



9 Ball  
Summer '25 (Filler)

Week 14 9/18/25

	Win %	Points		Last	Match		AVG	Home Location	Week 14 Matchups (9/18/25) Home Team is in <b>CAPS</b>
		F	A	Week	W	L	HC		
Make It Weird	<b>0.551</b>	358	292	39-11	43	22	4.63	The Hose	9 ya business
Anything	<b>0.534</b>	347	303	21-29	34	31	<b>5.00</b>	Dauphin Home Assoc	<b>ZERO FUX GIVEN</b>
Homeless Misfits	<b>0.529</b>	344	306	27-23	38	27	<b>5.06</b>	The Verhovay	it don't matter
Rack Em Up	<b>0.529</b>	344	306	28-22	36	29	4.72	Angies Diner	misfits
It Don't Matter	<b>0.497</b>	323	327	29-21	32	33	4.61	Marysville Moose	<b>HOMELESS MISFITS</b>
Angies	<b>0.492</b>	320	330	22-28	32	33	<b>4.89</b>	Angies Diner	<b>SILENT ASSASSINS</b>
Silent Assassins	<b>0.482</b>	313	337	22-28	29	36	<b>4.78</b>	Gilligans on Eisenhower	angies
9 Ya Business	<b>0.471</b>	306	344	23-27	29	36	4.67	<b>HoHos Billiards</b>	<b>MAKE IT WEIRD</b>
Zero Fux Given	<b>0.468</b>	304	346	28-22	27	38	4.50	The Dutch Club	anything
Misfits	<b>0.448</b>	291	359	11-39	25	40	4.63	The Hose	<b>RACK EM UP</b>
		3250	3250		325	325	4.75		

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		Points			Postseason	
HC	Angies			PPM			Score	F	A	AVG	F	A
6.5	Ryan Hoffman	19	11	6.33	2	1	0.673	0	0	####	0	0
6.5	Jake Rodriguez	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0
6.5	Ian Michels	21	29	4.20	2	3	0.380	39	41	4.88	0	0
5.5	Kevin Joy	33	47	4.13	3	5	0.343	66	34	6.60	2	8
5.0	Alfredo Cortes, CPT	66	44	6.00	8	3	0.710	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	50	70	4.17	5	7	0.317	58	62	4.83	0	0
2.5	Steve Shipp	60	50	5.45	5	6	0.595	63	77	4.50	7	3
	Open Stats	51	39		6	3						
	Forfeits											
	Penalty Points											
AVERAGE HC		4.89	320	330		32	33					

3 Recycles Remaining								Last Session Points			Recent Postseason Performance	
HC	Homeless Misfits	Points		Average	Match		MVP					
		F	A	PPM	W	L	Score	F	A	AVG	F	A
7.0	Ed Kearney	31	29	5.17	3	3	0.527	16	24	4.00	0	0
7.0	Jeff Richardson	26	34	4.33	3	3	0.393	29	41	4.14	9	11
6.5	Kevin Villarreal, Co-CPT	44	26	6.29	6	1	0.719	72	68	5.14	14	6
5.5	Tim Meise, CPT	38	32	5.43	4	3	0.573	41	29	5.86	6	4
5.5	Josh Hughes	52	38	5.78	6	3	0.648	88	72	5.50	0	0
4.0	Bruce Brockman	46	34	5.75	4	4	0.635	28	42	4.00	0	0
4.0	Larry Keefe	32	38	4.57	4	3	0.427	0	0	####	0	0
3.5	Tim Meise Jr	48	42	5.33	5	4	0.563	32	38	4.57	4	6
2.5	Becky Reneker	27	33	4.50	3	3	0.420	31	29	5.17	5	15
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		5.06	344	306		38	27					

3 Recycles Remaining								Last Session Points			Recent Postseason Performance	
HC	It Don't Matter	Points		Average	Match		MVP					
		F	A	PPM	W	L	Score	F	A	AVG	F	A
7.0	Steve Wood	42	48	4.67	4	5	0.437	49	21	7.00	3	7
6.5	Scott Gibson, CPT	59	41	5.90	7	3	0.680	38	62	3.80	0	0
6.0	Brad Miller	36	24	6.00	4	2	0.660	54	56	4.91	4	6
5.0	Adam Brody	41	49	4.56	3	6	0.416	65	55	5.42	4	6
4.0	Bill Scharff	43	37	5.38	5	3	0.568	41	69	3.73	0	0
3.5	John Linn	30	50	3.75	2	6	0.275	43	47	4.78	0	0
3.5	Doug Wagner	30	20	6.00	4	1	0.650	38	32	5.43	0	0
3.0	Tracy Klinger	18	32	3.60	1	4	0.290	45	35	5.63	2	8
3.0	Tracee Clepper	24	26	4.80	2	3	0.470	0	0	####	0	0
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.61	323	327		32	33					

								Last Session Points			Recent Postseason Performance	
HC	Misfits	Points		Average	Match		MVP					
		F	A	PPM	W	L	Score	F	A	AVG	F	A
6.0	Dakota Miller	51	39	5.67	5	4	0.627	37	43	4.63	0	0
5.5	Shane Wingler, CPT	49	71	4.08	4	8	0.298	60	40	6.00	0	0
5.0	Chas Foltz	30	50	3.75	2	6	0.275	38	52	4.22	0	0
4.5	Anthony Cressler	49	61	4.45	4	7	0.385	59	71	4.54	0	0
4.5	Rodney William	21	19	5.25	2	2	0.535	0	0	####	0	0
4.5	Scott Wallace	33	37	4.71	3	4	0.451	66	64	5.08	0	0
4.0	Brian Minnich	32	48	4.00	3	5	0.320	53	57	4.82	0	0
3.0	Crystal Johnson	26	34	4.33	2	4	0.393	40	60	4.00	0	0
	Open Stats	0	0		0	0						
	Forfeits											
	Penalty Points											
AVERAGE HC		4.63	291	359		25	40					

