



9 Ball  
Winter '25 (Filler)

Week 12 2/12/26

	Win %	Points		Last	Match		AVG	Home Location	Week 12 Matchups (2/12/26) Home Team is in <b>CAPS</b>
		F	A	Week	W	L	HC		
Marysville VFW	<b>0.542</b>	298	252	20-30	32	23	4.39	Marysville VFW	<b>ZERO FUX GIVEN</b>
Rack Em Up	<b>0.542</b>	298	252	26-24	33	22	4.67	Angies Diner	<b>9 YA BUSINESS</b>
Anything	<b>0.520</b>	286	264	24-26	29	26	<b>5.06</b>	Dauphin Home Assoc	<b>HOMELESS MISFITS</b>
9 Ya Business	<b>0.505</b>	278	272	25-25	26	29	4.19	HoHos Billiards	rack em up
Chicks	<b>0.500</b>	275	275	25-25	28	27	<b>4.94</b>	Chicks	<b>MAKE IT WEIRD</b>
Zero Fux Given	<b>0.491</b>	270	280	15-35	26	29	4.33	<b>Bressler Club</b>	marysville vfw
Homeless Misfits	<b>0.487</b>	268	282	24-26	26	29	<b>4.89</b>	The Verhovay	anything
Make It Weird	<b>0.485</b>	267	283	30-20	25	30	4.33	The Hose	chicks
It Don't Matter	<b>0.475</b>	261	289	26-24	28	27	4.61	Marysville Moose	<b>ANGIES</b>
Angies	<b>0.447</b>	246	304	35-15	22	33	<b>4.94</b>	Angies Diner	it don't matter
		2750	2750		275	275	4.64		

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

### 1 Recycle Remaining

HC		Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		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	10	10	5.00	1	1	0.500	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	57	63	4.75	4	8	0.445	52	58	4.73	4	6
4.5	Alfredo Cortes, CPT	27	53	3.38	2	6	0.208	87	53	6.21	0	0
4.5	Leah Edwards	37	33	5.29	5	2	0.549	14	26	3.50	0	0
3.0	Ron John	37	53	4.11	3	6	0.331	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	0	10		0	1						
	Penalty Points											
AVERAGE HC		4.94	246	304		22	33					

3 Recycles Remaining		Points		Average	Match		MVP	Last Session Points			Recent Postseason Performance	
HC	Chicks	F	A	PPM	W	L	Score	F	A	AVG	F	A
6.0	Kevin Shutt	31	29	5.17	4	2	0.527	0	0	####	0	0
6.0	Fred Brodbeck	16	14	5.33	2	1	0.543	0	0	####	0	0
5.5	Kevin Marroquin	34	36	4.86	3	4	0.476	0	0	####	0	0
5.5	Frank Moore	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0
5.0	Alan Fleegal	24	26	4.80	3	2	0.470	0	0	####	0	0
5.0	Sean Gallagher	40	40	5.00	4	4	0.500	0	0	####	0	0
4.0	Rich Worley	34	46	4.25	3	5	0.365	0	0	####	0	0
4.0	Belinda George	31	39	4.43	2	5	0.403	0	0	####	0	0
3.5	Nathalia Silva	23	17	5.75	2	2	0.605	0	0	####	0	0
	Open Stats	42	28		5	2						
	Forfeits											
	Penalty Points											
AVERAGE HC		4.94	275	275	28	27						

		Points		Average	Match		MVP	Last Session Points			Recent Postseason Performance	
HC	Homeless Misfits	F	A	PPM	W	L	Score	F	A	AVG	F	A
7.0	Ed Kearney	31	29	5.17	3	3	0.527	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	32	48	4.00	2	6	0.320	48	42	5.33	0	0
5.5	Josh Hughes	47	33	5.88	5	3	0.658	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	36	44	4.50	3	5	0.410	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	29	41	4.14	3	4	0.354	76	64	5.43	0	0
3.0	Liz Christian	28	32	4.67	3	3	0.447	59	61	4.92	0	0
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.89	268	282	26	29						

		Points		Average	Match		MVP	Last Session Points			Recent Postseason Performance	
HC	It Don't Matter	F	A	PPM	W	L	Score	F	A	AVG	F	A
7.0	John Lamplugh	38	42	4.75	4	4	0.455	0	0	####	0	0
6.0	Scott Gibson, CPT	43	47	4.78	6	3	0.458	72	58	5.54	0	0
5.5	Brad Miller	42	28	6.00	5	2	0.670	57	53	5.18	0	0
4.5	Bill Scharff	33	27	5.50	4	2	0.580	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	22	28	4.40	2	3	0.410	0	0	####	0	0
4.0	Doug Wagner	25	25	5.00	2	3	0.500	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	18	32	3.60	1	4	0.290	30	40	4.29	0	0
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.61	261	289	28	27						

