



9 Ball
Winter '25 (Filler)

Week 14 2/26/26

	Win %	Points		Last	Match	AVG	Home Location		Week 14 Matchups (2/26/26)
		F	A	Week	W	L	HC	Home Location	Home Team is in CAPS
Rack Em Up	0.528	343	307	24-26	36	29	4.61	Angies Diner	zero fux given
Anything	0.523	340	310	31-19	35	30	5.11	Dauphin Home Assoc	make it weird
Marysville VFW	0.515	335	315	19-31	34	31	4.33	Marysville VFW	9 ya business
9 Ya Business	0.503	327	323	20-30	31	34	4.19	HoHos Billiards	MARYSVILLE VFW
Chicks	0.502	326	324	20-30	34	31	4.72	Chicks	IT DON'T MATTER
Zero Fux Given	0.500	325	325	23-27	32	33	4.39	Bressler Club	RACK EM UP
Homeless Misfits	0.494	321	329	26-24	32	33	4.89	The Verhovay	angies
It Don't Matter	0.485	315	335	30-20	34	31	4.56	Marysville Moose	chicks
Make It Weird	0.482	313	337	27-23	29	36	4.33	The Hose	ANYTHING
Angies	0.465	302	348	30-20	28	37	4.89	Angies Diner	HOMELESS MISFITS
		3250	3250		325	325	4.60		

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		Points		Average	Match	MVP	Last Session			Recent Postseason Performance		
HC	Angies	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	16	14	5.33	2	1	0.543	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	34	26	5.67	4	2	0.607	37	33	5.29	7	3
5.0	Kevin Joy	64	66	4.92	5	8	0.482	52	58	4.73	4	6
4.5	Alfredo Cortes, CPT	38	62	3.80	3	7	0.260	87	53	6.21	0	0
4.5	Leah Edwards	41	39	5.13	5	3	0.523	14	26	3.50	0	0
3.0	Ron John	51	59	4.64	5	6	0.424	85	85	5.00	2	8
2.5	Steve Shipp	39	41	4.88	3	5	0.478	90	70	5.63	0	0
	Open Stats	3	7		0	1						
	Forfeits	0	10		0	1						
	Penalty Points											
AVERAGE HC		4.89	302	348		28	37					

3 Recycles Remaining								Last Session Points			Recent Postseason Performance	
HC	Chicks	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A
6.0	Kevin Shutt	45	35	5.63	6	2	0.613	0	0	####	0	0
6.0	Fred Brodbeck	27	23	5.40	3	2	0.560	0	0	####	0	0
5.5	Kevin Marroquin	34	36	4.86	3	4	0.476	0	0	####	0	0
5.0	Alan Fleegal	39	31	5.57	5	2	0.597	0	0	####	0	0
5.0	Sean Gallagher	40	40	5.00	4	4	0.500	0	0	####	0	0
4.5	Brad Saksek	40	30	5.71	5	2	0.621	0	0	####	0	0
4.0	Rich Worley	40	50	4.44	4	5	0.394	0	0	####	0	0
4.0	Belinda George	31	39	4.43	2	5	0.403	0	0	####	0	0
2.5	Nathalia Silva	26	34	4.33	2	4	0.393	0	0	####	0	0
	Open Stats	4	6		0	1						
	Forfeits											
	Penalty Points											
AVERAGE HC		4.72	326	324	34	31						

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	45	35	5.63	5	3	0.613	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	42	58	4.20	3	7	0.340	48	42	5.33	0	0
5.5	Josh Hughes	49	41	5.44	5	4	0.584	80	70	5.33	0	0
5.0	Tim Meise, CPT	40	40	5.00	4	4	0.500	49	51	4.90	2	8
4.0	Bruce Brockman	50	50	5.00	5	5	0.500	71	49	5.92	4	6
3.5	Larry Keefe	35	25	5.83	4	2	0.633	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	31	39	4.43	3	4	0.403	59	61	4.92	0	0
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.89	321	329	32	33						

