



9 Ball  
Winter '23 (Filler)

Week 14 3/14/24

	Win %	Points		Last Week	Match		AVG HC	Home Location	Week 14 Matchups Home Team is in <b>CAPS</b>
		F	A		W	L			
Homeless Misfits	<b>0.527</b>	316	284	21-29	31	29	4.72	The Verhovay	make it weird
9 Ya Business	<b>0.527</b>	316	284	25-25	36	24	4.83	HoHos Billiards	ball busterz
It Don't Matter	<b>0.525</b>	315	285	25-25	31	29	5.39	Marysville Moose	<b>DIAMOND MASTERS</b>
Zero Fux Given	<b>0.512</b>	307	293	29-21	33	27	4.44	Bressler Club	<b>RICK'S REJECTS</b>
Make It Weird	<b>0.510</b>	306	294	BYE	31	29	4.28	The Hose	<b>HOMELESS MISFITS</b>
Chicks	<b>0.510</b>	306	294	29-21	32	28	4.89	Chicks Tavern	<b>MISFITS</b>
Diamond Masters	<b>0.505</b>	303	297	21-29	31	29	5.22	The Pour House	it don't matter
Rack Em Up	<b>0.498</b>	299	301	27-23	31	29	4.67	Angies Diner	<b>BYE</b>
Angies	<b>0.497</b>	298	302	30-20	29	31	4.11	Angies Diner	<b>SILENT ASSASSINS</b>
Silent Assassins	<b>0.490</b>	294	306	23-27	30	30	4.67	Gilligans on Eisenhower	angies
Rick's Rejects	<b>0.485</b>	291	309	27-23	26	34	4.39	Dauphin Home Assoc	zero fux given
Misfits	<b>0.477</b>	286	314	20-30	27	33	4.94	The Hose	chicks
Ball Busterz	<b>0.433</b>	260	340	23-27	22	38	4.19	HoHos Billiards	<b>9 YA BUSINESS</b>
		3900	3900		390	390	4.67		

Division winner will receive a first round bye in the playoffs

**Team rosters in red (below) have Captains who are more than \$80 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. KNOWLEDGE IS POWER**

HC		Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
<b>3 Recycles Remaining</b>													
<b>Angies</b>													
6.0	Pete Mavropoulos	48	42	5.33	5	4	0.563	45	35	5.63	0	0	####
4.5	Kevin Joy	36	34	5.14	3	4	0.524	42	48	4.67	0	0	####
4.5	Miguel Rodriguez	0	0	#DIV/0!	0	0	#DIV/0!	28	32	4.67	0	0	####
4.5	Alfredo Cortes, CPT	74	56	5.69	9	4	0.659	63	57	5.25	0	0	####
4.0	Larry Keefe	49	51	4.90	4	6	0.480	41	59	4.10	0	0	####
4.0	Alex Knapp	38	42	4.75	3	5	0.455	40	50	4.44	0	0	####
3.5	Johnath Giles	1	9	1.00	0	1	0.060	0	0	####	0	0	####
3.0	Steve Shipp	32	38	4.57	3	4	0.427	52	48	5.20	0	0	####
3.0	Kevin Bethea	20	30	4.00	2	3	0.350	35	35	5.00	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
<b>AVERAGE HC</b>		4.11	298	302									
					29	31							

3 Recycles Remaining								Last Session Points			Recent Postseason PPM		
HC	Ball Busterz	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A	AVG
		F	A		W	L							
6.0	Jake Rodriguez	38	42	4.75	3	5	0.455	49	51	4.90	0	0	####
5.5	Mace Lockard	25	35	4.17	2	4	0.367	75	65	5.36	0	0	####
5.0	Kevin Altland	6	14	3.00	0	2	0.260	45	45	5.00	0	0	####
4.0	Will Etnoyer	4	6	4.00	0	1	0.390	30	30	5.00	0	0	####
4.0	Fallon Peters	60	70	4.62	7	6	0.412	0	0	####	0	0	####
3.5	Abbie Lee, CPT	49	61	4.45	4	7	0.385	84	96	4.67	0	0	####
3.5	Travis Shade, Co-CPT	66	54	5.50	6	6	0.610	87	83	5.12	0	0	####
2.0	Troy Hickey	12	58	1.71	0	7	(0.059)	0	0	####	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.19	260	340	22	38							

