



9 Ball
Summer Fall '23 (Filler)

Week 2 8/3/23

	Win %	Points F A	Last Week	Match W L	AVG HC	Home Location	Week 2 Opponent Home Team if in CAPS
Rack Em Up	0.660	33 17	33-17	4 1	4.7	Angies Diner	diamond masters
Misfits	0.640	32 18	32-18	4 1	5.1	The Hose	CHICKS
Ball Busterz	0.540	27 23	27-23	2 3	4.3	The Verhovay	HOMELESS MISFITS
Chicks	0.540	27 23	27-23	3 2	4.9	Chicks Tavern	misfits
Zero Fux Given	0.540	27 23	27-23	3 2	4.4	Bressler Club	angies
Rick's Rejects	0.520	26 24	26-24	3 2	4.6	Dauphin Home Assoc	THE RACK RAPTORS
It Don't Matter	0.480	24 26	24-26	2 3	5.1	Marysville Moose	BYE
9 Ya Business	0.460	23 27	23-27	2 3	5.1	HoHos Billiards	silent assassins
The Rack Raptors	0.460	23 27	23-27	3 2	4.1	The Hose	rick's rejects
Diamond Masters	0.460	23 27	23-27	2 3	5.0	The Pour House	RACK EM UP
Homeless Misfits	0.360	18 32	18-32	1 4	4.9	The Verhovay	ball busterz
Silent Assassins	0.340	17 33	17-33	1 4	4.9	Gilligans on Eisenhowe	9 YA BUSINESS
Angies	#DIV/0!	0 0	BYE	0 0	4.4	Angies Diner	ZERO FUX GIVEN
		300 300		30 30	4.7		

The winner of the division will receive a bye in the first round of the playoffs

Team rosters in red (below) are more than \$80 in arrears. Please call league office to determine if delinquent 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	Angies	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
6.5	Ken McPherson	0	0	#DIV/0!	0	0	#DIV/0!	33	37	4.71	0	0	####
6.0	Pete Mavropoulos	0	0	#DIV/0!	0	0	#DIV/0!	59	71	4.54	0	0	####
5.0	Kevin Joy	0	0	#DIV/0!	0	0	#DIV/0!	65	65	5.00	0	0	####
4.5	Bill Galbraith	0	0	#DIV/0!	0	0	#DIV/0!	8	12	4.00	0	0	####
4.0	Alfredo Cortes, CPT	0	0	#DIV/0!	0	0	#DIV/0!	69	91	4.31	0	0	####
4.0	Larry Keefe	0	0	#DIV/0!	0	0	#DIV/0!	95	75	5.59	0	0	####
4.0	Francisco Diaz	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	####
3.0	Steve Shipp	0	0	#DIV/0!	0	0	#DIV/0!	56	64	4.67	0	0	####
3.0	Kevin Beathea	0	0	#DIV/0!	0	0	#DIV/0!	34	26	5.67	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.4	0	0	0	0	0						

HC	Ball Busterz	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
6.0	Chet Denmark	0	0	#DIV/0!	0	0	#DIV/0!	34	66	3.40	0	0	####
5.0	Mace Lockard	4	6	4.00	0	1	0.390	49	81	3.77	0	0	####
4.5	Joe Smith	0	0	#DIV/0!	0	0	#DIV/0!	44	56	4.40	0	0	####
4.5	Kevin Altland	4	6	4.00	0	1	0.390	47	33	5.88	0	0	####
4.5	Chad Sweisfort	4	6	4.00	0	1	0.390	0	0	####	0	0	####
3.5	Abbie Lee, CPT	9	1	9.00	1	0	0.940	67	113	3.72	0	0	####
3.5	Don Norman	0	0	#DIV/0!	0	0	#DIV/0!	11	19	3.67	0	0	####
3.0	Travis Shade, Co-CPT	6	4	6.00	1	0	0.610	81	109	4.26	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.3	27	23	0	2	3						

