



9 Ball
Winter '23 (Filler)

Week 17 4/4/24

	Win %	Points		Last Week	Match		AVG HC	Home Location	Week 17 Matchups Home Team is in CAPS
		F	A		W	L			
It Don't Matter	0.544	408	342	35-15	41	34	5.39	Marysville Moose	homeless misfits
Homeless Misfits	0.524	393	357	26-24	39	36	4.67	The Verhovay	IT DON'T MATTER
Zero Fux Given	0.519	363	337	BYE	40	30	4.44	Bressler Club	rack em up
Chicks	0.517	388	362	33-17	40	35	5.00	Chicks Tavern	rick's rejects
9 Ya Business	0.508	381	369	17-33	40	35	4.83	HoHos Billiards	ANGIES
Make It Weird	0.504	378	372	18-32	38	37	4.28	The Hose	SILENT ASSASSINS
Diamond Masters	0.504	378	372	31-19	40	35	5.17	The Pour House	misfits
Rack Em Up	0.503	352	348	32-18	36	34	4.67	Angies Diner	ZERO FUX GIVEN
Silent Assassins	0.497	348	352	29-21	36	34	4.67	Gilligans on Eisenhower	make it weird
Angies	0.493	370	380	19-31	36	39	4.11	Angies Diner	9 ya business
Misfits	0.477	358	392	21-29	34	41	4.94	The Hose	DIAMOND MASTERS
Rick's Rejects	0.467	350	400	15-35	31	44	4.39	Dauphin Home Assoc	CHICKS
Ball Busterz	0.440	330	420	24-26	29	46	4.13	HoHos Billiards	BYE
		4800	4800		480	480	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
3 Recycles Remaining													
Angies													
6.0	Pete Mavropoulos	50	50	5.00	5	5	0.500	45	35	5.63	0	0	####
4.5	Kevin Joy	49	51	4.90	4	6	0.480	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	80	70	5.33	9	6	0.583	63	57	5.25	0	0	####
4.0	Larry Keefe	67	63	5.15	6	7	0.535	41	59	4.10	0	0	####
4.0	Alex Knapp	51	49	5.10	5	5	0.520	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	49	51	4.90	5	5	0.480	52	48	5.20	0	0	####
3.0	Kevin Bethea	23	37	3.83	2	4	0.313	35	35	5.00	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.11	370	380									
					36	39							

2 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							
6.5	Jake Rodriguez	59	51	5.36	6	5	0.576	49	51	4.90	0	0	####
5.0	Mace Lockard	30	50	3.75	2	6	0.275	75	65	5.36	0	0	####
4.5	Kevin Altland	16	24	4.00	1	3	0.360	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	79	91	4.65	9	8	0.405	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	75	65	5.36	7	7	0.586	87	83	5.12	0	0	####
2.0	Troy Hickey	18	72	2.00	0	9	(0.070)	0	0	####	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.13	330	420	29	46							

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	33	37	4.71	4	3	0.451	31	19	6.20	0	0	####
5.5	Kevin Marroquin	36	34	5.14	4	3	0.524	44	46	4.89	1	9	1.00
5.5	Fred Brodbeck	33	37	4.71	3	4	0.451	56	54	5.09	4	6	4.00
5.0	Andrew Betts	55	45	5.50	5	5	0.600	34	36	4.86	0	0	####
5.0	Sam Hartley	48	42	5.33	5	4	0.563	45	45	5.00	11	9	5.50
5.0	Sean Gallagher	61	49	5.55	6	5	0.615	66	44	6.00	2	8	2.00
4.0	Brad Saksek	49	31	6.13	6	2	0.703	49	41	5.44	14	6	7.00
2.0	Ashley Dellesega	31	39	4.43	3	4	0.403	23	47	3.29	0	0	####
	Open Stats	0	0		0	0							
	Forfeits	7	3		1	0							
	Penalty Points												
AVERAGE HC		5.00	388	362	40	35							

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	39	41	4.88	4	4	0.478	44	36	5.50	0	0	####
6.5	Josh Reynolds	37	33	5.29	4	3	0.549	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	50	50	5.00	6	4	0.500	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	39	41	4.88	5	3	0.478	44	36	5.50	11	9	5.50
3.5	Stephanie Ozimac	50	50	5.00	5	5	0.500	60	40	6.00	11	9	5.50
3.0	Kerrin Lutz	43	27	6.14	5	2	0.694	47	53	4.70	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		5.17	378	372	40	35							

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	####
5.5	Kevin Villarreal, Co-CPT	73	77	4.87	6	9	0.467	65	75	4.64	0	0	####
5.5	Tim Meise, CPT	42	38	5.25	5	3	0.545	38	42	4.75	0	0	####
5.5	Josh Hughes	67	43	6.09	8	3	0.729	53	57	4.82	0	0	####
4.5	Joe Lahr	8	12	4.00	1	1	0.380	47	53	4.70	0	0	####
4.0	Mike Miller	79	41	6.58	9	3	0.848	41	49	4.56	0	0	####
3.5	Bruce Brockman	15	25	3.75	0	4	0.325	0	0	####	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	41	49	4.56	4	5	0.416	43	57	4.30	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												