3 Recycles Remaining								Last Session Points			Recent Postseason PPM		
HC	Chicks	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A	AVG
		F	A		W	L							
7.0	Bruce Lenker	31	39	4.43	3	4	0.403	65	55	5.42	9	11	4.50
6.0	Frank Moore, CPT	26	34	4.33	3	3	0.393	31	19	6.20	0	0	####
5.5	Kevin Marroquin	29	31	4.83	3	3	0.473	44	46	4.89	1	9	1.00
5.5	Fred Brodbeck	30	30	5.00	3	3	0.500	56	54	5.09	4	6	4.00
5.0	Andrew Betts	43	37	5.38	4	4	0.568	34	36	4.86	0	0	####
4.5	Sam Hartley	38	32	5.43	4	3	0.573	45	45	5.00	11	9	5.50
4.5	Sean Gallagher	49	41	5.44	5	4	0.584	66	44	6.00	2	8	2.00
4.0	Brad Saksek	28	22	5.60	3	2	0.590	49	41	5.44	14	6	7.00
2.0	Ashley Dellesega	25	25	5.00	3	2	0.500	23	47	3.29	0	0	####
	Open Stats	0	0		0	0							
	Forfeits	7	3		1	0							
	Penalty Points												
AVERAGE HC		4.89	306	294	32	28							

2 Recycles Remaining								Last Session Points			Recent Postseason PPM		
HC	Diamond Masters	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A	AVG
		F	A		W	L							
7.5	Duck Nornhold	25	25	5.00	3	2	0.500	39	31	5.57	12	8	6.00
6.5	Ron Straw	29	31	4.83	3	3	0.473	44	36	5.50	0	0	####
6.5	Josh Reynolds	20	20	5.00	2	2	0.500	32	38	4.57	0	0	####
6.5	Larry Fagan	44	26	6.29	4	3	0.719	46	44	5.11	7	13	3.50
5.0	Andy Ritter	47	43	5.22	6	3	0.542	38	52	4.22	0	0	####
4.5	Clarence Marsh, CPT	47	63	4.27	4	7	0.347	91	79	5.35	5	15	2.50
4.0	Robert Hurt	31	29	5.17	4	2	0.527	44	36	5.50	11	9	5.50
3.5	Stephanie Ozimac	37	43	4.63	3	5	0.433	60	40	6.00	11	9	5.50
3.0	Kerrin Lutz	23	17	5.75	2	2	0.605	47	53	4.70	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		5.22	303	297	31	29							



HC	9 Ya Business	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
		6.5	Jenn Kelly	39	31	5.57	4	3	0.597	50	50	5.00	4
6.5	Rick Boyer	41	39	5.13	4	4	0.523	52	68	4.33	7	3	7.00
5.5	Forrest Aeppli, CPT	34	26	5.67	4	2	0.607	36	44	4.50	0	0	####
5.0	John Hoffman	40	50	4.44	5	4	0.394	74	56	5.69	0	0	####
4.5	Jim Roberts	33	27	5.50	4	2	0.580	61	49	5.55	1	9	1.00
4.5	Carlos Olmeda	42	38	5.25	5	3	0.545	49	61	4.45	0	0	####
4.5	Dan Benson	25	15	6.25	3	1	0.675	60	40	6.00	7	3	7.00
3.5	Ellie Heinly, Co-Cpt	20	20	5.00	2	2	0.500	52	48	5.20	3	7	3.00
3.0	Emily Dauberman	42	28	6.00	5	2	0.670	32	48	4.00	0	0	####
	Open Stats												
	Forfeits	0	10		0	1							
	Penalty Points												
AVERAGE HC		4.83	316	284	36	24							