3 Recycles Remaining								Last Session			Recent Postseason Performance	
9 Ya Business		Points		Average	Match		MVP	Points				
HC		F	A	PPM	W	L	Score	F	A	AVG	F	A
6.5	Rick Boyer	54	56	4.91	5	6	0.481	96	64	6.00	0	0
6.0	Jenn Kelly	24	26	4.80	2	3	0.470	46	54	4.60	0	0
4.0	Jim Roberts	60	50	5.45	6	5	0.595	57	83	4.07	0	0
4.0	John Hoffman	29	21	5.80	3	2	0.620	38	52	4.22	0	0
3.5	Ellie Heinly, Co-Cpt	26	24	5.20	2	3	0.530	36	54	4.00	0	0
3.5	Carlos Olmeda	36	44	4.50	3	5	0.410	53	67	4.42	0	0
3.0	Emily Dauberman	36	24	6.00	5	1	0.660	43	47	4.78	0	0
3.0	Jeremy Driver	13	27	3.25	0	4	0.255	53	57	4.82	0	0
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.19	278	272		26	29					

3 Recycles Remaining								Last Session			Recent Postseason Performance	
Rack Em Up		Points		Average	Match		MVP	Points				
HC		F	L	PPM	W	L	Score	F	A	AVG	F	A
7.0	Rikki Johnson	36	34	5.14	4	3	0.524	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	44	36	5.50	5	3	0.590	52	58	4.73	11	9
4.5	Paul McMichael	47	33	5.88	7	1	0.658	53	47	5.30	12	8
4.5	Jack Jimmink	36	34	5.14	3	4	0.524	55	45	5.50	11	9
3.5	Ed Croco, CPT	42	38	5.25	4	4	0.545	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	22	28	4.40	2	3	0.410	58	52	5.27	0	0
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.67	298	252		33	22					

								Last Session			Recent Postseason Performance	
Make It Weird		Points		Average	Match		MVP	Points				
HC		F	A	PPM	W	L	Score	F	A	AVG	F	A
6.5	Devan Retherford	39	51	4.33	3	6	0.373	92	68	5.75	8	12
5.0	Shawn Lilley	18	32	3.60	0	5	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	30	20	6.00	3	2	0.650	56	54	5.09	0	0
4.0	Steve Hunter	13	17	4.33	1	2	0.413	38	42	4.75	8	2
4.0	Rick Johnson	47	53	4.70	5	5	0.440	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	31	29	5.17	3	3	0.527	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		4.33	267	283		25	30					

HC	Marysville VFW	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
6.0	Shawn Evinger	64	46	5.82	7	4	0.672	0	0	####	0	0
5.5	Doi Bintaviahok	32	28	5.33	4	2	0.553	0	0	####	0	0
5.5	Tom Speck	46	24	6.57	6	1	0.767	0	0	####	0	0
4.5	Dave Beck	36	34	5.14	3	4	0.524	0	0	####	0	0
4.0	Shannon Moore	34	36	4.86	4	3	0.476	0	0	####	0	0
4.0	Jeff Evinger	4	6	4.00	0	1	0.390	0	0	####	0	0
4.0	Ethan Miller	47	33	5.88	4	4	0.658	0	0	####	0	0
3.0	Susie Evinger, CPT	35	45	4.38	4	4	0.388	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		4.39	298	252	32	23					0	0

HC	Anything	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
M7.5	Tony Balsimo	40	30	5.71	4	3	0.621	82	38	6.83	22	8
5.5	Justin Baird, CPT	19	31	3.80	1	4	0.320	21	49	3.00	0	0
5.5	Denis Welker	45	25	6.43	5	2	0.743	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	34	26	5.67	5	1	0.607	63	57	5.25	10	10
4.5	Jess Cassner	28	22	5.60	3	2	0.590	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	27	33	4.50	2	4	0.420	52	48	5.20	4	6
4.0	Bo Bovidge	44	46	4.89	4	5	0.479	57	63	4.75	6	14
	Open Stats											
	Forfeits	7	3		1	0						
	Penalty Points											
AVERAGE HC		5.06	286	264	29	26						

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	49	41	5.44	5	4	0.584	84	86	4.94	0	0
5.0	Jose Soto	16	14	5.33	1	2	0.543	34	56	3.78	0	0
4.5	Ezequiel Rodriguez	21	29	4.20	2	3	0.380	54	56	4.91	0	0
4.5	Tone Brubacher	25	25	5.00	2	3	0.500	33	47	4.13	0	0
4.0	James Dagenhart	21	19	5.25	2	2	0.535	29	41	4.14	0	0
4.0	Nick Ellis	45	55	4.50	4	6	0.400	74	76	4.93	0	0
3.5	Bryan Shirk	33	37	4.71	4	3	0.451	15	35	3.00	0	0
3.5	Monica Reinnagel	52	48	5.20	5	5	0.540	65	85	4.33	0	0
3.0	Jacqui Hiemstra,CPT	8	12	4.00	1	1	0.380	42	38	5.25	0	0
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.33	270	280	26	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.**

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**

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

( 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

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