Summer '25 (Filler)



Week 18 10/16/25

		Poi	ints	Last	Ma	atch	AVG		Week 18 Matchups
	Win %	F	Α	Week	W	L	HC	Home Location	Home Team is in CAPS
Rack Em Up	0.538	457	393	24-26	50	35	4.83	Angies Diner	IT DON'T MATTER
Angies	0.535	455	395	34-16	49	36	4.94	Angies Diner	9 ya business
Make It Weird	0.518	440	410	21-29	48	37	4.63	The Hose	SILENT ASSASSINS
Anything	0.513	436	414	16-34	41	44	5.00	Dauphin Home Assoc	MISFITS
Homeless Misfits	0.508	432	418	29-21	46	39	5.00	The Verhovay	zero fux given
It Don't Matter	0.502	427	423	24-26	42	43	4.56	Marysville Moose	rack em up
Silent Assassins	0.491	417	433	26-24	40	45	4.78	Gilligans on Eisenhower	make it weird
Misfits	0.475	404	446	33-17	38	47	4.56	The Hose	anything
9 Ya Business	0.465	395	455	17-33	37	48	4.50	HoHos Billiards	ANGIES
Zero Fux Given	0.455	387	463	26-24	34	51	4.39	The Dutch Club	HOMELESS MISFITS
		4250	4250		425	425	4 72		

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.

Although win percentages shown above only go out 3 decimal places, positioning week (week 19) round and playoff seedings will use as many decimal places as needed to determine seedings.

2 Red	cycles Remaining								Las	t Session		cent season
			Po	ints	Average	Ma	atch	MVP		Points	Perfo	rmance
HC	Angies		F	Α	PPM	W	L	Score	F	A AVG	F	Α
7.0	Ryan Hoffman		39	21	6.50	5	1	0.740	0	0 ####	0	0
6.5	Jake Rodriguez		6	4	6.00	1	0	0.610	0	0 ####	0	0
6.5	lan Michels		39	31	5.57	4	3	0.597	39	41 4.88	0	0
5.5	Kevin Joy		40	50	4.44	4	5	0.394	66	34 6.60	2	8
5.0	Alfredo Cortes, CPT		87	53	6.21	11	3	0.791	84	96 4.67	0	0
4.5	Alex Knapp		31	29	5.17	3	3	0.527	37	43 4.63	4	6
3.5	John Campbell		14	26	3.50	1	3	0.290	0	0 ####	0	0
3.5	Ron John		69	81	4.60	7	8	0.400	58	62 4.83	0	0
2.5	Steve Shipp		79	61	5.64	7	7	0.654	63	77 4.50	7	3
	Open Stats		51	39		6	3					
_	Forfeits				<u> </u>	<u> </u>		<u> </u>				<u></u>
	Penalty Points											
AVEF	RAGE HC	4.94	455	395		49	36					

3 Red	cycles Remaining								Las	t Sessio	n		cent season
			Po	ints	Average	Ma	atch	MVP		Points			rmance
HC	Homeless Misfits		F	Α	PPM	W	L	Score	F	A AV	G	F	Α
7.0	Ed Kearney		46	34	5.75	5	3	0.635	16	24 4.0	0	0	0
7.0	Jeff Richardson		29	41	4.14	3	4	0.354	29	41 4.1	4	9	11
6.5	Kevin Villarreal, Co-CPT		48	42	5.33	6	3	0.563	72	68 5.1	4	14	6
5.5	Tim Meise, CPT		48	42	5.33	5	4	0.563	41	29 5.8	6	6	4
5.5	Josh Hughes		67	63	5.15	7	6	0.535	88	72 5.5	0	0	0
4.0	Bruce Brockman		56	44	5.60	5	5	0.620	28	42 4.0	0	0	0
3.5	Larry Keefe		44	56	4.40	5	5	0.380	0	0 ###	##	0	0
3.5	Tim Meise Jr		65	55	5.42	7	5	0.592	32	38 4.5	7	4	6
2.5	Becky Reneker		29	41	4.14	3	4	0.354	31	29 5.1	7	5	15
-	Open Stats		0	0		0	0						
	Forfeits		0	0		0	0						
	Penalty Points												
AVEF	RAGE HC	5.00	432	418		46	39						