HC	Chicks	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
7.0	Bruce Lenker	4	6	4.00	0	1	0.390	80	80	5.00	4	6	4.00
5.5	Fred Brodbeck	7	3	7.00	1	0	0.720	73	77	4.87	11	9	5.50
5.5	Kevin Marroquin	8	2	8.00	1	0	0.830	69	51	5.75	15	5	7.50
5.0	Frank Moore, CPT	0	0	#DIV/0!	0	0	#DIV/0!	61	39	6.10	0	0	####
4.5	Sam Hartley	6	4	6.00	1	0	0.610	85	65	5.67	15	5	7.50
4.0	Rich Worley	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	####
4.0	Sean Gallagher	0	0	#DIV/0!	0	0	#DIV/0!	47	53	4.70	8	2	8.00
3.5	Brad Saksek	2	8	2.00	0	1	0.170	60	60	5.00	2	8	2.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.9	27	23	0	3	2						

HC	Diamond Masters	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
7.5	Duck Nornhold	0	0	#DIV/0!	0	0	#DIV/0!	44	26	6.29	0	0	####
6.5	Ron Straw	0	0	#DIV/0!	0	0	#DIV/0!	33	37	4.71	0	0	####
6.5	Josh Reynolds	7	3	7.00	1	0	0.720	65	35	6.50	0	0	####
5.5	Larry Fagan	4	6	4.00	0	1	0.390	26	44	3.71	0	0	####
5.5	Andy Ritter	2	8	2.00	0	1	0.170	39	51	4.33	0	0	####
4.0	Clarence Marsh, CPT	6	4	6.00	1	0	0.610	66	84	4.40	0	0	####
3.5	Robert Hurt	0	0	#DIV/0!	0	0	#DIV/0!	34	36	4.86	0	0	####
3.0	Stephanie Ozimac	0	0	#DIV/0!	0	0	#DIV/0!	71	69	5.07	0	0	####
3.0	Kerrin Lutz	4	6	4.00	0	1	0.390	59	81	4.21	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		5.0	23	27	0	2	3						

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
6.0	Kevin Villarreal, Co-CPT	3	7	3.00	0	1	0.280	76	64	5.43	3	7	3.00
6.0	Mark Schwentker	3	7	3.00	0	1	0.280	55	65	4.58	3	7	3.00
5.5	Terry Ballent	0	0	#DIV/0!	0	0	#DIV/0!	63	57	5.25	0	0	####
5.5	Tim Meise, CPT	0	0	#DIV/0!	0	0	#DIV/0!	49	41	5.44	0	0	####
5.5	Josh Hughes	7	3	7.00	1	0	0.720	75	45	6.25	7	3	7.00
5.0	Joe Lahr	3	7	3.00	0	1	0.280	68	42	6.18	3	7	3.00
4.0	Becky Ballent	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	####
3.5	Rick Lawson	0	0	#DIV/0!	0	0	#DIV/0!	64	56	5.33	0	0	####
3.5	Tim Meise Jr	2	8	2.00	0	1	0.170	53	27	6.63	2	8	2.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.9	18	32	0	1	4						

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	Steve Wood	0	0	#DIV/0!	0	0	#DIV/0!	40	30	5.71	0	0	####
7.0	John Lamplugh	0	0	#DIV/0!	0	0	#DIV/0!	50	40	5.56	7	3	7.00
6.5	Scott Gibson, CPT	7	3	7.00	1	0	0.720	62	58	5.17	8	2	8.00
5.0	Tobe Toberman	0	0	#DIV/0!	0	0	#DIV/0!	53	57	4.82	2	8	2.00
4.5	Brad Miller	8	2	8.00	1	0	0.830	53	67	4.42	0	0	####
4.5	Bill Scharff	4	6	4.00	0	1	0.390	54	56	4.91	0	0	####
4.0	Eric Snyder	0	0	#DIV/0!	0	0	#DIV/0!	47	33	5.88	3	7	3.00
3.5	John Linn	1	9	1.00	0	1	0.060	45	35	5.63	4	6	4.00
3.5	Doug Wagner	4	6	4.00	0	1	0.390	60	50	5.45	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		5.1	24	26	0	2	3						