HC	It Don't Matter	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		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	55	55	5.00	7	4	0.500	72	58	5.54	0	0
5.5	Brad Miller	48	32	6.00	6	2	0.680	57	53	5.18	0	0
4.5	Bill Scharff	35	35	5.00	4	3	0.500	68	52	5.67	0	0
4.0	Adam Brody	33	37	4.71	4	3	0.451	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	38	32	5.43	4	3	0.573	42	38	5.25	0	0
3.0	John Linn	20	40	3.33	1	5	0.233	44	56	4.40	0	0
3.0	Tracy Klinger	26	34	4.33	2	4	0.393	30	40	4.29	0	0
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.56	315	335	34	31						

HC	Marysville VFW	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
5.5	Shawn Evinger	66	54	5.50	7	5	0.610	0	0	####	0	0
5.5	Tom Speck	52	38	5.78	6	3	0.648	0	0	####	0	0
5.0	Doi Bintavihok	35	35	5.00	4	3	0.500	0	0	####	0	0
5.0	Dave Beck	45	45	5.00	4	5	0.500	0	0	####	0	0
4.0	Shannon Moore	38	42	4.75	4	4	0.455	0	0	####	0	0
4.0	Jeff Evinger	4	6	4.00	0	1	0.390	0	0	####	0	0
4.0	Ethan Miller	53	47	5.30	4	6	0.560	0	0	####	0	0
3.0	Susie Evinger, CPT	42	48	4.67	5	4	0.437	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		4.33	335	315	34	31					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	42	38	5.25	4	4	0.545	82	38	6.83	22	8
5.5	Justin Baird, CPT	26	34	4.33	2	4	0.393	21	49	3.00	0	0
5.5	Denis Welker	52	28	6.50	6	2	0.770	53	57	4.82	0	0
5.5	Winston Beshore	45	35	5.63	6	2	0.613	63	57	5.25	10	10
5.0	Rich Long	27	23	5.40	3	2	0.560	48	52	4.80	4	6
4.5	Jess Cassner	31	29	5.17	3	3	0.527	49	41	5.44	13	7
4.5	Jason Wert	29	31	4.83	3	3	0.473	62	58	5.17	15	5
4.0	Tom Plasic, Co-CPT	31	39	4.43	2	5	0.403	52	48	5.20	4	6
4.0	Bo Bovidge	50	50	5.00	5	5	0.500	57	63	4.75	6	14
	Open Stats											
	Forfeits	7	3		1	0						
	Penalty Points											
AVERAGE HC		5.11	340	310	35	30						

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	66	44	6.00	7	4	0.710	84	86	4.94	0	0
5.0	Jose Soto	16	14	5.33	1	2	0.543	34	56	3.78	0	0
5.0	Tone Brubacher	34	36	4.86	3	4	0.476	33	47	4.13	0	0
4.5	Ezequiel Rodriguez	24	36	4.00	2	4	0.340	54	56	4.91	0	0
4.0	James Dagenhart	35	25	5.83	4	2	0.633	29	41	4.14	0	0
4.0	Nick Ellis	49	61	4.45	4	7	0.385	74	76	4.93	0	0
3.5	Bryan Shirk	39	41	4.88	5	3	0.478	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	10	20	3.33	1	2	0.283	42	38	5.25	0	0
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.39	325	325	32	33						

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

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

Tim Meise	Shawn Hoerner	6
Kelly Norris	Tony Balsimo	4
Shawn Hoerner	Rick Boyer	3
	Ed Kearney	3
	John Lamplugh	3
	Kevin Joy	2
	Kevin Villarreal	2
	Bruce Brockman	
	Belinda George	
	Josh Hughes	
	Kevin Marroquin	
	Tim Meise	
	Kelly Norris	
	Brad Saksek	
	Rich Worley	

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 matches played))+ ((56 - 34)*.05)) / 10 =
 ((6.22) + (22 x .05)) / 10 =
 (6.22 + 1.1) / 10 = **.732**