



9 Ball
Winter '23 (Filler)

Week 2 12/21/23

	Win %	Points		Last Week	Match		AVG HC	Home Location	Week 2 Matchups Home Team is in CAPS
		F	A		W	L			
Misfits	0.660	33	17	33-17	4	1	4.9	The Hose	it don't matter
It Don't Matter	0.640	32	18	32-18	4	1	5.2	Marysville Moose	MISFITS
Silent Assassins	0.620	31	19	31-19	4	1	5.0	Gilligans on Eisenhowe	BYE
9 Ya Business	0.560	28	22	28-22	3	2	4.8	HoHos Billiards	zero fux given
Make It Weird	0.520	26	24	26-24	3	2	4.2	The Hose	RICK'S REJECTS
Rick's Rejects	0.520	26	24	26-24	2	3	4.4	Dauphin Home Assoc	make it weird
Homeless Misfits	0.480	24	26	24-26	2	3	4.5	The Verhovay	rack em up
Zero Fux Given	0.480	24	26	24-26	3	2	4.7	Bressler Club	9 YA BUSINESS
Ball Busterz	0.440	22	28	22-28	2	3	4.3	HoHos Billiards	DIAMOND MASTERS
Angies	0.380	19	31	19-31	1	4	4.1	Angies Diner	chicks
Diamond Masters	0.360	18	32	18-32	1	4	5.1	The Pour House	ball busterz
Chicks	0.340	17	33	17-33	1	4	4.9	Chicks Tavern	ANGIES
Rack Em Up	#DIV/0!	0	0	BYE	0	0	4.9	Angies Diner	HOMELESS MISFITS
		300	300		30	30	4.7		

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	Angies	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
6.0	Pete Mavropoulos	3	7	3.00	0	1	0.280	45	35	5.63	0	0	####
4.5	Kevin Joy	3	7	3.00	0	1	0.280	42	48	4.67	0	0	####
4.5	Miguel Rodriguez	0	0	#DIV/0!	0	0	#DIV/0!	28	32	4.67	0	0	####
4.0	Alfredo Cortes, CPT	8	2	8.00	1	0	0.830	63	57	5.25	0	0	####
4.0	Larry Keefe	0	0	#DIV/0!	0	0	#DIV/0!	41	59	4.10	0	0	####
4.0	Alex Knapp	4	6	4.00	0	1	0.390	40	50	4.44	0	0	####
3.0	Steve Shipp	1	9	1.00	0	1	0.060	52	48	5.20	0	0	####
3.0	Kevin Beathea	0	0	#DIV/0!	0	0	#DIV/0!	35	35	5.00	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.1	19	31		1	4						

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	Jake Rodriguez	6	4	6.00	1	0	0.610	49	51	4.90	0
5.5	Mace Lockard	0	0	#DIV/0!	0	0	#DIV/0!	75	65	5.36	0	0	####
5.0	Kevin Altland	0	0	#DIV/0!	0	0	#DIV/0!	45	45	5.00	0	0	####
4.0	Will Etnoyer	4	6	4.00	0	1	0.390	30	30	5.00	0	0	####
3.5	Abbie Lee, CPT	3	7	3.00	0	1	0.280	84	96	4.67	0	0	####
3.0	Travis Shade, Co-CPT	3	7	3.00	0	1	0.280	87	83	5.12	0	0	####
3.0	Fallon Peters	6	4	6.00	1	0	0.610	0	0	####	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.3	22	28	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	3	7	3.00	0	1	0.280	65	55	5.42	9
6.0	Frank Moore, CPT	0	0	#DIV/0!	0	0	#DIV/0!	31	19	6.20	0	0	####
5.5	Kevin Marroquin	1	9	1.00	0	1	0.060	44	46	4.89	1	9	1.00
5.5	Fred Brodbeck	0	0	#DIV/0!	0	0	#DIV/0!	56	54	5.09	4	6	4.00
5.0	Andrew Betts	0	0	#DIV/0!	0	0	#DIV/0!	34	36	4.86	0	0	####
4.5	Sam Hartley	4	6	4.00	0	1	0.390	45	45	5.00	11	9	5.50
4.5	Sean Gallagher	2	8	2.00	0	1	0.170	66	44	6.00	2	8	2.00
4.0	Brad Saksek	7	3	7.00	1	0	0.720	49	41	5.44	14	6	7.00
2.0	Ashley Dellesega	0	0	#DIV/0!	0	0	#DIV/0!	23	47	3.29	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.9	17	33	1	4							

