



9 Ball  
Spring '25 (Filler)

Week 17 5/29/25

Week 17 Matchups (5/29/25)

Home Team is in **CAPS**

	Win %	Points F	Points A	Last Week	Match W	Match L	AVG HC	Home Location	Week 17 Matchups (5/29/25)
Anything	<b>0.571</b>	400	300	35-15	43	27	4.78	Dauphin Home Assoc	<b>SILENT ASSASSINS</b>
9 Ya Business	<b>0.544</b>	408	342	28-22	44	31	4.83	Roadhouse Café	homeless misfits
Zero Fux Given	<b>0.531</b>	398	352	15-35	44	31	4.56	The Dutch Club	misfits
Homeless Misfits	<b>0.505</b>	379	371	28-22	38	37	4.56	The Verhovay	<b>9 YA BUSINESS</b>
Angies	<b>0.503</b>	377	373	28-22	36	39	5.28	Angies Diner	<b>BYE</b>
Make It Weird	<b>0.493</b>	370	380	22-28	39	36	4.50	The Hose	chicks
It Don't Matter	<b>0.491</b>	344	356	22-28	36	34	4.94	Marysville Moose	<b>RACK EM UP</b>
Rack Em Up	<b>0.487</b>	341	359	19-31	33	37	4.94	Angies Diner	it don't matter
Silent Assassins	<b>0.487</b>	341	359	29-21	32	38	5.00	Gilligans on Eisenhower	anything
Misfits	<b>0.448</b>	336	414	21-29	29	46	4.81	The Hose	<b>ZERO FUX GIVEN</b>
Chicks	<b>0.420</b>	294	406	BYE	26	44	4.94	Chicks	<b>MAKE IT WEIRD</b>
		4000	4000		400	400	4.83		

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.

Although win percentages shown above only go out 3 decimal places, positioning week (week 18) round and playoff seedings will use as many decimal places as needed to determine seedings.

1 Recycle Remaining		Points		Average		Match		MVP	Last Session Points			Recent Postseason Performance	
HC	Angies	F	A	PPM	W	L	Score	F	A	AVG	F	A	
7.0	Ian Michels	37	33	5.29	4	3	0.549	0	0	####	0	0	
6.5	John Palmieri	19	11	6.33	2	1	0.673	0	0	####	0	0	
6.5	Jaafar Nabaoui	34	26	5.67	5	1	0.607	45	45	5.00	0	0	
6.0	Kevin Joy	66	34	6.60	8	2	0.820	72	48	6.00	7	3	
5.5	Pete Mavropoulos	0	0	#DIV/0!	0	0	#DIV/0!	16	24	4.00	0	0	
5.0	Alex Knapp	37	43	4.63	3	5	0.433	55	55	5.00	8	2	
4.5	Alfredo Cortes, CPT	76	94	4.47	6	11	0.357	85	55	6.07	3	7	
4.0	Ron John	52	58	4.73	4	7	0.443	54	66	4.50	4	6	
2.5	Steve Shipp	56	74	4.31	4	9	0.341	58	52	5.27	3	7	
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		<b>5.28</b>	377	373				36	39				

No Recycles Remaining								Last Session Points			Recent Postseason Performance	
HC	Chicks	Points		Average	Match		MVP					
		F	A	PPM	W	L	Score	F	A	AVG	F	A
6.5	Bruce Lenker	51	59	4.64	5	6	0.424	31	39	4.43	0	0
6.0	Fred Brodbeck	38	52	4.22	4	5	0.352	55	45	5.50	0	0
6.0	Kevin Marroquin	37	33	5.29	4	3	0.549	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	53	47	5.30	6	4	0.560	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	30		0	3						
	Penalty Points											
AVERAGE HC		4.94	294	406	26	44						

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	Jeff Richardson	26	34	4.33	2	4	0.393	0	0	####	0	0
6.0	Kevin Villarreal, Co-CPT	70	60	5.38	7	6	0.588	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	83	57	5.93	9	5	0.723	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	45	55	4.50	5	5	0.400	0	0	####	0	0
3.5	Tim Meise Jr	26	34	4.33	2	4	0.393	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	14	6		2	0						
	Penalty Points											
AVERAGE HC		4.56	379	371	38	37						

\*Becky (5/15) and Rick (5/22) were beneficiaries of forfeits for postseason consideration

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	34	56	3.78	3	6	0.268	46	34	5.75	0	0
5.5	Brad Miller	48	52	4.80	5	5	0.460	62	58	5.17	6	4
5.0	Adam Brody	50	50	5.00	6	4	0.500	0	0	####	0	0
4.5	Bill Scharff	33	57	3.67	2	7	0.247	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	41	39	5.13	4	4	0.523	47	53	4.70	3	7
3.5	Tracy Klinger	37	33	5.29	3	4	0.549	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	344	356	36	34						

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	36	44	4.50	3	5	0.410	49	51	4.90	1	9
6.0	Shane Wingler, CPT	46	34	5.75	4	4	0.635	0	0	####	0	0
5.0	Anthony Cressler	53	67	4.42	5	7	0.372	63	47	5.73	7	3
4.5	Brian Minnich	47	53	4.70	4	6	0.440	55	55	5.00	0	0
4.5	Scott Wallace	60	50	5.45	7	4	0.595	51	69	4.25	9	11
3.5	Kevin Miller	20	50	2.86	1	6	0.136	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	336	414	29	46						