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	7	3	7.00	1	0	0.720	87	43	6.69	10	10	5.00
6.5	Stan Kovich	7	3	7.00	1	0	0.720	51	39	5.67	7	3	7.00
6.0	Shane Wingler	0	0	#DIV/0!	0	0	#DIV/0!	45	55	4.50	2	8	2.00
5.5	Ed Hummel	3	7	3.00	0	1	0.280	38	32	5.43	3	7	3.00
5.0	Anthony Cressler, CPT	7	3	7.00	1	0	0.720	89	91	4.94	15	5	7.50
4.0	Scott Wallace	0	0	#DIV/0!	0	0	#DIV/0!	52	68	4.33	7	3	7.00
4.0	Aaron Neely	0	0	#DIV/0!	0	0	#DIV/0!	56	44	5.60	0	0	####
2.5	Crystal Johnson	8	2	8.00	1	0	0.830	53	57	4.82	14	6	7.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		5.1	32	18	0	4	1						

HC	9 Ya Business	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
6.5	Rick Boyer	0	0	#DIV/0!	0	0	#DIV/0!	69	71	4.93	0	0	####
6.5	Jenn Kelly	6	4	6.00	1	0	0.610	58	42	5.80	6	4	6.00
5.5	Forrest Aeppli, CPT	3	7	3.00	0	1	0.280	57	43	5.70	10	10	5.00
5.5	Justin Becker	0	0	#DIV/0!	0	0	#DIV/0!	39	31	5.57	0	0	####
5.0	Jim Roberts	2	8	2.00	0	1	0.170	86	84	5.06	4	16	2.00
4.5	Carlos Olmeda	4	6	4.00	0	1	0.390	44	26	6.29	10	10	5.00
4.5	John Hoffman	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	####
4.0	Dan Benson	8	2	8.00	1	0	0.830	65	85	4.33	8	2	8.00
3.5	Ellie Heinly, Co-Cpt	0	0	#DIV/0!	0	0	#DIV/0!	99	81	5.50	8	2	8.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		5.1	23	27	0	2	3						

HC	Rack Em Up	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	7	3	7.00	1	0	0.720	0	0	####	0	0	####
6.0	Rikki Johnson	4	6	4.00	0	1	0.390	85	65	5.67	0	0	####
6.0	Kelly Norris	0	0	#DIV/0!	0	0	#DIV/0!	53	47	5.30	0	0	####
5.5	Brian Hogentogler	0	0	#DIV/0!	0	0	#DIV/0!	45	75	3.75	0	0	####
5.0	Brian Minnich	8	2	8.00	1	0	0.830	81	79	5.06	0	0	####
4.0	Ed Croco, CPT	7	3	7.00	1	0	0.720	54	56	4.91	0	0	####
4.0	Mike Minahan	7	3	7.00	1	0	0.720	45	35	5.63	0	0	####
2.5	Tammy Norris	0	0	#DIV/0!	0	0	#DIV/0!	43	47	4.78	0	0	####
2.5	Jackie Croco	0	0	#DIV/0!	0	0	#DIV/0!	66	44	6.00	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.7	33	17	0	4	1						

