

**DUES ARE NOW \$9**



9 Ball  
Spring - Summer '24 (Filler)

Week 18 8/29/24

	Win %	Points F A	Last Week	Match W L	AVG HC	Home Location	Week 18 Matchups (8/29/24) Home Team is in <b>CAPS</b>
Make It Weird	<b>0.540</b>	432 368	31-19	48 32	4.67	The Hose	angies
Angies	<b>0.523</b>	392 358	21-29	41.5 33.5	4.44	Angies Diner	<b>MAKE IT WEIRD</b>
Rack Em Up	<b>0.521</b>	417 383	19-31	45 35	5.00	Angies Diner	homeless misfits
Homeless Misfits	<b>0.518</b>	414 386	25-25	41 39	4.72	The Verhovay	<b>RACK EM UP</b>
Chicks	<b>0.509</b>	407 393	23-27	41 39	4.94	Chicks Tavern	9 ya business
9 Ya Business	<b>0.503</b>	377 373	25-25	36 39	4.94	HoHos Billiards	<b>CHICKS</b>
Misfits	<b>0.499</b>	374 376	BYE	42 33	4.81	The Hose	ricks rejects (location TBD)
Rick's Rejects	<b>0.495</b>	396 404	29-21	39 41	4.33	Dauphin Home Assoc	<b>MISFITS (Location TBD)</b>
Silent Assassins	<b>0.488</b>	390 410	25-25	37 43	4.89	Gilligans on Eisenhower	diamond masters
Diamond Masters	<b>0.485</b>	388 412	25-25	37.5 42.5	4.89	The Pour House	<b>SILENT ASSASSINS</b>
Zero Fux Given	<b>0.479</b>	383 417	29-21	37 43	4.25	Bressler Club	it don't matter
It Don't Matter	<b>0.471</b>	353 397	21-29	31 44	5.28	Marysville Moose	<b>ZERO FUX GIVEN</b>
Ball Busterz	<b>0.468</b>	374 426	27-23	34 46	4.00	HoHos Billiards	<b>BYE</b>
		5100 5100		510 510	4.71		

Division winner will receive a first round bye 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. KNOWLEDGE IS POWER**

2 Recycles Remaining								Last Session Points			Recent Postseason PPM		
HC		Points		Average	Match		MVP						
Angies		F	A	PPM	W	L	Score	F	A	AVG	F	A	AVG
6.0	Pete Mavropoulos	38	32	5.43	4	3	0.573	52	58	4.73	4	6	4.00
5.0	*Kevin Joy	39	41	4.88	4.5	3.5	0.478	58	62	4.83	0	0	####
4.5	Alfredo Cortes, CPT	73	67	5.21	7	7	0.551	91	79	5.35	3	7	3.00
4.5	Alex Knapp	44	36	5.50	4	4	0.590	59	51	5.36	3	7	3.00
4.5	Larry Keefe	54	46	5.40	7	3	0.580	79	71	5.27	0	0	####
4.0	Ron John	57	53	5.18	7	4	0.538	35	35	5.00	0	0	####
3.5	Steve Shipp	50	50	5.00	5	5	0.500	61	59	5.08	6	4	6.00
3.5	Kevin Bethea	37	33	5.29	3	4	0.549	23	37	3.83	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.44	392	358	41.5	33.5							

\* Kevin had a match that was scored 5-5 because the incorrect race was played. Each player received a half win and a half loss.

1 Recycle 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							
5.5	Chet Denmark	46	74	3.83	2	10	0.243	0	0	####	0	0	####
5.5	Mace Lockard	85	65	5.67	10	5	0.667	30	50	3.75	0	0	####
4.0	Kevin Altland	43	67	3.91	3	8	0.271	16	24	4.00	0	0	####
4.0	Will Etnoyer	6	4	6.00	1	0	0.610	4	6	4.00	0	0	####
4.0	Zach Anthony	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	####
3.5	Abbie Lee, CPT	70	80	4.67	6	9	0.417	49	61	4.45	0	0	####
3.5	Travis Shade, Co-CPT	81	79	5.06	8	8	0.516	75	65	5.36	0	0	####
2.0	TJ Hickey	43	57	4.30	4	6	0.360	18	72	2.00	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.00	374	426	34	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							
6.5	Bruce Lenker	44	46	4.89	4	5	0.479	41	49	4.56	2	8	2.00
6.0	Frank Moore, CPT	42	28	6.00	4	3	0.670	33	37	4.71	0	0	####
6.0	Fred Brodbeck	49	31	6.13	6	2	0.703	47	43	5.22	6	4	6.00
5.5	Kevin Marroquin	41	39	5.13	5	3	0.523	38	42	4.75	4	6	4.00
5.0	Andrew Betts	55	55	5.00	6	5	0.500	64	56	5.33	0	0	####
5.0	Sean Gallagher	46	44	5.11	6	3	0.521	61	49	5.55	0	0	####
4.5	Brad Saksek	68	62	5.23	6	7	0.553	55	35	6.11	0	0	####
4.0	Sam Hartley	31	49	3.88	2	6	0.298	51	49	5.10	0	0	####
2.0	Ashley Dellesega	31	39	4.43	2	5	0.403	37	43	4.63	4	6	4.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.94	407	393	41	39							

