 8/28/25

	Win %	Points		Last	Match		AVG	Home Location	Week 11 Matchups (8/28) Home Team is in <b>CAPS</b>
		F	A	Week	W	L	HC		
Anything	<b>0.556</b>	278	222	27-23	29	21	<b>5.00</b>	Dauphin Home Assoc	<b>HOMELESS MISFITS</b>
Homeless Misfits	<b>0.516</b>	258	242	<b>50-50</b>	25	25	<b>5.06</b>	The Verhovay	anything
Make It Weird	<b>0.512</b>	256	244	22-28	29	21	4.56	The Hose	angies
Rack Em Up	<b>0.508</b>	254	246	<b>50-50</b>	26	24	4.72	Angies Diner	silent assassins
Silent Assassins	<b>0.504</b>	252	248	23-27	25	25	<b>4.83</b>	Gilligans on Eisenhower	<b>RACK EM UP</b>
It Don't Matter	<b>0.500</b>	250	250	25-25	25	25	4.72	Marysville Moose	misfits
Angies	<b>0.492</b>	246	254	24-26	25	25	<b>4.83</b>	Angies Diner	<b>MAKE IT WEIRD</b>
9 Ya Business	<b>0.482</b>	241	259	25-25	24	26	4.67	<b>HoHos Billiards</b>	<b>ZERO FUX GIVEN</b>
Misfits	<b>0.476</b>	238	262	26-24	21	29	<b>4.81</b>	The Hose	<b>IT DON'T MATTER</b>
Zero Fux Given	<b>0.454</b>	227	273	28-22	21	29	4.50	The Dutch Club	9 ya business
		2500	2500		250	250	4.77		

**Homeless Misfits played a "double match" on 8/21 vs Rack Em Up.**

*Top 2 Seeds will receive first round byes 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.**

*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		Points		Average	Match		MVP	Last Session			Recent	
		F	A		W	L		F	A	AVG	F	A
HC	Angies			PPM			Score					
6.5	Ian Michels	12	18	4.00	1	2	0.370	39	41	4.88	0	0
6.5	Jaafar Nabaoui	31	19	6.20	4	1	0.680	37	33	5.29	4	6
6.0	Ryan Hoffman	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0
5.5	Kevin Joy	29	41	4.14	3	4	0.354	66	34	6.60	2	8
5.0	Alfredo Cortes, CPT	52	28	6.50	6	2	0.770	84	96	4.67	0	0
4.5	Alex Knapp	12	18	4.00	1	2	0.370	37	43	4.63	4	6
3.5	John Campbell	8	22	2.67	0	3	0.197	0	0	####	0	0
3.5	Ron John	44	46	4.89	5	4	0.479	58	62	4.83	0	0
2.5	Steve Shipp	38	42	4.75	3	5	0.455	63	77	4.50	7	3
	Open Stats	20	20		2	2						
	Forfeits											
	Penalty Points											
AVERAGE HC		<b>4.83</b>	246	254		25	25					

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	Ed Kearney	25	25	5.00	2	3	0.500	16	24	4.00	0	0
7.0	Jeff Richardson	13	27	3.25	1	3	0.255	29	41	4.14	9	11
6.5	Kevin Villarreal, Co-CPT	32	18	6.40	4	1	0.710	72	68	5.14	14	6
5.5	Tim Meise, CPT	32	28	5.33	3	3	0.553	41	29	5.86	6	4
5.5	Josh Hughes	39	31	5.57	4	3	0.597	88	72	5.50	0	0
4.0	Bruce Brockman	40	30	5.71	3	4	0.621	28	42	4.00	0	0
4.0	Larry Keefe	24	26	4.80	3	2	0.470	0	0	####	0	0
3.5	Tim Meise Jr	33	27	5.50	3	3	0.580	32	38	4.57	4	6
2.5	Becky Reneker	20	30	4.00	2	3	0.350	31	29	5.17	5	15
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		5.06	258	242	25	25						

