



9 Ball
Spring '25 (Filler)

Week 15 5/15/25

	Win %	Points F	Points A	Last Week	Match W	Match L	AVG HC	Home Location	Week 15 Matchups (5/15/25) Home Team is in CAPS
Anything	0.557	334	266	24-26	36	24	4.78	Dauphin Home Assoc	angies
Zero Fux Given	0.546	355	295	30-20	41	24	4.56	The Dutch Club	MAKE IT WEIRD
9 Ya Business	0.531	345	305	26-24	36	29	4.78	Roadhouse Café	SILENT ASSASSINS
It Don't Matter	0.510	306	294	BYE	33	27	4.94	Marysville Moose	misfits
Angies	0.508	330	320	16-34	31	34	5.28	Angies Diner	ANYTHING
Make It Weird	0.502	326	324	27-23	34	31	4.50	The Hose	zero fux given
Silent Assassins	0.495	297	303	18-32	28	32	5.00	Gilligans on Eisenhower	9 ya business
Rack Em Up	0.495	322	328	34-16	32	33	4.94	Angies Diner	BYE
Homeless Misfits	0.491	319	331	32-18	30	35	4.61	The Verhovay	CHICKS
Misfits	0.432	281	369	23-27	24	41	4.81	The Hose	IT DON'T MATTER
Chicks	0.429	279	371	17-33	25	40	5.06	Chicks	homeless misfits
		3500	3500		350	350	4.84		

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.

1 Recycle Remaining

Angies		Points		Average	Match		MVP	Last Session Points			Recent Postseason Performance	
HC		F	A	PPM	W	L	Score	F	A	AVG	F	A
7.0	Ian Michels	33	27	5.50	4	2	0.580	0	0	####	0	0
6.5	John Palmiery	19	11	6.33	2	1	0.673	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	28	22	5.60	4	1	0.590	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	69	91	4.31	5	11	0.321	85	55	6.07	3	7
4.0	Ron John	50	50	5.00	4	6	0.500	54	66	4.50	4	6
3.0	Steve Shipp	51	59	4.64	4	7	0.424	58	52	5.27	3	7
	Open Stats	0	0		0	0						
	Forfeits											
	Penalty Points											
AVERAGE HC		5.28	330	320		31	34					

No Recycles Remaining								Last Session Points			Recent Postseason Performance	
HC	Chicks	F	A	Average PPM	Match W	L	MVP Score					
7.0	Bruce Lenker	47	53	4.70	5	5	0.440	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	Kevin Marroquin	34	26	5.67	4	2	0.607	46	44	5.11	0	0
5.5	Frank Moore, CPT	14	26	3.50	0	4	0.290	42	38	5.25	0	0
5.5	Sean Gallagher	18	22	4.50	1	3	0.430	50	40	5.56	0	0
4.5	Dave Lavendier	41	39	5.13	4	4	0.523	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	47	43	5.22	5	4	0.542	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	20		0	2						
	Penalty Points											
AVERAGE HC		5.06	279	371		25	40					

3 Recycles Remaining								Last Session Points			Recent Postseason Performance	
HC	Homeless Misfits	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A
7.5	Jeff Richardson	18	22	4.50	1	3	0.430	0	0	####	0	0
6.0	Kevin Villarreal, Co-CPT	55	55	5.00	5	6	0.500	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
5.5	Josh Hughes	70	50	5.83	7	5	0.683	70	60	5.38	0	0
4.0	Bruce Brockman	28	42	4.00	2	5	0.330	47	33	5.88	0	0
3.5	Rodney Cocker	41	49	4.56	5	4	0.416	0	0	####	0	0
3.5	Tim Meise Jr	20	30	4.00	1	4	0.350	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	20	20	5.00	2	2	0.500	55	35	6.11	0	0
	Open Stats	14	16		1	2						
	Forfeits											
	Penalty Points											
AVERAGE HC		4.61	319	331	30	35						

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
7.5	Steve Wood	43	17	7.17	6	0	0.847	0	0	####	0	0
6.5	Scott Gibson, CPT	21	49	3.00	1	6	0.160	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	41	39	5.13	5	3	0.523	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	30	20	6.00	3	2	0.650	51	39	5.67	0	0
3.5	Doug Wagner	34	26	5.67	4	2	0.607	34	36	4.86	0	0
	Open Stats	3	7		0	1						
	Forfeits	7	3		1	0						
	Penalty Points											
AVERAGE HC		4.94	306	294		33	27					

HC	Misfits	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
6.0	Dakota Miller	26	34	4.33	2	4	0.393	44	36	5.50	2	8
6.0	Chas Foltz	24	36	4.00	2	4	0.340	49	51	4.90	1	9
5.5	Shane Wingler, CPT	34	26	5.67	3	3	0.607	0	0	####	0	0
5.0	Anthony Cressler	41	59	4.10	4	6	0.320	63	47	5.73	7	3
4.5	Brian Minnich	36	44	4.50	3	5	0.410	55	55	5.00	0	0
4.5	Scott Wallace	53	47	5.30	6	4	0.560	51	69	4.25	9	11
4.0	Kevin Miller	19	41	3.17	1	5	0.207	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	16	24		1	3						
	Forfeits											
	Penalty Points											
AVERAGE HC		4.81	281	369	24	41						

