



9 Ball
Winter '25 (Filler)

Week 3 11/20/25

	Win %	Points		Last	Match		AVG		Home Location	Week 3 Matchups (11/20) Home Team is in CAPS
		F	A	Week	W	L	HC			
Chicks	0.640	32	18	32-18	4	1	4.63		Chicks	ZERO FUX GIVEN
Marysville VFW	0.620	31	19	31-19	4	1	3.88		Marysville VFW	HOMELESS MISFITS
Anything	0.560	56	44	28-22	6	4	5.06		Dauphin Home Assoc	9 ya business
Rack Em Up	0.550	55	45	22-28	6	4	4.83		Angies Diner	angies
Zero Fux Given	0.530	53	47	31-19	6	4	4.33		The Dutch Club	chicks
9 Ya Business	0.500	50	50	18-32	5	5	4.39		HoHos Billiards	ANYTHING
It Don't Matter	0.490	49	51	21-29	6	4	4.67		Marysville Moose	MAKE IT WEIRD
Homeless Misfits	0.470	47	53	29-21	3	7	5.00		The Verhovay	marysville vfw
Angies	0.410	41	59	19-31	3	7	5.11		Angies Diner	RACK EM UP
Make It Weird	0.360	36	64	19-31	2	8	4.56		The Hose	it don't matter
		450	450		45	45	4.65			

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.

HC	Angies	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
7.0	Ryan Hoffman	0	0	#DIV/0!	0	0	#DIV/0!	44	36	5.50	0	0
7.0	Ian Michels	3	7	3.00	0	1	0.280	47	33	5.88	3	7
6.5	Jake Rodriguez	2	8	2.00	0	1	0.170	6	4	6.00	0	0
5.5	Kevin Joy	8	12	4.00	0	2	0.380	52	58	4.73	4	6
5.0	Alfredo Cortes, CPT	7	13	3.50	1	1	0.320	87	53	6.21	0	0
5.0	Alex Knapp	15	5	7.50	2	0	0.800	37	33	5.29	7	3
3.5	John Campbell	0	0	#DIV/0!	0	0	#DIV/0!	14	26	3.50	0	0
3.5	Ron John	2	8	2.00	0	1	0.170	85	85	5.00	2	8
3.0	Steve Shipp	4	6	4.00	0	1	0.390	90	70	5.63	0	0
	Open Stats	0	0		0	0						
	Forfeits											
	Penalty Points											
AVERAGE HC		5.11	41	59		3	7					

HC	Chicks	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
6.0	Kevin Marroquin	4	6	4.00	0	1	0.390	0	0	####	0	0
5.5	Frank Moore	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0
5.5	Sean Gallagher	6	4	6.00	1	0	0.610	0	0	####	0	0
5.0	Kevin McDaniel	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0
4.0	Rich Worley	6	4	6.00	1	0	0.610	0	0	####	0	0
4.0	Brad Saksek	8	2	8.00	1	0	0.830	0	0	####	0	0
4.0	Belinda George	8	2	8.00	1	0	0.830	0	0	####	0	0
3.0	Kerrin Lutz	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0
		0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0
	Open Stats	0	0		0	0						
	Forfeits											
	Penalty Points											
AVERAGE HC		4.63	32	18	4	1						

HC	Homeless Misfits	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
7.0	Ed Kearney	4	6	4.00	0	1	0.390	50	40	5.56	4	6
7.0	Jeff Richardson	0	0	#DIV/0!	0	0	#DIV/0!	32	48	4.00	0	0
6.5	Kevin Villarreal, Co-CPT	0	0	#DIV/0!	0	0	#DIV/0!	48	42	5.33	0	0
5.5	Josh Hughes	13	7	6.50	1	1	0.680	80	70	5.33	0	0
5.0	Tim Meise, CPT	10	10	5.00	1	1	0.500	49	51	4.90	2	8
4.0	Bruce Brockman	7	13	3.50	0	2	0.320	71	49	5.92	4	6
3.5	Larry Keefe	7	3	7.00	1	0	0.720	48	62	4.36	2	8
3.5	Tim Meise Jr	3	7	3.00	0	1	0.280	76	64	5.43	0	0
3.0	Liz Christian	3	7	3.00	0	1	0.280	59	61	4.92	0	0
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		5.00	47	53	3	7						

HC	It Don't Matter	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
7.0	John Lamplugh	6	4	6.00	1	0	0.610	0	0	####	0	0
6.0	Scott Gibson, CPT	7	13	3.50	1	1	0.320	72	58	5.54	0	0
5.5	Brad Miller	8	2	8.00	1	0	0.830	57	53	5.18	0	0
4.5	Adam Brody	6	4	6.00	1	0	0.610	69	81	4.60	0	0
4.5	Bill Scharff	10	10	5.00	1	1	0.500	68	52	5.67	0	0
4.5	Eric Snyder	6	4	6.00	1	0	0.610	0	0	####	0	0
3.5	John Linn	3	7	3.00	0	1	0.280	44	56	4.40	0	0
3.5	Doug Wagner	0	0	#DIV/0!	0	0	#DIV/0!	42	38	5.25	0	0
3.0	Tracy Klinger	3	7	3.00	0	1	0.280	30	40	4.29	0	0
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.67	49	51	6	4						