3 Red	cycles Remaining									st Session	Posts	cent season
	14 D 14 N 1 - 44		Po	ints	Average	Ma	atch	MVP		Points	Perfo	rmance
HC	It Don't Matter		F	Α	PPM	W	L	Score	F	A AVG	F	Α
7.0	Steve Wood		58	52	5.27	6	5	0.557	49	21 7.00	3	7
6.5	Scott Gibson, CPT		69	51	5.75	8	4	0.665	38	62 3.80	0	0
6.0	Brad Miller		51	39	5.67	5	4	0.627	54	56 4.91	4	6
4.5	Adam Brody		59	71	4.54	5	8	0.394	65	55 5.42	4	6
4.0	Bill Scharff		55	45	5.50	6	4	0.600	41	69 3.73	0	0
3.5	John Linn		37	53	4.11	3	6	0.331	43	47 4.78	0	0
3.5	Doug Wagner		36	34	5.14	4	3	0.524	38	32 5.43	0	0
3.0	Tracy Klinger		30	40	4.29	2	5	0.379	45	35 5.63	2	8
3.0	Tracee Clepper		32	38	4.57	3	4	0.427	0	0 ####	0	0
	Open Stats		0	0		0	0					
	Forfeits		0	0		0	0					
	Penalty Points											
AVEF	RAGE HC	4.56	427	423	·	42	43			·		

			Po	ints	Average	M	atch	MVP		t Session Points	Posts	cent season mance
HC	Misfits		F	Α	PPM	W	L	Score	F	A AVG	F	Α
6.0	Dakota Miller		77	53	5.92	8	5	0.712	37	43 4.63	0	0
5.5	Shane Wingler, CPT		76	84	4.75	8	8	0.435	60	40 6.00	0	0
5.0	Chas Foltz		48	72	4.00	3	9	0.280	38	52 4.22	0	0
4.5	Anthony Cressler		49	61	4.45	4	7	0.385	59	71 4.54	0	0
4.5	Rodney William		21	19	5.25	2	2	0.535	0	0 ####	0	0
4.5	Scott Wallace		56	54	5.09	6	5	0.519	66	64 5.08	0	0
4.0	Brian Minnich		47	53	4.70	5	5	0.440	53	57 4.82	0	0
2.5	Crystal Johnson		30	50	3.75	2	6	0.275	40	60 4.00	0	0
	Open Stats		0	0		0	0					
	Forfeits	·										
	Penalty Points											
AVEF	RAGE HC	4.56	404	446		38	47					

			Po	ints	Average	Ma	atch	MVP		t Session Points	Posts	cent season rmance
HC	9 Ya Business		F	Α	PPM	W	L	Score	F	A AVG	F	Α
7.0	Rick Boyer		82	58	5.86	10	4	0.706	58	52 5.27	0	0
6.0	Jenn Kelly		46	54	4.60	5	5	0.420	42	48 4.67	3	7
5.5	Forrest Aeppli		21	29	4.20	2	3	0.380	59	41 5.90	7	3
4.5	Jim Roberts		50	70	4.17	4	8	0.317	71	49 5.92	3	7
4.0	John Hoffman		34	46	4.25	2	6	0.365	34	46 4.25	0	0
3.5	Ellie Heinly, Co-Cpt		36	54	4.00	3	6	0.310	54	36 6.00	0	0
3.5	Carlos Olmeda		43	57	4.30	3	7	0.360	59	41 5.90	4	6
3.5	Jeremy Driver		49	51	4.90	4	6	0.480	48	42 5.33	0	0
3.0	Emily Dauberman		34	36	4.86	4	3	0.476	37	33 5.29	0	0
	Open Stats											
	Forfeits		0	0		0	0					
	Penalty Points											
AVEF	RAGE HC	4.50	395	455		37	48					