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	6	4	6.00	1	0	0.610	39	31	5.57	12
7.0	Ron Straw	0	0	#DIV/0!	0	0	#DIV/0!	44	36	5.50	0	0	####
6.5	Josh Reynolds	0	0	#DIV/0!	0	0	#DIV/0!	32	38	4.57	0	0	####
6.0	Larry Fagan	4	6	4.00	0	1	0.390	46	44	5.11	7	13	3.50
5.0	Andy Ritter	0	0	#DIV/0!	0	0	#DIV/0!	38	52	4.22	0	0	####
4.5	Clarence Marsh, CPT	2	8	2.00	0	1	0.170	91	79	5.35	5	15	2.50
3.5	Robert Hurt	2	8	2.00	0	1	0.170	44	36	5.50	11	9	5.50
3.5	Stephanie Ozimac	4	6	4.00	0	1	0.390	60	40	6.00	11	9	5.50
2.5	Kerrin Lutz	0	0	#DIV/0!	0	0	#DIV/0!	47	53	4.70	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		5.1	18	32	1	4							

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	Jenn Kelly	0	0	#DIV/0!	0	0	#DIV/0!	50	50	5.00	4	6	4.00
6.0	Rick Boyer	4	6	4.00	0	1	0.390	52	68	4.33	7	3	7.00
5.5	Forrest Aeppli, CPT	0	0	#DIV/0!	0	0	#DIV/0!	36	44	4.50	0	0	####
5.0	Jim Roberts	0	0	#DIV/0!	0	0	#DIV/0!	61	49	5.55	1	9	1.00
5.0	John Hoffman	6	4	6.00	1	0	0.610	74	56	5.69	0	0	####
4.5	Carlos Olmeda	7	3	7.00	1	0	0.720	49	61	4.45	0	0	####
4.5	Dan Benson	4	6	4.00	0	1	0.390	60	40	6.00	7	3	7.00
3.5	Ellie Heinly, Co-Cpt	7	3	7.00	1	0	0.720	52	48	5.20	3	7	3.00
2.5	Emily Dauberman	0	0	#DIV/0!	0	0	#DIV/0!	54	56	4.91	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.8	28	22	3	2							

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	0	0	#DIV/0!	0	0	#DIV/0!	51	49	5.10	8	2	8.00
6.0	Rikki Johnson	0	0	#DIV/0!	0	0	#DIV/0!	62	58	5.17	4	6	4.00
6.0	Brian Hogentogler	0	0	#DIV/0!	0	0	#DIV/0!	67	43	6.09	0	0	####
5.5	Kelly Norris	0	0	#DIV/0!	0	0	#DIV/0!	31	49	3.88	0	0	####
4.5	Brian Minnich	0	0	#DIV/0!	0	0	#DIV/0!	64	56	5.33	1	9	1.00
4.5	Ed Croco, CPT	0	0	#DIV/0!	0	0	#DIV/0!	45	45	5.00	9	1	9.00
3.0	Jackie Croco	0	0	#DIV/0!	0	0	#DIV/0!	38	52	4.22	0	0	####
2.5	Tammy Norris	0	0	#DIV/0!	0	0	#DIV/0!	36	34	5.14	2	8	2.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.9	0	0	0	0							

