



9 Ball
Spring '25 (Filler)

Week 13 5/1/25

		Points		Last	Match		AVG		Week 13 Matchups (5/1/25)
	Win %	F	A	Week	W	L	HC	Home Location	Home Team is in CAPS
Anything	0.572	286	214	BYE	32	18	4.78	Dauphin Home Assoc	MISFITS
9 Ya Business	0.545	300	250	36-14	32	23	4.78	Roadhouse Café	make it weird
Zero Fux Given	0.536	295	255	32-18	33	22	4.44	The Dutch Club	rack em up
Angies	0.518	285	265	28-22	27	28	5.22	Angies Diner	chicks
It Don't Matter	0.511	281	269	18-32	30	25	4.94	Marysville Moose	HOMELESS MISFITS
Silent Assassins	0.507	279	271	22-28	28	27	5.00	Gilligans on Eisenhower	BYE
Make It Weird	0.487	268	282	21-29	27	28	4.44	The Hose	9 YA BUSINESS
Rack Em Up	0.487	268	282	30-20	27	28	4.89	Angies Diner	ZERO FUX GIVEN
Homeless Misfits	0.476	262	288	29-21	23	32	4.56	The Verhovay	it don't matter
Chicks	0.438	241	309	14-36	22	33	5.17	Chicks	ANGIES
Misfits	0.422	232	318	20-30	19	36	5.11	The Hose	anything
		3000	3000		300	300	4.85		

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.

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.

2 Recycles Remaining		Points		Average	Match		MVP	Last Session Points			Recent Postseason Performance	
HC	Angies	F	A	PPM	W	L	Score	F	A	AVG	F	A
7.0	Ian Michels	27	23	5.40	3	2	0.560	0	0	####	0	0
6.5	John Palmiery	15	5	7.50	2	0	0.800	0	0	####	0	0
6.0	Kevin Joy	53	27	6.63	6	2	0.793	72	48	6.00	7	3
6.0	Jaafar Nabaoui	22	18	5.50	3	1	0.570	45	45	5.00	0	0
5.5	Pete Mavropoulos	0	0	#DIV/0!	0	0	#DIV/0!	16	24	4.00	0	0
5.0	Alex Knapp	27	33	4.50	2	4	0.420	55	55	5.00	8	2
4.5	Alfredo Cortes, CPT	59	71	4.54	4	9	0.394	85	55	6.07	3	7
3.5	Ron John	38	42	4.75	3	5	0.455	54	66	4.50	4	6
3.0	Steve Shipp	44	46	4.89	4	5	0.479	58	52	5.27	3	7
	Open Stats	0	0		0	0						
	Forfeits											
	Penalty Points											
AVERAGE HC		5.22	285	265		27	28					

1 Recycle Remaining								Last Session Points			Recent Postseason Performance	
HC	Chicks	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A
		F	A		W	L						
7.0	Bruce Lenker	44	46	4.89	5	4	0.479	31	39	4.43	0	0
6.5	Fred Brodbeck	36	44	4.50	4	4	0.410	55	45	5.50	0	0
6.0	Frank Moore, CPT	12	18	4.00	0	3	0.370	42	38	5.25	0	0
6.0	Kevin Marroquin	25	15	6.25	3	1	0.675	46	44	5.11	0	0
5.5	Sean Gallagher	11	9	5.50	1	1	0.560	50	40	5.56	0	0
5.0	Dave Lavendier	39	31	5.57	4	3	0.597	0	0	####	0	0
4.5	Andrew Betts	21	39	3.50	1	5	0.260	62	58	5.17	0	0
4.0	Brad Saksek	32	38	4.57	3	4	0.427	33	37	4.71	0	0
2.0	Beth Driver	19	51	2.71	1	6	0.111	33	47	4.13	0	0
	Open Stats	2	8		0	1						
	Forfeits	0	10		0	1						
	Penalty Points											
AVERAGE HC		5.17	241	309	22	33						

3 Recycles Remaining								Last Session Points			Recent Postseason Performance	
HC	Homeless Misfits	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A
		F	A		W	L						
7.5	Jeff Richardson	15	15	5.00	1	2	0.500	0	0	####	0	0
6.0	Kevin Villarreal, Co-CPT	49	51	4.90	4	6	0.480	64	76	4.57	0	0
5.5	Tim Meise, CPT	30	20	6.00	4	1	0.650	30	50	3.75	0	0
5.0	Josh Hughes	54	46	5.40	5	5	0.580	70	60	5.38	0	0
4.0	Bruce Brockman	24	36	4.00	2	4	0.340	47	33	5.88	0	0
3.5	Rodney Cocker	29	41	4.14	3	4	0.354	0	0	####	0	0
3.5	Tim Meise Jr	14	26	3.50	0	4	0.290	29	21	5.80	0	0
3.0	Becky Reneker	23	27	4.60	2	3	0.440	32	48	4.00	0	0
3.0	Rick Lawson	10	10	5.00	1	1	0.500	55	35	6.11	0	0
	Open Stats	14	16		1	2						
	Forfeits											
	Penalty Points											
AVERAGE HC		4.56	262	288	23	32						