3 Recycles Remaining								Last Session Points			Recent Postseason Performance	
HC		Points		Average	Match		MVP					
It Don't Matter		F	A	PPM	W	L	Score	F	A	AVG	F	A
7.5	Steve Wood	36	34	5.14	4	3	0.524	49	21	7.00	3	7
6.5	Scott Gibson, CPT	38	32	5.43	4	3	0.573	38	62	3.80	0	0
6.0	Brad Miller	30	20	6.00	3	2	0.650	54	56	4.91	4	6
5.0	Adam Brody	27	33	4.50	2	4	0.420	65	55	5.42	4	6
4.0	Bill Scharff	36	34	5.14	4	3	0.524	41	69	3.73	0	0
3.5	John Linn	24	36	4.00	2	4	0.340	43	47	4.78	0	0
3.5	Tracy Klinger	15	25	3.75	1	3	0.325	45	35	5.63	2	8
3.5	Doug Wagner	26	14	6.50	4	0	0.710	38	32	5.43	0	0
3.0	Tracee Clepper	18	22	4.50	1	3	0.430	0	0	####	0	0
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.72	250	250		25	25					

HC	Misfits	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
6.0	Dakota Miller	42	28	6.00	4	3	0.670	37	43	4.63	0	0
6.0	Shane Wingler, CPT	41	49	4.56	4	5	0.416	60	40	6.00	0	0
5.5	Chas Foltz	25	35	4.17	2	4	0.367	38	52	4.22	0	0
4.5	Anthony Cressler	39	51	4.33	3	6	0.373	59	71	4.54	0	0
4.5	Brian Minnich	23	27	4.60	2	3	0.440	53	57	4.82	0	0
4.5	Scott Wallace	25	25	5.00	2	3	0.500	66	64	5.08	0	0
4.5	Rodney William	21	19	5.25	2	2	0.535	0	0	####	0	0
3.0	Crystal Johnson	22	28	4.40	2	3	0.410	40	60	4.00	0	0
	Open Stats	0	0		0	0						
	Forfeits											
	Penalty Points											
AVERAGE HC		4.81	238	262	21	29						

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
7.0	Rick Boyer	51	29	6.38	7	1	0.748	58	52	5.27	0	0
6.0	Jenn Kelly	22	28	4.40	2	3	0.410	42	48	4.67	3	7
5.5	Forrest Aeppli	21	29	4.20	2	3	0.380	59	41	5.90	7	3
5.0	Jim Roberts	30	30	5.00	4	2	0.500	71	49	5.92	3	7
4.0	John Hoffman	19	31	3.80	1	4	0.320	34	46	4.25	0	0
4.0	Carlos Olmeda	24	26	4.80	2	3	0.470	59	41	5.90	4	6
4.0	Ellie Heinly, Co-Cpt	29	31	4.83	3	3	0.473	54	36	6.00	0	0
3.5	Jeremy Driver	29	31	4.83	2	4	0.473	48	42	5.33	0	0
3.0	Emily Dauberman	16	24	4.00	1	3	0.360	37	33	5.29	0	0
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.67	241	259	24	26						

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	14	26	3.50	1	3	0.290	56	44	5.60	0	0
7.0	Rikki Johnson	25	35	4.17	2	4	0.367	61	29	6.78	0	0
5.5	Brian Hogentogler	30	30	5.00	2	4	0.500	48	52	4.80	0	0
5.0	Kelly Norris	45	25	6.43	6	1	0.743	29	41	4.14	0	0
4.5	Paul McMichael	28	32	4.67	2	4	0.447	61	49	5.55	0	0
4.5	Jack Jimmink	26	24	5.20	3	2	0.530	56	54	5.09	0	0
4.0	Ed Croco, CPT	26	24	5.20	3	2	0.530	19	41	3.17	0	0
2.5	Tammy Norris	31	19	6.20	4	1	0.680	34	46	4.25	0	0
2.0	Jackie Croco	29	31	4.83	3	3	0.473	24	46	3.43	0	0
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.72	254	246	26	24						

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	49	31	6.13	7	1	0.703	56	54	5.09	0	0
5.0	Shawn Lilley	33	37	4.71	4	3	0.451	0	0	####	0	0
4.5	Mike Canoy	34	36	4.86	3	4	0.476	64	76	4.57	0	0
4.5	Betsy Goodman	29	31	4.83	3	3	0.473	70	50	5.83	0	0
4.0	Bob Cohan	27	23	5.40	3	2	0.560	10	10	5.00	0	0
4.0	Rick Johnson	37	33	5.29	4	3	0.549	70	80	4.67	0	0
4.0	Steve Hunter	20	30	4.00	2	3	0.350	57	53	5.18	0	0
3.5	Jen Mallon, CPT	27	23	5.40	3	2	0.560	55	75	4.23	0	0
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.56	256	244	29	21						