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							
7.0	Duck Nornhold	45	45	5.00	4	5	0.500	31	39	4.43	0	0	####
6.5	Ron Straw	51	49	5.10	5	5	0.520	45	55	4.50	0	0	####
6.5	Josh Reynolds	18	22	4.50	1	3	0.430	44	36	5.50	0	0	####
6.5	*Larry Fagan	37	33	5.29	4.5	2.5	0.549	44	26	6.29	0	0	####
4.0	Clarence Marsh, CPT	72	58	5.54	8	5	0.624	55	85	3.93	0	0	####
4.0	Robert Hurt	38	42	4.75	3	5	0.455	39	41	4.88	0	0	####
3.5	Jeremy Driver	52	58	4.73	5	6	0.443	0	0	####	0	0	####
3.0	Stephanie Ozimac	41	69	3.73	3	8	0.233	50	50	5.00	0	0	####
3.0	Kerrin Lutz	34	36	4.86	4	3	0.476	52	38	5.78	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.89	388	412	37.5	42.5							

\* Larry had a match that was scored 5-5 because the incorrect race was played. Each player received a half win and a half loss.



HC		Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
7.0	Jenn Kelly	45	45	5.00	4	5	0.500	59	41	5.90	6	4	6.00
6.5	Rick Boyer	45	55	4.50	4	6	0.400	65	55	5.42	8	12	4.00
6.0	Forrest Aeppli, CPT	27	23	5.40	3	2	0.560	42	28	6.00	4	6	4.00
5.0	Jim Roberts	53	47	5.30	6	4	0.560	46	44	5.11	17	3	8.50
4.5	John Hoffman	57	43	5.70	7	3	0.640	47	63	4.27	0	0	####
4.5	Dan Benson	14	26	3.50	0	4	0.290	38	32	5.43	3	7	3.00
4.0	Carlos Olmeda	56	54	5.09	5	6	0.519	48	52	4.80	6	14	3.00
4.0	Ellie Heinly, Co-Cpt	49	41	5.44	5	4	0.584	40	40	5.00	0	0	####
3.0	Emily Dauberman	31	39	4.43	2	5	0.403	54	46	5.40	6	4	6.00
	Open Stats												
	Forfeits	0	0		0	0							
	Penalty Points												
AVERAGE HC		4.94	377	373		36	39						

HC		Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	L		W	L		F	A	AVG	F	A	AVG
7.0	John Hedgepath	37	43	4.63	5	3	0.433	45	35	5.63	0	0	####
6.5	Rikki Johnson	52	48	5.20	4	6	0.540	65	45	5.91	0	0	####
6.0	Kyle Gamble	37	33	5.29	4	3	0.549	0	0	####	0	0	####
6.0	Brian Hogentogler	59	41	5.90	7	3	0.680	43	57	4.30	0	0	####
5.0	Kelly Norris	59	71	4.54	5	8	0.394	39	41	4.88	0	0	####
4.5	Ed Croco, CPT	66	44	6.00	8	3	0.710	46	64	4.18	0	0	####
3.0	Tammy Norris	60	50	5.45	7	4	0.595	41	29	5.86	0	0	####
2.0	Jackie Croco	47	43	5.22	5	4	0.542	28	52	3.50	0	0	####
	Open Stats												
	Forfeits	0	10		0	1							
	Penalty Points												
AVERAGE HC		5.00	417	383		45	35						

HC		Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
7.0	Devan Retherford	92	68	5.75	12	4	0.695	78	82	4.88	0	0	####
5.5	Austin Cronauer	6	14	3.00	0	2	0.260	44	36	5.50	0	0	####
5.0	Ben Berger	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	####
4.5	Mike Canoy	79	71	5.27	8	7	0.567	60	70	4.62	0	0	####
4.5	Bob Cohan	60	40	6.00	7	3	0.700	61	29	6.78	0	0	####
4.0	Betsy Goodman	48	42	5.33	5	4	0.563	67	53	5.58	0	0	####
4.0	Blaize Bowman	57	43	5.70	6	4	0.640	38	42	4.75	0	0	####
4.0	Rick Johnson	33	47	4.13	3	5	0.343	0	0	####	0	0	####
3.5	Jen Mallon, CPT	57	43	5.70	7	3	0.640	48	72	4.00	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.67	432	368		48	32						