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	42	48	4.67	4	5	0.437	41	49	4.56	0	0
6.5	Rick Boyer	47	43	5.22	4	5	0.542	53	47	5.30	0	0
6.0	Forrest Aeppli	59	41	5.90	8	2	0.680	23	37	3.83	0	0
5.5	Jim Roberts	69	41	6.27	8	3	0.767	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	43	37	5.38	5	3	0.568	31	39	4.43	0	0
4.0	Ellie Heinly, Co-Cpt	43	27	6.14	5	2	0.694	32	38	4.57	0	0
3.5	Jeremy Driver	40	30	5.71	4	3	0.621	52	58	4.73	0	0
3.0	Emily Dauberman	37	33	5.29	4	3	0.549	33	47	4.13	0	0
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.83	408	342	44	31						

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	61	29	6.78	7	2	0.838	54	26	6.75	13	7
6.0	Brian Hogentogler	46	44	5.11	4	5	0.521	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	48	52	4.80	5	5	0.460	46	44	5.11	3	7
4.5	Paul McMichael	50	40	5.56	5	4	0.606	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	10		0	1						
	Penalty Points											
AVERAGE HC		4.94	341	359	33	37						

<b>3 Recycles Remaining</b>								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	42	48	4.67	4	5	0.437	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	57	63	4.75	6	6	0.445	66	64	5.08	0	0
4.5	Betsy Goodman	67	43	6.09	9	2	0.729	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	66	74	4.71	7	7	0.431	61	59	5.08	0	0
4.0	Steve Hunter	47	43	5.22	5	4	0.542	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	32	28	5.33	4	2	0.553	40	70	3.64	0	0
	Open Stats											
	Forfeits											
	Penalty Points											
AVERAGE HC		4.50	370	380			39	36				

								Last Session Points			Recent Postseason Performance	
HC	Anything	Points		Average	Match		MVP					
		F	A	PPM	W	L	Score	F	A	AVG	F	A
7.5	Tony Balsimo	57	33	6.33	6	3	0.753	0	0	####	0	0
6.0	Justin Baird, CPT	49	31	6.13	6	2	0.703	49	51	4.90	7	3
5.0	Winston Beshore	37	43	4.63	4	4	0.433	73	57	5.62	1	9
5.0	Denis Welker	31	29	5.17	3	3	0.527	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	52	38	5.78	6	3	0.648	40	50	4.44	0	0
3.5	Jess Cassner	43	27	6.14	4	3	0.694	46	44	5.11	0	0
3.5	Jason Wert	42	28	6.00	4	3	0.670	31	39	4.43	7	3
3.5	Bo Bovidge	52	28	6.50	7	1	0.770	54	56	4.91	1	9
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.78	400	300			43	27				

<b>2 Recycles Remaining</b>								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	27	33	4.50	3	3	0.420	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	35	45	4.38	3	5	0.388	37	43	4.63	0	0
5.0	Del Madden, CPT	34	36	4.86	2	5	0.476	45	35	5.63	0	0
5.0	Ryan Trafecanty	62	38	6.20	8	2	0.740	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	51	49	5.10	5	5	0.520	47	53	4.70	0	0
3.0	Marcia Yost	34	36	4.86	3	4	0.476	60	50	5.45	3	7
	Open Stats											
	Forfeits											
	Penalty Points											
AVERAGE HC		5.00	341	359			32	38				

No Recycles Remaining Zero Fux Given		Points		Average	Match		MVP	Last Session Points			Recent Postseason Performance	
		F	A	PPM	W	L	Score	F	A	AVG	F	A
7.0	Shawn Hoerner	69	81	4.60	6	9	0.400	82	68	5.47	13	17
5.5	Jose Soto	64	46	5.82	9	2	0.672	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	42	48	4.67	4	5	0.437	61	39	6.10	12	8
4.5	Ezequiel Rodriguez	45	35	5.63	5	3	0.613	0	0	####	0	0
4.0	Nick Ellis	56	44	5.60	6	4	0.620	77	93	4.53	10	10
3.0	Monica Reinnagel	37	53	4.11	3	6	0.331	73	67	5.21	18	12
3.0	Jacqui Hiemstra,CPT	33	17	6.60	4	1	0.740	12	8	6.00	0	0
Open Stats		0	0		0	0						
Forfeits		7	3		1	0						
Penalty Points												
AVERAGE HC		4.56	398	352	44	31						

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	<b>\$ 2,000</b>
Tournament 2nd Place	<b>\$ 1,300</b>
Division Winner	<b>\$ 250</b>
Week 18 Winners (\$90 x 5)	<b><u>\$ 450</u></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 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***

Tony Balsimo	2
Jeff Richardson	
Rikki Johnson	
Kevin Joy	

***Break And Funs This Session***

Shawn Hoerner	5
Tony Balsimo	4
Steve Wood	4
Rikki Johnson	3
Rick Boyer	2
John Hedgepath	2
Bruce Lenker	2
Devan Retherford	2
Jeff Richardson	
Justin Baird	
Tone Brubacher	
Scott Gibson	
Betsy Goodman	
Josh Hughes	
Kevin Joy	
Dave Lavendier	
Jaafar Nabaoui	
James Shafer	
Kevin Villarreal	
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

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