### 3 Recycles Remaining

HC	Anything	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
7.5	Tony Balsimo	48	12	8.00	6	0	0.980	71	39	6.45	14	6
6.0	Justin Baird, CPT	10	20	3.33	0	3	0.283	56	34	6.22	7	13
5.0	Winston Beshore	18	22	4.50	1	3	0.430	41	49	4.56	0	0
5.0	Rich Long	35	25	5.83	4	2	0.633	52	38	5.78	7	3
5.0	Denis Welker	35	25	5.83	4	2	0.633	35	35	5.00	0	0
4.5	Tom Plasic, Co-CPT	27	33	4.50	2	4	0.420	40	50	4.44	0	0
4.5	Bo Bovidge	40	40	5.00	4	4	0.500	65	35	6.50	13	7
4.0	Jess Cassner	32	18	6.40	4	1	0.710	46	34	5.75	9	1
3.5	Jason Wert	33	27	5.50	4	2	0.580	48	32	6.00	8	2
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		5.00	278	222	29	21						

HC	Silent Assassins	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
6.5	Kevin Bryner	23	17	5.75	2	2	0.605	31	39	4.43	0	0
6.5	James Shafer	30	30	5.00	3	3	0.500	40	40	5.00	0	0
5.5	El Voughs	30	30	5.00	2	4	0.500	48	52	4.80	0	0
5.0	Ryan Trafecanty	22	38	3.67	2	4	0.287	69	41	6.27	0	0
5.0	Del Madden, CPT	26	14	6.50	3	1	0.710	34	36	4.86	0	0
5.0	Paul Ramsey	43	37	5.38	4	4	0.568	39	51	4.33	0	0
4.5	Mike Bretz	32	18	6.40	5	0	0.710	30	40	4.29	0	0
3.0	Liz Christian, CO-CPT	33	37	4.71	3	4	0.451	59	61	4.92	0	0
2.5	Marcia Yost	13	27	3.25	1	3	0.255	41	49	4.56	0	0
	Open Stats											
	Forfeits											
	Penalty Points											
AVERAGE HC		4.83	252	248	25	25						

HC	Zero Fux Given	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
7.0	Shawn Hoerner	45	45	5.00	4	5	0.500	77	83	4.81	17	13
5.5	Jose Soto	19	31	3.80	1	4	0.320	64	46	5.82	3	7
5.0	Tone Brubacher	13	17	4.33	1	2	0.413	55	35	6.11	0	0
4.5	Ezequiel Rodriguez	36	44	4.50	4	4	0.410	55	45	5.50	20	10
4.0	James Dagenhart	18	32	3.60	1	4	0.290	42	48	4.67	3	7
3.5	Nick Ellis	23	47	3.29	2	5	0.209	58	52	5.27	13	17
3.5	Monica Reinnagel	43	37	5.38	4	4	0.568	47	63	4.27	11	9
3.0	Jacqui Hiemstra,CPT	30	20	6.00	4	1	0.650	38	32	5.43	3	7
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.50	227	273	21	29						

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 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 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.

Only (1) "7.5" can play per team per night.

**\*\*\*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 **7** matches to qualify for postseason for this session/division.

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" can play for a given team in a given night

#### Projected Payouts

Tournament Champions	\$ 2,100
Tournament 2nd Place	\$ 1,400
Division Winner	\$ 250
Week 18 Winners (\$90 x 5)	<u>\$ 450</u>
Total Payouts	\$ 4,200

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**

Jaafar Nabaoui  
Del Madden  
Ed Kearney  
Rick Boyer

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

Tony Balsimo	3
Rick Boyer	3
Shawn Hoerner	2
Josh Hughes	2
Dakota Miller	2
Jaafar Nabaoui	2
Devan Retherford	2

Kevin Villarreal	2
Steve Wood	2
Justin Baird	
Scott Gibson	
Ed Kearney	
Jenn Kelly	
Del Madden	
Paul Ramsey	
El Voughs	
Shane Wingler	

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.....

( Average PPM+ ( ( Points For - 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

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

$$((6.22) + (22 \times .05)) / 10 =$$

$$( 6.22 + 1.1 ) / 10 = .732$$