			Po	ints	Average	M	atch	MVP		t Session Points	Posts	cent season rmance
НС	Rack Em Up		F	L	PPM	W	L	Score	F	A AVG	F	Α
7.5	John Hedgepath		34	36	4.86	4	3	0.476	56	44 5.60	0	0
7.0	Rikki Johnson		57	63	4.75	6	6	0.445	61	29 6.78	0	0
5.5	Kelly Norris		64	36	6.40	8	2	0.780	29	41 4.14	0	0
5.5	Brian Hogentogler		40	50	4.44	2	7	0.394	48	52 4.80	0	0
4.5	Paul McMichael		50	40	5.56	5	4	0.606	61	49 5.55	0	0
4.5	Jack Jimmink		55	45	5.50	6	4	0.600	56	54 5.09	0	0
4.0	Ed Croco, CPT		52	48	5.20	6	4	0.540	19	41 3.17	0	0
3.0	Tammy Norris		53	27	6.63	7	1	0.793	34	46 4.25	0	0
2.0	Jackie Croco		52	48	5.20	6	4	0.540	24	46 3.43	0	0
	Open Stats											
	Forfeits		0	0		0	0					
	Penalty Points											
AVEF	RAGE HC	4.83	457	393		50	35					

			Po	ints	Average	Ma	atch	MVP		t Session Points	Posts	cent season mance
HC	Make It Weird		F	Α	PPM	W	L	Score	F	A AVG	F	Α
7.0	Devan Retherford		79	61	5.64	10	4	0.654	56	54 5.09	0	0
5.5	Shawn Lilley		51	59	4.64	5	6	0.424	0	0 ####	0	0
4.5	Mike Canoy		44	46	4.89	4	5	0.479	64	76 4.57	0	0
4.5	Betsy Goodman		56	54	5.09	6	5	0.519	70	50 5.83	0	0
4.0	Bob Cohan		40	40	5.00	4	4	0.500	10	10 5.00	0	0
4.0	Rick Johnson		65	55	5.42	7	5	0.592	70	80 4.67	0	0
4.0	Steve Hunter		38	42	4.75	4	4	0.455	57	53 5.18	0	0
3.5	Jen Mallon, CPT		67	53	5.58	8	4	0.628	55	75 4.23	0	0
	Open Stats											
	Forfeits		0	0		0	0					
	Penalty Points											
AVEF	RAGE HC	4.63	440	410		48	37					

2 Red	cycles Remaining								Las	t Session		cent season
			Po	ints	Average	Ma	tch	MVP		Points	Perfo	rmance
HC	Anything		F	Α	PPM	W	L	Score	F	A AVG	F	Α
7.5	Tony Balsimo		68	32	6.80	7	3	0.860	71	39 6.45	14	6
6.0	Justin Baird, CPT		21	49	3.00	0	7	0.160	56	34 6.22	7	13
5.0	Winston Beshore		50	50	5.00	5	5	0.500	41	49 4.56	0	0
5.0	Rich Long		44	46	4.89	4	5	0.479	52	38 5.78	7	3
5.0	Denis Welker		50	50	5.00	5	5	0.500	35	35 5.00	0	0
4.5	Tom Plasic, Co-CPT		45	45	5.00	4	5	0.500	40	50 4.44	0	0
4.0	Bo Bovidge		57	63	4.75	5	7	0.445	65	35 6.50	13	7
4.0	Jess Cassner		45	35	5.63	5	3	0.613	46	34 5.75	9	1
4.0	Jason Wert		56	44	5.60	6	4	0.620	48	32 6.00	8	2
	Open Stats											
	Forfeits		0	0		0	0					
	Penalty Points											
AVEF	RAGE HC	5.00	436	414		41	44					