HC	The Rack Raptors	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
6.5	Devan Retherford	6	4	6.00	1	0	0.610	81	69	5.40	0	0	####
5.0	Austin Cronauer	0	0	#DIV/0!	0	0	#DIV/0!	46	44	5.11	0	0	####
4.0	Mike Canoy	0	0	#DIV/0!	0	0	#DIV/0!	52	58	4.73	0	0	####
4.0	Betsy Goodman	0	0	#DIV/0!	0	0	#DIV/0!	60	80	4.29	0	0	####
4.0	Jen Mallon, CPT	6	4	6.00	1	0	0.610	79	71	5.27	0	0	####
3.5	Scott Hunt	6	4	6.00	1	0	0.610	0	0	####	0	0	####
3.5	Pete Papadopoulos	4	6	4.00	0	1	0.390	63	57	5.25	0	0	####
3.0	Bob Cohan	0	0	#DIV/0!	0	0	#DIV/0!	28	42	4.00	0	0	####
3.0	Piper Hunt	1	9	1.00	0	1	0.060	0	0	####	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.1	23	27	0	3	2						

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	Steve Weaver	3	7	3.00	0	1	0.280	35	35	5.00	0	0	####
6.0	Justin Baird	0	0	#DIV/0!	0	0	#DIV/0!	67	43	6.09	0	0	####
5.0	Winston Beshore	6	4	6.00	1	0	0.610	65	65	5.00	0	0	####
4.5	Eric Van Selow	2	8	2.00	0	1	0.170	45	35	5.63	0	0	####
3.5	Tracy Klinger, CPT	0	0	#DIV/0!	0	0	#DIV/0!	52	68	4.33	0	0	####
3.5	Bo Bovidge	9	1	9.00	1	0	0.940	63	47	5.73	0	0	####
3.0	Jess Cassner	6	4	6.00	1	0	0.610	21	39	3.50	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.6	26	24	0	3	2						

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	0	0	#DIV/0!	0	0	#DIV/0!	40	30	5.71	0	0	####
6.5	James Shafer	3	7	3.00	0	1	0.280	63	57	5.25	0	0	####
5.5	Sean Grissinger	0	0	#DIV/0!	0	0	#DIV/0!	51	49	5.10	6	4	6.00
5.5	Mike Bretz	2	8	2.00	0	1	0.170	48	32	6.00	3	7	3.00
5.0	Del Madden, CPT	0	0	#DIV/0!	0	0	#DIV/0!	41	59	4.10	0	0	####
5.0	Paul Ramsey	0	0	#DIV/0!	0	0	#DIV/0!	59	51	5.36	0	0	####
5.0	El Voughs	6	4	6.00	1	0	0.610	0	0	####	0	0	####
3.0	Liz Christian, CO-CPT	3	7	3.00	0	1	0.280	45	55	4.50	0	0	####
2.5	Emily Dauberman	3	7	3.00	0	1	0.280	54	56	4.91	2	8	2.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.9	17	33	0	1	4						

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
7.0	Chris Taylor	3	7	3.00	0	1	0.280	45	55	4.50	3	7	3.00
5.5	Chuck Miller	0	0	#DIV/0!	0	0	#DIV/0!	43	37	5.38	8	2	8.00
5.0	Tone Brubacher	8	2	8.00	1	0	0.830	90	50	6.43	4	6	4.00
4.0	James Dagenhart	4	6	4.00	0	1	0.390	43	57	4.30	0	0	####
4.0	Nick Ellis	6	4	6.00	1	0	0.610	75	65	5.36	0	0	####
3.5	Monica Reinengal	6	4	6.00	1	0	0.610	53	47	5.30	0	0	####
3.0	Duane Rider	0	0	#DIV/0!	0	0	#DIV/0!	56	54	5.09	0	0	####
3.0	Jacqui Hiemstra, CPT	0	0	#DIV/0!	0	0	#DIV/0!	33	47	4.13	2	8	2.00
	Forfeits												
	Penalty Points												
AVERAGE HC		4.4	27	23	0	3	2						

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.

Any team that does not make the postseason, but also does not forfeit any individual matches will have their team entered into a random drawing with the other "non postseason teams" for a chance to win \$ **200** in credits for the following session dues.

*****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

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 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. (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

Brad Miller
Scott Gibson
Josh Reynolds

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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

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

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

$$((6.22) + (1.1)) / 10 = .732$$