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	39	41	4.88	3	5	0.478	53	47	5.30	0	0
6.0	Forrest Aeppli	52	38	5.78	7	2	0.648	23	37	3.83	0	0
5.5	Jim Roberts	59	31	6.56	7	2	0.796	46	74	3.83	0	0
4.5	John Hoffman	28	42	4.00	2	5	0.330	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	37	23	6.17	4	2	0.687	32	38	4.57	0	0
3.0	Jeremy Driver	32	28	5.33	3	3	0.553	52	58	4.73	0	0
3.0	Emily Dauberman	31	29	5.17	3	3	0.527	33	47	4.13	0	0
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.78	345	305	36	29						

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	46	34	5.75	5	3	0.635	56	34	6.22	23	7
7.5	Rikki Johnson	53	27	6.63	6	2	0.793	54	26	6.75	13	7
6.0	Brian Hogentogler	43	37	5.38	4	4	0.568	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	19	41	3.17	0	6	0.207	52	48	5.20	2	8
4.5	Jack Jimmink	44	46	4.89	5	4	0.479	46	44	5.11	3	7
4.5	Paul McMichael	46	34	5.75	5	3	0.635	70	50	5.83	11	19
2.5	Tammy Norris	26	34	4.33	3	3	0.393	24	26	4.80	0	0
2.0	Jackie Croco	24	46	3.43	2	5	0.233	35	65	3.50	21	9
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.94	322	328	32	33						

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	37	33	5.29	4	3	0.549	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	47	53	4.70	5	5	0.440	66	64	5.08	0	0
4.5	Betsy Goodman	61	39	6.10	8	2	0.720	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	57	63	4.75	6	6	0.445	61	59	5.08	0	0
4.0	Steve Hunter	45	35	5.63	5	3	0.613	0	0	####	0	0
3.5	Jen Mallon, CPT	49	71	4.08	3	9	0.298	82	68	5.47	0	0
3.5	Blaize Bowman	20	20	5.00	2	2	0.500	40	70	3.64	0	0
	Open Stats											
	Forfeits											
	Penalty Points											
AVERAGE HC		4.50	326	324		34	31					

								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	48	32	6.00	5	3	0.680	0	0	####	0	0
6.0	Justin Baird, CPT	37	23	6.17	5	1	0.687	49	51	4.90	7	3
5.0	Winston Beshore	31	39	4.43	3	4	0.403	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	37	43	4.63	3	5	0.433	72	48	6.00	0	0
4.5	Rich Long	48	32	6.00	6	2	0.680	40	50	4.44	0	0
3.5	Jess Cassner	34	26	5.67	3	3	0.607	46	44	5.11	0	0
3.5	Jason Wert	40	20	6.67	4	2	0.767	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									
	Penalty Points											
AVERAGE HC		4.78	334	266	36		24					

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	34	36	4.86	3	4	0.476	38	32	5.43	7	3
5.5	El Voughs	34	46	4.25	3	5	0.365	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	24	26	4.80	1	4	0.470	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	45	45	5.00	4	5	0.500	47	53	4.70	0	0
3.0	Marcia Yost	23	27	4.60	2	3	0.440	60	50	5.45	3	7
	Open Stats											
	Forfeits											
	Penalty Points											
AVERAGE HC		5.00	297	303		28	32					

1 Recycle Remaining								Last Session Points			Recent Postseason Performance	
HC	Zero Fux Given	Points		Average	Match		MVP					
		F	A	PPM	W	L	Score	F	A	AVG	F	A
7.0	Shawn Hoerner	60	70	4.62	5	8	0.412	82	68	5.47	13	17
5.5	Jose Soto	62	38	6.20	9	1	0.740	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	38	42	4.75	4	4	0.455	61	39	6.10	12	8
4.5	Ezequiel Rodriguez	37	33	5.29	4	3	0.549	0	0	####	0	0
4.0	Nick Ellis	51	29	6.38	6	2	0.748	77	93	4.53	10	10
3.0	Monica Reinnagel	33	47	4.13	3	5	0.343	73	67	5.21	18	12
3.0	Jacqui Hiemstra,CPT	22	8	7.33	3	0	0.803	12	8	6.00	0	0
	Open Stats	0	0		0	0						
	Forfeits	7	3		1	0						
	Penalty Points											
AVERAGE HC		4.56	355	295	41	24						

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

Betsy Goodman
Devan Retherford

Break And Funs This Session

Shawn Hoerner	4
Steve Wood	4
Tony Balsimo	2
John Hedgepath	2
Rikki Johnson	2
Bruce Lenker	2
Devan Retherford	2
Justin Baird	
Rick Boyer	
Tone Brubacher	
Betsy Goodman	
Josh Hughes	
Dave Lavendier	
Jaafar Nabaoui	
James Shafer	
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.....

$(\text{Average PPM} + ((\text{Points For} - \text{Points Against}) * .05)) / 10$

Example... A Player with a "Points For" of 56 and a "Points Against" of 34 would have an MVP score of

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