AVERAGE HC 4.67 393 357 39 36

Mike played (6) matches as a 3.5 and (6) matches as a 4.0

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	28	22	5.60	4	1	0.590	37	33	5.29	6	4	6.00
7.0	Steve Wood	39	31	5.57	4	3	0.597	40	30	5.71	6	14	3.00
6.5	Scott Gibson, CPT	28	32	4.67	3	3	0.447	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	45	45	5.00	4	5	0.500	39	51	4.33	6	4	6.00
4.0	Eric Snyder	60	40	6.00	7	3	0.700	40	30	5.71	1	9	1.00
4.0	Doug Wagner	51	49	5.10	4	6	0.520	34	46	4.25	24	6	8.00
3.5	John Linn	55	45	5.50	5	5	0.600	44	66	4.00	14	6	7.00
	Open Stats												
	Forfeits	0	0		0	0							
	Penalty Points												

AVERAGE HC 5.39 408 342 41 34

Brad is only eligible in the 4.0-5.5 Category for MVP consideration

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	66	44	6.00	7	4	0.710	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	29	31	4.83	3	3	0.473	55	55	5.00	0	0	####
5.0	Anthony Cressler, CPT	60	80	4.29	6	8	0.329	88	82	5.18	9	11	4.50
4.5	Scott Wallace	73	57	5.62	7	6	0.642	50	50	5.00	10	10	5.00
4.0	Kevin Miller	40	50	4.44	3	6	0.394	0	0	####	0	0	####
3.5	Aaron Neely	17	43	2.83	0	6	0.153	45	55	4.50	4	6	4.00
3.0	Crystal Johnson	43	47	4.78	5	4	0.458	72	68	5.14	5	15	2.50
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												

AVERAGE HC 4.94 358 392 34 41

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	50	40	5.56	5	4	0.606	50	50	5.00	4	6	4.00
6.5	Rick Boyer	58	52	5.27	6	5	0.557	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	40	40	5.00	4	4	0.500	61	49	5.55	1	9	1.00
4.5	Carlos Olmeda	44	46	4.89	5	4	0.479	49	61	4.45	0	0	####
4.5	Dan Benson	31	29	5.17	3	3	0.527	60	40	6.00	7	3	7.00
3.5	Ellie Heinly, Co-Cpt	36	34	5.14	3	4	0.524	52	48	5.20	3	7	3.00
3.0	Emily Dauberman	44	36	5.50	5	3	0.590	32	48	4.00	0	0	####
	Open Stats												
	Forfeits	0	10		0	1							
	Penalty Points												
AVERAGE HC		4.83	381	369	40	35							

3 Recycles Remaining								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	45	35	5.63	5	3	0.613	51	49	5.10	8	2	8.00
6.0	Rikki Johnson	58	42	5.80	7	3	0.660	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	32	28	5.33	3	3	0.553	31	49	3.88	0	0	####
4.5	Brian Minnich	49	41	5.44	5	4	0.584	64	56	5.33	1	9	1.00
4.5	Ed Croco, CPT	39	51	4.33	4	5	0.373	45	45	5.00	9	1	9.00
3.5	Ron John	35	35	5.00	4	3	0.500	0	0	####	0	0	####
2.5	Jackie Croco	26	44	3.71	2	5	0.281	38	52	4.22	0	0	####
2.5	Tammy Norris	32	28	5.33	3	3	0.553	36	34	5.14	2	8	2.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.67	352	348	36	34							

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	67	73	4.79	6	8	0.449	88	72	5.50	4	6	4.00
5.5	Austin Cronauer	37	33	5.29	4	3	0.549	40	30	5.71	6	4	6.00
5.0	Mike Canoy	56	54	5.09	6	5	0.519	79	51	6.08	3	7	3.00
4.0	Betsy Goodman	59	41	5.90	6	4	0.680	36	54	4.00	3	7	3.00
3.5	Jen Mallon, CPT	40	60	4.00	3	7	0.300	33	47	4.13	0	0	####
3.5	Blaize Bowman	38	42	4.75	4	4	0.455	0	0	####	0	0	####
3.5	Donnie Mull	14	16	4.67	1	2	0.457	0	0	####	0	0	####
3.5	Bob Cohan	55	25	6.88	7	1	0.838	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	378	372	38	37							

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

Steve Wood	2
Steve Weaver	
Fred Brodbeck	
Ron Straw	

Break And Funs This Session

Steve Weaver	6
Shawn Hoerner	4
Jenn Kelly	3
John Hedgepath	3
Duck Nornhold	2
Kevin Villarreal	2
El Voughs	2
Steve Wood	
Andrew Betts	
Blaize Bowman	
Fred Brodbeck	
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
Ron Straw

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

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