			Po	ints	Average		Ma	itch	MVP		st Session Points	Posts	ecent season rmance
НС	Silent Assassins		F	A	PPM	١	Ν	L	Score	F	A AVG	F	A
6.5	Kevin Bryner		28	32	4.67		2	4	0.447	31	39 4.43	0	0
6.5	James Shafer		42	58	4.20		3	7	0.340	40	40 5.00	0	0
5.5	El Voughs		57	53	5.18		5	6	0.538	48	52 4.80	0	0
5.0	Ryan Trafecanty		39	51	4.33		4	5	0.373	69	41 6.27	0	0
5.0	Del Madden, CPT		50	40	5.56		5	4	0.606	34	36 4.86	0	0
4.5	Paul Ramsey		63	67	4.85		6	7	0.465	39	51 4.33	0	0
4.5	Mike Bretz		54	36	6.00		7	2	0.690	30	40 4.29	0	0
3.0	Liz Christian, CO-CPT		59	61	4.92		6	6	0.482	59	61 4.92	0	0
2.5	Marcia Yost		25	35	4.17		2	4	0.367	41	49 4.56	0	0
	Open Stats												
	Forfeits												
	Penalty Points												
AVEF	RAGE HC 4	1.78	417	433		4	10	45					

2 Re	cycles Remaining								Las	t Session		cent season
			Po	ints	Average	Ма	tch	MVP		Points	Perfo	rmance
HC	Zero Fux Given		F	Α	PPM	W	L	Score	F	A AVG	F	Α
7.0	Shawn Hoerner		75	75	5.00	6	9	0.500	77	83 4.81	17	13
5.0	Jose Soto		30	50	3.75	2	6	0.275	64	46 5.82	3	7
5.0	Tone Brubacher		33	47	4.13	2	6	0.343	55	35 6.11	0	0
4.5	Ezequiel Rodriguez		47	53	4.70	5	5	0.440	55	45 5.50	20	10
4.0	Bryan Shirk		9	21	3.00	0	3	0.240	0	0 ####	0	0
4.0	James Dagenhart		29	41	4.14	2	5	0.354	42	48 4.67	3	7
3.5	Nick Ellis		62	68	4.77	7	6	0.447	58	52 5.27	13	17
3.5	Monica Reinnagel		60	70	4.62	5	8	0.412	47	63 4.27	11	9
3.0	Jacqui Hiemstra,CPT		42	38	5.25	5	3	0.545	38	32 5.43	3	7
	Open Stats		0	0		0	0					
	Forfeits		0	0		0	0					
	Penalty Points											
AVEF	RAGE HC	4.39	387	463		34	51					

The break rquirements 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 playere receives ball in hand. **THE BALLS ARE NOT RE-RACKED.**

On any shot in which a foul occurs (including the break shot), the player who fouled will receive 0 points. Balls that are pocketed or jumped off the table will count as dead balls and stay down. The opposing player receives ball in hand. The exception is if the 9 ball is pocketed or jumped off the table. In this case, the 9 is spotted.

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 19, 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 19 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 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	\$ 2,100
Tournament 2nd Place	\$ 1,400
Division Winner	\$ 250
Week 18 Winners (\$90 x 5)	\$ 450
Total Payouts	\$ 4,200

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 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. If the 2 players disagree that a foul occurred (even after a timout), the ruling is that no foul occurred. Helpful Tip: Smartphones with slow motion video capabilities will reduce the chance of arguments.

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 believes is appropriate to maintain integrity within the league.

Break And Funs This Week

Break And Funs This Session

lan Michels	Rick Boyer	6
Ryan Hoffman	Tony Balsimo	5
Tony Balsimo	Shane Wingler	3
Shane Wingler	Scott Gibson	2

Shawn Hoerner 2 Josh Hughes 2 Dakota Miller 2 Jaafar Nabaoui 2 2 Devan Retherford 2 Kevin Villarreal Steve Wood 2 Justin Baird Alfredo Cortes John Hedgepath Ryan Hoffman Ed Kearney Jenn Kelly Del Madden Ian Michels Paul Ramsey Jeff Richardson James Shafer El Voughs

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.....

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( Average PPM+ ( ( Points For - Points Against )*.05 ) )/10
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Example... A Player with a "Points For" of 56 and a "Points Against" of 34 would have an MVP score of

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