

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	44	46	4.89	4	5	0.479	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	12	18	4.00	1	2	0.370	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	66	74	4.71	8	6	0.431	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	72	58	5.54	7	6	0.624	87	83	5.12	0	0	####
2.0	Troy Hickey	14	66	1.75	0	8	(0.085)	0	0	####	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.19	286	364	26	39							

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	35	45	4.38	3	5	0.388	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	47	43	5.22	4	5	0.542	34	36	4.86	0	0	####
5.0	Sam Hartley	46	34	5.75	5	3	0.635	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	35	25	5.83	4	2	0.633	49	41	5.44	14	6	7.00
2.0	Ashley Dellesega	29	31	4.83	3	3	0.473	23	47	3.29	0	0	####
	Open Stats	0	0		0	0							
	Forfeits	7	3		1	0							
	Penalty Points												
AVERAGE HC		4.94	333	317	34	31							

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	28	32	4.67	3	3	0.447	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	22	28	4.40	2	3	0.410	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	####
4.0	Clarence Marsh, CPT	48	72	4.00	4	8	0.280	91	79	5.35	5	15	2.50
4.0	Robert Hurt	33	37	4.71	4	3	0.451	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	29	21	5.80	3	2	0.620	47	53	4.70	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		5.17	317	333	32	33							

HC	Homeless Misfits	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
7.0	Mike Fisher	37	33	5.29	4	3	0.549	0	0	####	0	0	####
6.0	Kevin Villarreal, Co-CPT	65	65	5.00	5	8	0.500	65	75	4.64	0	0	####
5.5	Tim Meise, CPT	30	30	5.00	3	3	0.500	38	42	4.75	0	0	####
5.0	Josh Hughes	52	38	5.78	6	3	0.648	53	57	4.82	0	0	####
4.0	Bruce Brockman	12	18	4.00	0	3	0.370	0	0	####	0	0	####
4.5	Joe Lahr	8	12	4.00	1	1	0.380	47	53	4.70	0	0	####
4.0	Mike Miller	64	36	6.40	7	3	0.780	41	49	4.56	0	0	####
3.5	Tim Meise Jr	31	39	4.43	2	5	0.403	41	39	5.13	0	0	####
3.0	Rick Lawson	39	41	4.88	4	4	0.478	43	57	4.30	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.72	338	312	32	33							

2 Recycles Remaining		HC	It Don't Matter	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
				F	A		W	L		F	A	AVG	F	A	AVG
7.5	John Lamplugh	25	15	6.25	4	0	0.675	37	33	5.29	6	4	6.00		
7.0	Steve Wood	30	30	5.00	3	3	0.500	40	30	5.71	6	14	3.00		
6.5	Scott Gibson, CPT	18	22	4.50	2	2	0.430	53	37	5.89	8	12	4.00		
6.0	Brad Miller	61	39	6.10	6	4	0.720	66	44	6.00	15	5	7.50		
5.0	Bill Scharff	41	39	5.13	4	4	0.523	56	44	5.60	9	1	9.00		
5.0	Tobe Toberman	38	42	4.75	3	5	0.455	39	51	4.33	6	4	6.00		
4.0	Eric Snyder	47	33	5.88	5	3	0.658	40	30	5.71	1	9	1.00		
4.0	Doug Wagner	49	41	5.44	4	5	0.584	34	46	4.25	24	6	8.00		
3.5	John Linn	42	38	5.25	4	4	0.545	44	66	4.00	14	6	7.00		
	Open Stats														
	Forfeits	0	0		0	0									
	Penalty Points														
AVERAGE HC		5.39	351	299	35	30									

HC	Misfits	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
7.5	Ed Kearney	55	35	6.11	6	3	0.711	74	56	5.69	15	5	7.50
6.5	Stan Kovich	30	40	4.29	3	4	0.379	52	38	5.78	9	1	9.00
5.5	Ed Hummel	25	25	5.00	3	2	0.500	55	55	5.00	0	0	####
5.0	Anthony Cressler, CPT	46	74	3.83	4	8	0.243	88	82	5.18	9	11	4.50
4.5	Scott Wallace	62	48	5.64	6	5	0.634	50	50	5.00	10	10	5.00
4.0	Kevin Miller	36	44	4.50	3	5	0.410	0	0	####	0	0	####
3.5	Aaron Neely	16	34	3.20	0	5	0.230	45	55	4.50	4	6	4.00
3.0	Crystal Johnson	39	41	4.88	5	3	0.478	72	68	5.14	5	15	2.50
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.94	309	341	30	35							

3 Recycles Remaining								Last Session Points			Recent Postseason PPM		
HC	9 Ya Business	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A	AVG
		F	A		W	L							
6.5	Jenn Kelly	39	31	5.57	4	3	0.597	50	50	5.00	4	6	4.00
6.5	Rick Boyer	45	45	5.00	4	5	0.500	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	44	56	4.40	5	5	0.380	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	29	21	5.80	3	2	0.620	60	40	6.00	7	3	7.00
3.5	Ellie Heinly, Co-Cpt	32	28	5.33	3	3	0.553	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	340	310	37	28							

								Last Session Points			Recent Postseason PPM		
HC	Rack Em Up	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A	AVG
		F	L		W	L							
7.5	John Hedgepath	41	29	5.86	5	2	0.646	51	49	5.10	8	2	8.00
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								Last Session Points			Recent Postseason PPM		
HC	Make It Weird	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A	AVG
		F	A		W	L							
7.0	Devan Retherford	64	66	4.92	6	7	0.482	88	72	5.50	4	6	4.00
5.5	Austin Cronauer	33	27	5.50	4	2	0.580	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	37	53	4.11	3	6	0.331	33	47	4.13	0	0	####
4.0	Betsy Goodman	52	28	6.50	6	2	0.770	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	40	20	6.67	5	1	0.767	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		4.33	334	316	35	30							

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	39	61	3.90	3	7	0.280	59	51	5.36	0	0	####
5.5	Winston Beshore	60	50	5.45	5	6	0.595	75	75	5.00	0	0	####
5.0	Eric Van Selow	25	45	3.57	1	6	0.257	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	47	43	5.22	5	4	0.542	52	58	4.73	0	0	####
3.0	Tracy Klinger, CPT	34	36	4.86	3	4	0.476	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	311	339	27	38							

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	37	33	5.29	4	3	0.549	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	45	55	4.50	4	6	0.400	39	41	4.88	0	0	####
4.0	Del Madden, CPT	30	40	4.29	2	5	0.379	39	41	4.88	0	0	####
4.0	Ryan Trafecanty	33	27	5.50	3	3	0.580	0	0	####	0	0	####
3.0	Liz Christian, CO-CPT	37	53	4.11	3	6	0.331	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	319	331	32	33							

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	72	48	6.00	11	1	0.720	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	67	53	5.58	7	5	0.628	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	50	60	4.55	4	7	0.405	54	86	3.86	0	0	####
3.5	Monica Reinnagel	45	45	5.00	4	5	0.500	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	14	26	3.50	1	3	0.290	38	32	5.43	0	0	####
	Open Stats	19	11		3	0							
	Forfeits	0	0		0	0							
	Penalty Points												
AVERAGE HC		4.44	337	313	37	28							

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	\$ 2,220
Tournament 2nd Place	\$ 1,120
Division Winner	\$ 180
Week 18 Winners (\$80 x 6)	\$ 480
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 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

Bruce Lenker
Brad Miller

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	
Bruce Lenker	
Kevin Marroquin	
Tim Meise	
Brad Miller	
Frank Moore	
Devan Retherford	

Jake Rodriguez
Bill Scharff
Kevin Villarreal

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

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