DUES ARE NOW \$9

Week 3 5/9/24



9 Ball Spring - Summer '24 (Filler)

		Po	ints	Last	Ma	itch	AVG		Week 3 Matchups (5/9)
	Win %	F	Α	Week	W	L	HC	Home Location	Home Team is in CAPS
Make It Weird	0.620	62	38	34-16	8	2	4.61	The Hose	TBD by 8 PM on 5/5/24
Rick's Rejects	0.600	60	40	25-25	6	4	4.61	Dauphin Home Assoc	TBD by 8 PM on 5/5/24
Diamond Masters	0.550	55	45	27-23	6	4	5.00	The Pour House	TBD by 8 PM on 5/5/24
Misfits	0.550	55	45	33-17	7	3	4.81	The Hose	TBD by 8 PM on 5/5/24
Chicks	0.540	54	46	23-27	5	5	4.78	Chicks Tavern	TBD by 8 PM on 5/5/24
Silent Assassins	0.540	54	46	27-23	5	5	4.89	Gilligans on Eisenhow	eTBD by 8 PM on 5/5/24
Homeless Misfits	0.510	51	49	23-27	6	4	4.61	The Verhovay	TBD by 8 PM on 5/5/24
Zero Fux Given	0.470	47	53	25-25	5	5	4.44	Bressler Club	TBD by 8 PM on 5/5/24
Angies	0.460	23	27	23-27	2	3	4.14	Angies Diner	TBD by 8 PM on 5/5/24
It Don't Matter	0.460	23	27	BYE	3	2	5.28	Marysville Moose	TBD by 8 PM on 5/5/24
Rack Em Up	0.460	46	54	27-23	5	5	4.81	Angies Diner	TBD by 8 PM on 5/5/24
9 Ya Business	0.380	38	62	16-34	1	9	4.78	HoHos Billiards	TBD by 8 PM on 5/5/24
Ball Busterz	0.320	32	68	17-33	1	9	4.07	HoHos Billiards	TBD by 8 PM on 5/5/24
·		600	600	·	60	60	4.68	·	·

**FULL SCHEDULE WILL BE POSTED BY 8 PM ON SUNDAY 5/5/24

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

											I	Rece	nt
									Las	t Session	Po	stsea	ison
			Po	ints	Average	Ma	tch	MVP		Points		PPM	1
H	c Angies		F	Α	PPM	W	L	Score	F	A AVG	F	Α	AVG
6.	O Pete Mavropoulos		8	2	8.00	1	0	0.830	52	58 4.73	4	6	4.00
4.	5 Kevin Joy		0	0	#DIV/0!	0	0	#DIV/0!	58	62 4.83	0	0	####
4.	5 Alfredo Cortes, CPT		3	7	3.00	0	1	0.280	91	79 5.35	3	7	3.00
4.	0 Larry Keefe		2	8	2.00	0	1	0.170	79	71 5.27	0	0	####
4.	O Alex Knapp		6	4	6.00	1	0	0.610	59	51 5.36	3	7	3.00
3.	O Steve Shipp		0	0	#DIV/0!	0	0	#DIV/0!	61	59 5.08	6	4	6.00
3.	0 Kevin Bethea		4	6	4.00	0	1	0.390	23	37 3.83	0	0	####
	Open Stats		0	0		0	0						
	Forfeits												
	Penalty Points												
A۷	ERAGE HC	4.14	23	27		2	3						
4. 4. 3. 3.	O Larry Keefe O Alex Knapp O Steve Shipp O Kevin Bethea Open Stats Forfeits Penalty Points	4.14	2 6 0 4	4 0 6	2.00 6.00 #DIV/0!	0 1 0 0	0 1	0.170 0.610 #DIV/0!	79 59 61	71 5.27 51 5.36 59 5.08	0 3 6	7	3.00