HC	Rack Em Up	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	L		W	L		F	A	AVG	F	A	AVG
		7.5	John Hedgepath	41	29	5.86	5	2	0.646	51	49	5.10	8
6.0	Rikki Johnson	51	39	5.67	6	3	0.627	62	58	5.17	4	6	4.00
5.5	Brian Hogentogler	36	44	4.50	3	5	0.410	67	43	6.09	0	0	####
5.5	Kelly Norris	20	20	5.00	2	2	0.500	31	49	3.88	0	0	####
4.5	Brian Minnich	42	38	5.25	4	4	0.545	64	56	5.33	1	9	1.00
4.5	Ed Croco, CPT	37	43	4.63	4	4	0.433	45	45	5.00	9	1	9.00
3.5	Ron John	29	21	5.80	4	1	0.620	0	0	####	0	0	####
2.5	Jackie Croco	19	41	3.17	1	5	0.207	38	52	4.22	0	0	####
2.5	Tammy Norris	24	26	4.80	2	3	0.470	36	34	5.14	2	8	2.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.67	299	301	31	29							

3 Recycles Remaining		HC	Make It Weird	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
				F	A		W	L		F	A	AVG	F	A	AVG
6.5	Devan Retherford			56	64	4.67	5	7	0.427	88	72	5.50	4	6	4.00
5.5	Austin Cronauer	27	23	5.40	3	2	0.560	40	30	5.71	6	4	6.00		
5.0	Mike Canoy	51	39	5.67	6	3	0.627	79	51	6.08	3	7	3.00		
4.0	Jen Mallon, CPT	35	45	4.38	3	5	0.388	33	47	4.13	0	0	####		
4.0	Betsy Goodman	46	24	6.57	5	2	0.767	36	54	4.00	3	7	3.00		
3.5	Blaize Bowman	31	39	4.43	3	4	0.403	0	0	####	0	0	####		
3.5	Donnie Mull	14	16	4.67	1	2	0.457	0	0	####	0	0	####		
3.5	Bob Cohan	34	16	6.80	4	1	0.770	30	30	5.00	0	0	####		
3.0	Piper Hunt	12	28	3.00	1	3	0.220	41	39	5.13	0	0	####		
	Open Stats	0	0		0	0									
	Forfeits														
	Penalty Points														
AVERAGE HC		4.28	306	294	31	29									

**1 Recycle Remaining**

HC	Rick's Rejects	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
7.0	Steve Weaver	37	23	6.17	3	3	0.687	54	56	4.91	0	0	####
5.5	Justin Baird	36	54	4.00	3	6	0.310	59	51	5.36	0	0	####
5.5	Winston Beshore	53	47	5.30	4	6	0.560	75	75	5.00	0	0	####
5.0	Eric Van Selow	22	38	3.67	1	5	0.287	87	73	5.44	0	0	####
4.0	Tom Plasic	36	44	4.50	4	4	0.410	0	0	####	0	0	####
3.5	Bo Bovidge	43	37	5.38	5	3	0.568	52	58	4.73	0	0	####
3.0	Tracy Klinger, CPT	31	29	5.17	3	3	0.527	31	49	3.88	0	0	####
3.0	Jess Cassner	33	37	4.71	3	4	0.451	59	61	4.92	0	0	####
3.0	Natalie Cassner	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.39	291	309		26	34						

HC	Silent Assassins	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
6.5	Kevin Bryner	35	25	5.83	4	2	0.633	36	34	5.14	0	0	####
6.5	James Shafer	40	40	5.00	4	4	0.500	55	65	4.58	0	0	####
5.5	El Voughs	41	39	5.13	6	2	0.523	52	38	5.78	0	0	####
5.0	Mike Bretz	21	19	5.25	2	2	0.535	30	50	3.75	0	0	####
4.5	Paul Ramsey	37	53	4.11	3	6	0.331	39	41	4.88	0	0	####
4.0	Del Madden, CPT	22	38	3.67	1	5	0.287	39	41	4.88	0	0	####
4.0	Ryan Trafecanty	29	21	5.80	3	2	0.620	0	0	####	0	0	####
3.0	Liz Christian, CO-CPT	34	46	4.25	3	5	0.365	63	57	5.25	0	0	####
3.0	Marcia Yost	35	25	5.83	4	2	0.633	0	0	####	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.67	294	306		30	30						