## No Recycles 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
6.5	Stephen Weaver	34	26	5.67	4	2	0.607	41	39	5.13	0	0	####
5.5	Justin Baird, CPT	67	53	5.58	7	5	0.628	63	77	4.50	0	0	####
5.0	Winston Beshore	61	79	4.36	6	8	0.346	79	71	5.27	0	0	####
4.5	Eric Van Selow	23	37	3.83	2	4	0.313	25	45	3.57	0	0	####
4.5	Bruce Wright	59	31	6.56	6	3	0.796	0	0	####	0	0	####
3.5	Tom Plasic, Co-CPT	56	64	4.67	5	7	0.427	58	62	4.83	0	0	####
3.5	David Hunter	5	15	2.50	0	2	0.200	0	0	####	0	0	####
3.0	Bo Bovidge	49	51	4.90	5	5	0.480	56	54	5.09	0	0	####
3.0	Jess Cassner	35	45	4.38	3	5	0.388	35	45	4.38	0	0	####
	Open Stats												
	Forfeits	7	3		1	0							
	Penalty Points												
AVERAGE HC		4.33	396	404	39	41							

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
7.0	Kevin Bryner	25	35	4.17	2	4	0.367	57	43	5.70	15	5	7.50
6.5	James Shafer	31	39	4.43	2	5	0.403	49	51	4.90	2	8	2.00
6.0	El Voughs	45	45	5.00	4	5	0.500	44	46	4.89	15	5	7.50
5.0	Paul Ramsey	54	46	5.40	5	5	0.580	54	56	4.91	13	7	6.50
5.0	Del Madden, CPT	58	42	5.80	6	4	0.660	41	49	4.56	8	2	8.00
4.5	Mike Bretz	42	58	4.20	3	7	0.340	40	30	5.71	0	0	####
4.0	Ryan Trafecanty	54	56	4.91	6	5	0.481	45	35	5.63	10	10	5.00
3.0	Liz Christian, CO-CPT	51	39	5.67	6	3	0.627	37	53	4.11	6	4	6.00
3.0	Marcia Yost	30	50	3.75	3	5	0.275	43	27	6.14	3	7	3.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.89	390	410	37	43							

## 2 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	61	49	5.55	7	4	0.615	83	67	5.53	6	4	6.00
5.0	Tone Brubacher	73	77	4.87	7	8	0.467	79	61	5.64	4	6	4.00
5.0	Terry Ballent	44	76	3.67	4	8	0.207	26	44	3.71	2	8	2.00
4.0	James Dagenhart	45	45	5.00	4	5	0.500	53	47	5.30	0	0	####
3.5	Nick Ellis	67	73	4.79	6	8	0.449	57	63	4.75	6	4	6.00
3.5	Duane Rider	0	0	#DIV/0!	0	0	#DIV/0!	17	13	5.67	0	0	####
3.0	Monica Reinngel	57	63	4.75	6	6	0.445	45	45	5.00	4	6	4.00
2.5	Jacqui Hiemstra, CPT	36	34	5.14	3	4	0.524	25	45	3.57	0	0	####
	Open Stats	0	0		0	0							
	Forfeits	0	0		0	0							
	Penalty Points												
AVERAGE HC		4.25	383	417	37	43							

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 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 \$90  
(If 25-25 tie, each team will receive \$45). 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 \$18....\$9 FOR BOTH TEAMS**



The team that is the beneficiary of the forfeit will receive a 7-3 win and will not pay the \$9 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	<b>\$ 2,600</b>
Tournament 2nd Place	<b>\$ 1,600</b>
Division Winner	<b>\$ 260</b>
Week 18 Winners (\$90 x 6)	<b>\$ 540</b>
Total Payouts	<b>\$ 5,000</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 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 and in the best interests of the league as a whole..

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***

Pete Mavropoulos

### ***Break And Funs This Session***

Mike Fisher	6
Ed Kearney	4
Kevin Villarreal	4
Shawn Hoerner	3
Devan Retherford	3
Scott Gibson	2
Bruce Lenker	2
Pete Mavropoulos	2
Terry Ballent	
Mike Bretz	
Mike Canoy	
Chet Denmark	
John Hedgepath	
Clarence Marsh	
Frank Moore	
Duck Nornhold	
Bill Scharff	
James Shafer	
El Voughs	
Bruce Wright	

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.....

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

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

$$((56 / (9 \text{ matches played})) + ((56 - 34) \times .05)) / 10 =$$

$$(6.22) + (22 \times .05) / 10 =$$

$$(6.22 + 1.1) / 10 = \textbf{.732}$$