3 Recycles Remaining								Last Session Points			Recent Postseason Performance	
HC		9 Ya Business		Points		Average	Match					
		F	A	PPM	W	L	Score	F	A	AVG	F	A
7.0	Rick Boyer	17	13	5.67	2	1	0.587	96	64	6.00	0	0
6.0	Jenn Kelly	0	0	#DIV/0!	0	0	#DIV/0!	46	54	4.60	0	0
5.5	Forrest Aeppli	0	0	#DIV/0!	0	0	#DIV/0!	21	29	4.20	0	0
4.0	Jim Roberts	6	14	3.00	0	2	0.260	57	83	4.07	0	0
4.0	John Hoffman	7	3	7.00	1	0	0.720	38	52	4.22	0	0
3.5	Ellie Heinly, Co-Cpt	11	9	5.50	1	1	0.560	36	54	4.00	0	0
3.5	Carlos Olmeda	0	0	#DIV/0!	0	0	#DIV/0!	53	67	4.42	0	0
3.0	Jeremy Driver	2	8	2.00	0	1	0.170	53	57	4.82	0	0
3.0	Emily Dauberman	7	3	7.00	1	0	0.720	43	47	4.78	0	0
	Open Stats											
	Forfeits	0	0									
	Penalty Points											
AVERAGE HC		4.39	50	50	5	5						

								Last Session Points			Recent Postseason Performance	
HC	Rack Em Up	F	L	Points Average PPM	W	L	Match MVP Score	F	A	AVG	F	A
7.5	John Hedgepath	0	0	#DIV/0!	0	0	#DIV/0!	40	50	4.44	0	0
7.0	Rikki Johnson	11	9	5.50	1	1	0.560	66	64	5.08	4	6
5.5	Kelly Norris	0	0	#DIV/0!	0	0	#DIV/0!	67	43	6.09	0	0
5.5	Brian Hogentogler	11	9	5.50	1	1	0.560	52	58	4.73	11	9
4.5	Paul McMichael	12	8	6.00	2	0	0.620	53	47	5.30	12	8
4.5	Jack Jimmink	11	9	5.50	1	1	0.560	55	45	5.50	11	9
4.0	Ed Croco, CPT	0	0	#DIV/0!	0	0	#DIV/0!	54	56	4.91	0	0
3.0	Tammy Norris	10	10	5.00	1	1	0.500	57	33	6.33	4	6
2.0	Jackie Croco	0	0	#DIV/0!	0	0	#DIV/0!	58	52	5.27	0	0
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.83	55	45		6	4					

								Last Session			Recent				
HC		Make It Weird		Points		Average		Match		MVP	Points			Postseason	
				F	A	PPM	W	L	Score	F	A	AVG	F	A	
7.0	Devan Retherford	2	8	2.00	0	1	0.170	92	68	5.75	8	12			
5.0	Shawn Lilley	6	14	3.00	0	2	0.260	55	75	4.23	0	0			
4.5	Mike Canoy	9	11	4.50	1	1	0.440	56	54	5.09	2	8			
4.5	Betsy Goodman	0	0	#DIV/0!	0	0	#DIV/0!	56	54	5.09	0	0			
4.0	Bob Cohan	2	8	2.00	0	1	0.170	43	47	4.78	0	0			
4.0	Rick Johnson	8	12	4.00	0	2	0.380	72	58	5.54	12	8			
4.0	Steve Hunter	0	0	#DIV/0!	0	0	#DIV/0!	38	42	4.75	8	2			
3.5	Jen Mallon, CPT	9	11	4.50	1	1	0.440	77	63	5.50	12	8			
	Open Stats														
	Forfeits	0	0		0	0									
	Penalty Points														
AVERAGE HC		4.56	36	64		2	8								

HC	Marysville VFW	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
5.0	Doi Bintaviahok	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0
4.5	Dave Beck	7	3	7.00	1	0	0.720	0	0	####	0	0
4.0	Shannon Moore	7	3	7.00	1	0	0.720	0	0	####	0	0
4.0	Shawn Evinger	6	4	6.00	1	0	0.610	0	0	####	0	0
4.0	Tom Speck	8	2	8.00	1	0	0.830	0	0	####	0	0
3.5	Susie Evinger, CPT	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0
3.0	Bob Bannon	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0
3.0	Ethan Miller	3	7	3.00	0	1	0.280	0	0	####	0	0
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		3.88	31	19		4	1				0	0