**3 Recycles Remaining**

HC	Zero Fux Given	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
7.5	Shawn Hoerner	65	45	5.91	10	1	0.691	0	0	####	0	0	####
6.0	Terry Ballent	16	24	4.00	1	3	0.360	74	76	4.93	0	0	####
4.5	Tone Brubacher	60	50	5.45	6	5	0.595	48	72	4.00	0	0	####
4.0	James Dagenhart	37	33	5.29	4	3	0.549	43	67	3.91	0	0	####
3.5	Nick Ellis	47	53	4.70	4	6	0.440	54	86	3.86	0	0	####
3.5	Monica Reinnagel	39	41	4.88	3	5	0.478	34	46	4.25	0	0	####
3.5	Duane Rider	17	13	5.67	2	1	0.587	38	32	5.43	0	0	####
3.0	Jacqui Hiemstra, CPT	7	23	2.33	0	3	0.153	38	32	5.43	0	0	####
	Open Stats	19	11		3	0							
	Forfeits	0	0		0	0							
	Penalty Points												
AVERAGE HC		4.44	307	293		33	27						

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 1Ball 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 playere receives ball in hand. **THE BALLS ARE NOT RE-RACKED.**

If Team A names a "Blind" (not literal) player, Team B 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 and no 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 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 \$80  
(If 25-25 tie, each team will receive \$40). Week 18 IS a "pay to play" week like all  
other regular session matches**

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...

The team that is forfeiting the individual match will receive a 0-10 loss, **AND MUST PAY \$16....\$8 FOR BOTH TEAMS**



The team that is the beneficiary of the forfeit will receive a 7-3 win and will not pay the \$8 for that match.

If a team is the beneficiary of a forfeit, their "named player" will still receive credit for a match played in regards to postseason eligibility.

If it is decided that a team is forfeiting too many matches which is creating unfairness within the division, the league office has the right to remove the team and may create a new schedule for the remainder of the session.

**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	<b>\$ 2,220</b>
Tournament 2nd Place	<b>\$ 1,120</b>
Division Winner	<b>\$ 180</b>
Week 18 Winners (\$80 x 6)	<b>\$ 480</b>
Total Payouts	<b>\$ 4,000</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 releases (throws or slams) his stick in frustration onto the table that the match is being played, it is a loss of game for unsportsmanlike behavior (even if no balls are contacted). Players must respect the venues that are kind enough to allow us to use their tables.

**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 2.5-4.5 receive 2 timeouts per game.

A 2.0 receives 3 timeouts per game. ( but no longer may receive sideline coaching)

**RECYCLING (Ghost Rule):** Each team may recycle 4 **times** during the session and no 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 session.

New players may not be added during the last 3 weeks of the regular session. Player adds must be approved by the league office and may be denied for any reason and at any time. The league office may also bring "new" players in at whatever handicap it deems fair.

If the team match is going very quickly, the 5th match does not have to start until 9:40 PM **in the event that one 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.**

**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. (Sportsmanship)

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.. Bernie is a 3.0 and went 0-5 for the "Basement Dwellers". With 4 weeks left in the session, he decides he wants to play for the team that is in first place. The league office can bring Bernie back on to the first place team at whatever skill level it deems necessary in maintaining integrity within the league.

If a team is a beneficiary of a forfeit win, their named rostered player will get credit for a "match played" in regards to postseason eligibility, but the match will not count in regards to MVP eligibility.

If it is decided that a team is forfeiting too many matches which is creating unfairness within the division, the league office has the right to remove the team and create a new schedule for the remainder of the session.

Any team that forfeits an individual match will receive 0 points for that match and must still pay the \$16 for that match. The \$16 includes the \$8 for the opposing team that is benefitting from the forfeit.

The team that is the beneficiary of a forfeit will receive **0.7** wins and **0.3** losses and will not have to pay for a forfeit win. This was put to a vote and the outcome was no change to the existing rule. --10/31/16

The rationale for this is that it is grossly 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.

### ***Break And Funs This Week***

Steve Weaver **3**  
Andrew Betts

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

Steve Weaver 5  
Shawn Hoerner 4  
Jenn Kelly 3  
John Hedgepath 2  
Duck Nornhold 2  
El Voughs 2  
Andrew Betts  
Blaize Bowman  
Kevin Bryner  
Mike Canoy  
Liz Christian  
Austin Cronauer  
Larry Fagan  
Brian Hogentogler  
Ed Kearney  
Kevin Marroquin  
Tim Meise  
Frank Moore  
Devan Retherford  
Jake Rodriguez  
Bill Scharff



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

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