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	65	45	5.91	8	3	0.691	58	52	5.27	0	0
6.0	Jenn Kelly	29	41	4.14	3	4	0.354	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	41	49	4.56	4	5	0.416	71	49	5.92	3	7
4.0	John Hoffman	27	33	4.50	2	4	0.420	34	46	4.25	0	0
4.0	Carlos Olmeda	28	42	4.00	2	5	0.330	59	41	5.90	4	6
4.0	Ellie Heinly, Co-Cpt	33	37	4.71	3	4	0.451	54	36	6.00	0	0
3.5	Jeremy Driver	40	40	5.00	3	5	0.500	48	42	5.33	0	0
3.0	Emily Dauberman	22	28	4.40	2	3	0.410	37	33	5.29	0	0
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.67	306	344		29	36					

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	22	28	4.40	2	3	0.410	56	44	5.60	0	0
7.0	Rikki Johnson	46	44	5.11	5	4	0.521	61	29	6.78	0	0
5.5	Brian Hogentogler	33	37	4.71	2	5	0.451	48	52	4.80	0	0
5.0	Kelly Norris	49	31	6.13	6	2	0.703	29	41	4.14	0	0
4.5	Paul McMichael	37	33	5.29	3	4	0.549	61	49	5.55	0	0
4.5	Jack Jimmink	41	39	5.13	4	4	0.523	56	54	5.09	0	0
4.0	Ed Croco, CPT	39	31	5.57	5	2	0.597	19	41	3.17	0	0
2.5	Tammy Norris	38	22	6.33	5	1	0.713	34	46	4.25	0	0
2.0	Jackie Croco	39	41	4.88	4	4	0.478	24	46	3.43	0	0
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.72	344	306		36	29					

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	70	40	6.36	10	1	0.786	56	54	5.09	0	0
5.5	Shawn Lilley	40	40	5.00	5	3	0.500	0	0	####	0	0
4.5	Mike Canoy	42	38	5.25	4	4	0.545	64	76	4.57	0	0
4.5	Betsy Goodman	42	38	5.25	5	3	0.545	70	50	5.83	0	0
4.0	Bob Cohan	38	32	5.43	4	3	0.573	10	10	5.00	0	0
4.0	Rick Johnson	51	39	5.67	6	3	0.627	70	80	4.67	0	0
4.0	Steve Hunter	27	33	4.50	3	3	0.420	57	53	5.18	0	0
3.5	Jen Mallon, CPT	48	32	6.00	6	2	0.680	55	75	4.23	0	0
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.63	358	292		43	22					

## 2 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	60	20	7.50	7	1	0.950	71	39	6.45	14	6
6.0	Justin Baird, CPT	16	34	3.20	0	5	0.230	56	34	6.22	7	13
5.0	Winston Beshore	25	35	4.17	1	5	0.367	41	49	4.56	0	0
5.0	Rich Long	39	31	5.57	4	3	0.597	52	38	5.78	7	3
5.0	Denis Welker	48	42	5.33	5	4	0.563	35	35	5.00	0	0
4.5	Tom Plasic, Co-CPT	34	36	4.86	3	4	0.476	40	50	4.44	0	0
4.5	Bo Bovidge	48	42	5.33	5	4	0.563	65	35	6.50	13	7
4.0	Jess Cassner	41	29	5.86	5	2	0.646	46	34	5.75	9	1
3.5	Jason Wert	36	34	5.14	4	3	0.524	48	32	6.00	8	2
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		5.00	347	303	34	31						

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	26	24	5.20	2	3	0.530	31	39	4.43	0	0
6.5	James Shafer	37	43	4.63	3	5	0.433	40	40	5.00	0	0
5.5	El Voughs	43	37	5.38	4	4	0.568	48	52	4.80	0	0
5.0	Ryan Trafecanty	28	42	4.00	3	4	0.330	69	41	6.27	0	0
5.0	Del Madden, CPT	33	27	5.50	3	3	0.580	34	36	4.86	0	0
4.5	Paul Ramsey	48	52	4.80	4	6	0.460	39	51	4.33	0	0
4.5	Mike Bretz	39	31	5.57	5	2	0.597	30	40	4.29	0	0
3.0	Liz Christian, CO-CPT	38	52	4.22	3	6	0.352	59	61	4.92	0	0
2.5	Marcia Yost	21	29	4.20	2	3	0.380	41	49	4.56	0	0
	Open Stats											
	Forfeits											
	Penalty Points											
AVERAGE HC		4.78	313	337	29	36						

## 3 Recycles Remaining

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	64	66	4.92	5	8	0.482	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	20	30	4.00	1	4	0.350	55	35	6.11	0	0
4.5	Ezequiel Rodriguez	47	53	4.70	5	5	0.440	55	45	5.50	20	10
4.0	James Dagenhart	26	34	4.33	2	4	0.393	42	48	4.67	3	7
3.5	Nick Ellis	45	55	4.50	5	5	0.400	58	52	5.27	13	17
3.5	Monica Reinnagel	53	57	4.82	4	7	0.462	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	304	346	27	38						

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)	\$ 450
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**

John Hedgepath

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

Tony Balsimo	4
Rick Boyer	4
Scott Gibson	2
Shawn Hoerner	2
Josh Hughes	2
Dakota Miller	2
Jaafar Nabaoui	2

Devan Retherford	2
Kevin Villarreal	2
Steve Wood	2
Justin Baird	
John Hedgepath	
Ed Kearney	
Jenn Kelly	
Del Madden	
Paul Ramsey	
Jeff Richardson	
James Shafer	
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

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