3 Recycles Remaining								Last Session Points			Recent Postseason Performance	
HC	It Don't Matter	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A
		F	A		W	L						
7.5	Steve Wood	36	14	7.20	5	0	0.830	0	0	####	0	0
7.0	Scott Gibson, CPT	20	40	3.33	1	5	0.233	46	34	5.75	0	0
5.5	Brad Miller	45	45	5.00	5	4	0.500	62	58	5.17	6	4
5.0	Adam Brody	35	35	5.00	4	3	0.500	0	0	####	0	0
4.5	Bill Scharff	31	49	3.88	2	6	0.298	74	76	4.93	3	7
4.5	Eric Snyder	14	16	4.67	2	1	0.457	61	29	6.78	6	4
4.0	John Linn	37	23	6.17	4	2	0.687	47	53	4.70	3	7
3.5	Tracy Klinger	26	14	6.50	3	1	0.710	51	39	5.67	0	0
3.0	Doug Wagner	27	23	5.40	3	2	0.560	34	36	4.86	0	0
	Open Stats	3	7		0	1						
	Forfeits	7	3		1	0						
	Penalty Points											
AVERAGE HC		4.94	281	269	30	25						

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	16	24	4.00	1	3	0.360	49	41	5.44	3	7
6.0	Dakota Miller	20	30	4.00	1	4	0.350	44	36	5.50	2	8
6.0	Chas Foltz	22	28	4.40	2	3	0.410	49	51	4.90	1	9
5.5	Shane Wingler, CPT	22	18	5.50	2	2	0.570	0	0	####	0	0
5.0	Anthony Cressler	30	50	3.75	3	5	0.275	63	47	5.73	7	3
4.5	Brian Minnich	25	35	4.17	2	4	0.367	55	55	5.00	0	0
4.5	Scott Wallace	46	44	5.11	5	4	0.521	51	69	4.25	9	11
4.0	Kevin Miller	19	31	3.80	1	4	0.320	38	42	4.75	10	10
3.0	Crystal Johnson	32	58	3.56	2	7	0.226	65	35	6.50	8	12
	Open Stats	0	0		0	0						
	Forfeits											
	Penalty Points											
AVERAGE HC		5.11	232	318		19	36					

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	32	38	4.57	3	4	0.427	41	49	4.56	0	0
6.5	Rick Boyer	33	27	5.50	3	3	0.580	53	47	5.30	0	0
6.0	Forrest Aeppli	43	27	6.14	6	1	0.694	23	37	3.83	0	0
5.5	Jim Roberts	52	18	7.43	7	0	0.913	46	74	3.83	0	0
4.5	John Hoffman	24	36	4.00	2	4	0.340	45	55	4.50	0	0
4.0	Carlos Olmeda	35	35	5.00	4	3	0.500	31	39	4.43	0	0
4.0	Ellie Heinly, Co-Cpt	31	19	6.20	3	2	0.680	32	38	4.57	0	0
3.0	Jeremy Driver	25	25	5.00	2	3	0.500	52	58	4.73	0	0
3.0	Emily Dauberman	25	25	5.00	2	3	0.500	33	47	4.13	0	0
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.78	300	250		32	23					

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	42	28	6.00	5	2	0.670	56	34	6.22	23	7
7.0	Rikki Johnson	36	24	6.00	4	2	0.660	54	26	6.75	13	7
6.0	Brian Hogentogler	39	31	5.57	4	3	0.597	36	44	4.50	0	0
5.5	Kelly Norris	21	29	4.20	2	3	0.380	41	39	5.13	6	4
4.5	Ed Croco, CPT	15	35	3.00	0	5	0.200	52	48	5.20	2	8
4.5	Jack Jimmink	35	35	5.00	4	3	0.500	46	44	5.11	3	7
4.5	Paul McMichael	39	31	5.57	4	3	0.597	70	50	5.83	11	19
2.5	Tammy Norris	19	31	3.80	2	3	0.320	24	26	4.80	0	0
2.0	Jackie Croco	22	38	3.67	2	4	0.287	35	65	3.50	21	9
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.89	268	282		27	28					