HC	Make It Weird	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	6	4	6.00	1	0	0.610	88	72	5.50	4	6	4.00
5.5	Austin Cronauer	0	0	#DIV/0!	0	0	#DIV/0!	40	30	5.71	6	4	6.00
4.5	Mike Canoy	7	3	7.00	1	0	0.720	79	51	6.08	3	7	3.00
4.0	Jen Mallon, CPT	6	4	6.00	1	0	0.610	33	47	4.13	0	0	####
3.5	Betsy Goodman	0	0	#DIV/0!	0	0	#DIV/0!	36	54	4.00	3	7	3.00
3.5	Piper Hunt	4	6	4.00	0	1	0.390	41	39	5.13	0	0	####
3.5	Pete Papadopoulos	0	0	#DIV/0!	0	0	#DIV/0!	34	36	4.86	0	0	####
3.5	Donnie Mull	3	7	3.00	0	1	0.280	0	0	####	0	0	####
3.0	Bob Cohan	0	0	#DIV/0!	0	0	#DIV/0!	30	30	5.00	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.2	26	24	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
7.0	Steve Weaver	0	0	#DIV/0!	0	0	#DIV/0!	54	56	4.91	0	0	####
6.0	Justin Baird	8	2	8.00	1	0	0.830	59	51	5.36	0	0	####
5.0	Winston Beshore	4	6	4.00	0	1	0.390	75	75	5.00	0	0	####
5.0	Eric Van Selow	4	6	4.00	0	1	0.390	87	73	5.44	0	0	####
3.5	Bo Bovidge	6	4	6.00	1	0	0.610	52	58	4.73	0	0	####
3.0	Tracy Klinger, CPT	4	6	4.00	0	1	0.390	31	49	3.88	0	0	####
3.0	Jess Cassner	0	0	#DIV/0!	0	0	#DIV/0!	59	61	4.92	0	0	####
3.0	Natalie Cassner	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.4	26	24	2	3							

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!	36	34	5.14	0	0	####
6.5	James Shafer	7	3	7.00	1	0	0.720	55	65	4.58	0	0	####
5.5	Sean Grissinger	0	0	#DIV/0!	0	0	#DIV/0!	51	39	5.67	0	0	####
5.5	El Voughs	7	3	7.00	1	0	0.720	52	38	5.78	0	0	####
5.0	Mike Bretz	0	0	#DIV/0!	0	0	#DIV/0!	30	50	3.75	0	0	####
5.0	Paul Ramsey	6	4	6.00	1	0	0.610	39	41	4.88	0	0	####
4.5	Del Madden, CPT	0	0	#DIV/0!	0	0	#DIV/0!	39	41	4.88	0	0	####
3.5	Liz Christian, CO-CPT	2	8	2.00	0	1	0.170	63	57	5.25	0	0	####
3.0	Marcia Yost	9	1	9.00	1	0	0.940	0	0	####	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		5.0	31	19	4	1							

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	6	4	6.00	1	0	0.610	0	0	####	0	0	####
6.0	Terry Ballent	2	8	2.00	0	1	0.170	74	76	4.93	0	0	####
6.0	Chuck Miller	6	4	6.00	1	0	0.610	41	29	5.86	0	0	####
5.0	Tone Brubacher	0	0	#DIV/0!	0	0	#DIV/0!	48	72	4.00	0	0	####
4.0	Nick Ellis	0	0	#DIV/0!	0	0	#DIV/0!	54	86	3.86	0	0	####
4.0	James Dagenhart	0	0	#DIV/0!	0	0	#DIV/0!	43	67	3.91	0	0	####
3.5	Monica Reinnagel	4	6	4.00	0	1	0.390	34	46	4.25	0	0	####
3.5	Jacqui Hiemstra, CPT	0	0	#DIV/0!	0	0	#DIV/0!	38	32	5.43	0	0	####
3.0	Duane Rider	6	4	6.00	1	0	0.610	38	32	5.43	0	0	####
	Open Stats	0	0		0	0							
	Forfeits	0	0		0	0							
	Penalty Points												
AVERAGE HC		4.7	24	26	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.

*****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**