HC	Anything	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
7.5	Tony Balsimo	14	6	7.00	2	0	0.740	82	38	6.83	22	8
5.5	Justin Baird, CPT	4	6	4.00	0	1	0.390	21	49	3.00	0	0
5.0	Winston Beshore	6	4	6.00	1	0	0.610	63	57	5.25	10	10
5.0	Rich Long	0	0	#DIV/0!	0	0	#DIV/0!	48	52	4.80	4	6
5.0	Denis Welker	4	6	4.00	0	1	0.390	53	57	4.82	0	0
4.5	Tom Plasic, Co-CPT	4	6	4.00	0	1	0.390	52	48	5.20	4	6
4.5	Jason Wert	15	5	7.50	2	0	0.800	62	58	5.17	15	5
4.5	Jess Cassner	6	4	6.00	1	0	0.610	49	41	5.44	13	7
4.0	Bo Bovidge	3	7	3.00	0	1	0.280	57	63	4.75	6	14
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		5.06	56	44		6	4					

HC	Zero Fux Given	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
7.0	Shawn Hoerner	11	9	5.50	1	1	0.560	84	86	4.94	0	0
5.0	Jose Soto	9	1	9.00	1	0	0.940	34	56	3.78	0	0
5.0	Tone Brubacher	8	12	4.00	1	1	0.380	33	47	4.13	0	0
4.5	Ezequiel Rodriguez	0	0	#DIV/0!	0	0	#DIV/0!	54	56	4.91	0	0
4.0	James Dagenhart	0	0	#DIV/0!	0	0	#DIV/0!	29	41	4.14	0	0
4.0	Nick Ellis	8	12	4.00	1	1	0.380	74	76	4.93	0	0
3.5	Bryan Shirk	7	3	7.00	1	0	0.720	15	35	3.00	0	0
3.0	Monica Reinnagel	10	10	5.00	1	1	0.500	65	85	4.33	0	0
3.0	Jacqui Hiemstra,CPT	0	0	#DIV/0!	0	0	#DIV/0!	42	38	5.25	0	0
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.33	53	47		6	4					

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.**

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 wants to rack for themselves, they must adhere to the guidelines of proper rack which means the 1 should be on the spot and the rack should not be "tilted". If the opponent suspects that the person racking is intentionally not doing these things, they can (within reason) call them on it. The person racking may use whatever rack they wish as long as the opponent agrees. If they don't agree, a wooden or plastic rack must be used. If the players agree at the start of the match that a template rack may be used but then later, one of the players no longer wants to use the template, a wooden or plastic rack will be used for the duration of that individual match. **IN SHORT...BE ADULTS ABOUT THIS!!**

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 **6 7** matches to qualify for postseason for this session/division.

This was changed back to 7 because we added another team after the session began which means no team will have any byes

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

Beginning with this session, there is a change to how we will score matches in which a 7.5 is playing. The match will always be scored as a 6-4 for the winner and a 4-6 for the loser. The number of points needed for the 7.5 is also being increased to 75 ball points (instead of the previous 68). This adjustment is intended to bring the 7.5 handicap more in line with actual performance data and ensure the grid remains fair and competitive across all matchups. The change will take effect immediately and the grid (on the scoresheet) and also the large grid has been updated. For example....

If a 6.0 beats a 7.5 by a 49-0 score, it will be scored as a 6-4 for the 6.0 and a 4-6 for the 7.5. If the 7.5 beats the 6.0 by a 75-0 score, it will be a 6-4 for the 7.5 and a 4-6 for the 6.0. The intention of the handicapping system is to give all players and teams a chance to win. If a 7.5 has too high of a points per match average and also is playing at the highest available handicap (and therefore can't move up), it gives too large of an advantage to the team they play on. If a 7.5 is playing in a match and both teams mistakenly thought the match was over (as in the 7.5 got to 68 points), it will be scored as a 5-5 tie. For example... If the 7.5 is beating a 6.0 by a score of 68-0 and both teams mistakenly thought that the match outcome was determined, it will still be scored as a 5-5 tie. If the match is mistakenly ended early when the 7.5 was up 68-48 against the 6.0, it will also be scored as a 5-5. If a team forfeits against a 7.5, the forfeiting team will receive a 0-10 loss. The beneficiary of that forfeit will receive a 6-4 win in the "Forfeits" area of that team's stats. All other forfeits will be treated as in the past... The beneficiary will receive a 7-3 win, the forfeiting team will receive a 0-10 loss.

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 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.**

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 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

Bruce Brockman
Kevin Joy
Rick Boyer
Josh Hughes

Break And Funs This Session

Bruce Brockman
Kevin Joy
Rick Boyer
Josh Hughes

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.....

(Average PPM+ ((Points For - 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

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

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