3 Recycles Remaining								Last Session Points			Recent Postseason Performance	
HC	Make It Weird	Points		Average	Match		MVP					
		F	A	PPM	W	L	Score	F	A	AVG	F	A
6.5	Devan Retherford	22	28	4.40	2	3	0.410	31	49	3.88	0	0
5.5	Bob Vogelsong	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0
5.0	Mike Canoy	40	50	4.44	4	5	0.394	66	64	5.08	0	0
4.0	Betsy Goodman	47	33	5.88	6	2	0.658	54	56	4.91	0	0
4.0	Bob Cohan	10	10	5.00	1	1	0.500	41	59	4.10	0	0
4.0	Rick Johnson	51	59	4.64	5	6	0.424	61	59	5.08	0	0
4.0	Steve Hunter	39	31	5.57	4	3	0.597	0	0	####	0	0
3.5	Jen Mallon, CPT	42	58	4.20	3	7	0.340	82	68	5.47	0	0
3.5	Blaize Bowman	17	13	5.67	2	1	0.587	40	70	3.64	0	0
	Open Stats											
	Forfeits											
	Penalty Points											
AVERAGE HC		4.44	268	282	27		28					

								Last Session Points			Recent Postseason Performance	
HC	Anything	Points		Average	Match		MVP	F	A	AVG	F	A
		F	A	PPM	W	L	Score					
7.5	Tony Balsimo	37	23	6.17	4	2	0.687	0	0	####	0	0
6.0	Justin Baird, CPT	35	15	7.00	5	0	0.800	49	51	4.90	7	3
5.0	Winston Beshore	27	33	4.50	3	3	0.420	73	57	5.62	1	9
5.0	Denis Welker	22	28	4.40	2	3	0.410	55	55	5.00	0	0
4.5	Tom Plasic, Co-CPT	27	33	4.50	2	4	0.420	72	48	6.00	0	0
4.5	Rich Long	40	20	6.67	5	1	0.767	40	50	4.44	0	0
3.5	Jess Cassner	31	19	6.20	3	2	0.680	46	44	5.11	0	0
3.5	Jason Wert	30	20	6.00	3	2	0.650	31	39	4.43	7	3
3.5	Bo Bovidge	37	23	6.17	5	1	0.687	54	56	4.91	1	9
	Open Stats											
	Forfeits	0	0			0	0					
	Penalty Points											
AVERAGE HC		4.78	286	214	32		18					

2 Recycles Remaining								Last Session Points			Recent Postseason Performance	
HC	Silent Assassins	Points		Average	Match		MVP					
		F	A	PPM	W	L	Score	F	A	AVG	F	A
7.0	Kevin Bryner	22	18	5.50	3	1	0.570	27	43	3.86	0	0
6.5	James Shafer	30	30	5.00	3	3	0.500	38	32	5.43	7	3
5.5	El Voughs	31	39	4.43	3	4	0.403	52	58	4.73	4	6
5.0	Paul Ramsey	33	37	4.71	3	4	0.451	37	43	4.63	0	0
5.0	Del Madden, CPT	20	20	5.00	1	3	0.500	45	35	5.63	0	0
5.0	Ryan Trafecanty	52	28	6.50	7	1	0.770	80	60	5.71	6	4
4.5	Mike Bretz	30	40	4.29	2	5	0.379	48	42	5.33	3	7
3.5	Liz Christian, CO-CPT	41	39	5.13	4	4	0.523	47	53	4.70	0	0
3.0	Marcia Yost	20	20	5.00	2	2	0.500	60	50	5.45	3	7
	Open Stats											
	Forfeits											
	Penalty Points											
AVERAGE HC		5.00	279	271	28		27					

2 Recycles Remaining								Last Session Points			Recent Postseason Performance	
HC	Zero Fux Given	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A
F	A	F	A		W	L						
7.0	Shawn Hoerner	50	60	4.55	4	7	0.405	82	68	5.47	13	17
5.5	Jose Soto	56	34	6.22	8	1	0.732	57	53	5.18	20	10
5.0	Tone Brubacher	45	25	6.43	6	1	0.743	33	47	4.13	13	7
4.5	James Dagenhart	32	38	4.57	3	4	0.427	61	39	6.10	12	8
4.0	Ezequiel Rodriguez	23	27	4.60	2	3	0.440	0	0	####	0	0
3.5	Nick Ellis	43	27	6.14	5	2	0.694	77	93	4.53	10	10
3.5	Monica Reinnagel	32	38	4.57	3	4	0.427	73	67	5.21	18	12
2.5	Jacqui Hiemstra,CPT	14	6	7.00	2	0	0.740	12	8	6.00	0	0
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.44	295	255	33	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.**

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 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...

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 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.

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	\$ 2,000
Tournament 2nd Place	\$ 1,300
Division Winner	\$ 250
Week 18 Winners (\$90 x 5)	<u>\$ 450</u>
Total Payouts	\$ 4,000

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.

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.**

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.. 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 deems necessary to maintain integrity within the league.

Break And Funs This Week

John Hedgepath

Break And Funs This Session

Shawn Hoerner	3
Tony Balsimo	2
John Hedgepath	2
Rikki Johnson	2
Bruce Lenker	2
Steve Wood	2
Justin Baird	
Rick Boyer	
Tone Brubacher	
Josh Hughes	
Dave Lavendier	
Jaafar Nabaoui	
James Shafer	
Shane Wingler	
Steve Wood	

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

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