								Las	t Sessio	n		Recei stsea	
		Poi	ints	Average	Ma	tch	MVP		Points	"		PPM	
НС	Ball Busterz	F	Α	PPM	W	L	Score	F	A A\	/G	F	Α	AVG
6.0	Chet Denmark	4	6	4.00	0	1	0.390	0		###	0	0	####
5.0	Mace Lockard	7	13	3.50	0	2	0.320	30		.75	0	0	####
4.5	Kevin Altland	4	16	2.00	0	2	0.140	16		.00	0	0	####
4.0	Will Etnoyer	0	0	#DIV/0!	0	0	#DIV/0!	4		.00	0	0	####
3.5	Abbie Lee, CPT	5	15	2.50	0	2	0.200	49		.45	0	0	####
3.5	Travis Shade, Co-CPT	6	14	3.00	0	2	0.260	75		.36	0	0	####
2.0	Troy Hickey	6	4	6.00	1	0	0.610	18	72 2.	.00	0	0	####
	,												
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVE	RAGE HC 4.07	32	68		1	9							
											F	Recei	nt
								Las	t Sessio	n	Pos	stsea	son
	Objete	Poi	ints	Average	Ma	tch	MVP	- 1	Points			PPM	
HC	Chicks	F	Α	PPM	W	L	Score	F	A A\	√G	F	Α	AVG
7.0	Bruce Lenker	6	14	3.00	0	2	0.260	41	49 4.	.56	2	8	2.00
6.0	Frank Moore, CPT	8	2	8.00	1	0	0.830	33		.71	0	0	####
5.5	Kevin Marroquin	6	4	6.00	1	0	0.610	38		.75	4	6	4.00
5.5	Fred Brodbeck	13	7	6.50	1	1	0.680	47		.22	6	4	6.00
5.0	Andrew Betts	0	0	#DIV/0!	0	0	#DIV/0!	64		.33	0	0	####
5.0	Sean Gallagher	0	0	#DIV/0!	0	0	#DIV/0!	61		.55	0	0	####
4.0	Brad Saksek	11	9	5.50	1	1	0.560	55		.11	0	0	####
3.0	Nate Berkebile	0	0	#DIV/0!	0	0	#DIV/0!	0		###	0	0	####
2.0	Ashley Dellesega	10	10	5.00	1	1	0.500	37	43 4.	.63	4	6	4.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVE	RAGE HC 4.78	54	46		5	5					_	-	
0 D												Recei	
3 Re	cycles Remaining	ъ.		Λ			NA) /D		t Sessio	n	Pos	stsea	
ш	Diamond Masters		ints	Average	Ma		MVP		Points	' C	_	PPM	
HC 7.5		F 10	A 10	PPM 5.00	W	_ <u>L</u>	Score	F 21	A A\		<u>F</u>	<u>A</u>	
7.5 6.5	Duck Nornhold	7	10 3	5.00 7.00	1	1	0.500 0.720	31		.43	0	0	####
6.5	Ron Straw Josh Reynolds	4	6	4.00	1	0	0.720	45 44		.50	0		####
6.5	Larry Fagan	0	0	#DIV/0!	0	0	#DIV/0!	44		.50	0	0	####
4.0	Clarence Marsh, CPT	12	8	6.00	2	0	0.620	55		.93	0	0	####
4.0	Robert Hurt	0	0	#DIV/0!	0	0	#DIV/0!	39		.88	0	0	####
3.5	Stephanie Ozimac	13	17	4.33	1	2	0.413	50		.00	0	0	####
3.5	Jeremy Driver	9	1/	9.00	1	0	0.413	0		###	0	0	####
3.0	Kerrin Lutz	0	0	#DIV/0!	0	0	#DIV/0!	52		.78	0	0	####
3.0	Open Stats	<u> </u>	- 0	πυιν/υ:	U	U	πυιν/υ:	JZ	50 5.	.70	U	U	ππ##
	Forfeits												
	Penalty Points												
AVFI	RAGE HC 5.00	55	45		6	4							
	3.00		.0		v	•							

												Recei	
									t Ses		Pos	stsea	
	Llamalaca Miafita		ints	Average	Mat	tch	MVP		Point	S		PPM	1
HC	Homeless Misfits	F	Α	PPM	W	L	Score	F	Α	AVG	F	Α	AVG
6.5	Mike Fisher	9	11	4.50	1	1	0.440	47	43	5.22	16	14	5.33
6.0	Kevin Villarreal, Co-CPT	6	4	6.00	1	0	0.610	80	80	5.00	13	7	6.50
5.5	Tim Meise, CPT	8	2	8.00	1	0	0.830	48	42	5.33	8	2	8.00
5.5	Josh Hughes	15	5	7.50	2	0	0.800	70	50	5.83	8	2	8.00
4.5	Joe Lahr	0	0	#DIV/0!	0	0	#DIV/0!	8	12	4.00	0	0	####
4.0	Mike Miller	3	17	1.50	0	2	0.080	90	50	6.43	9	21	3.00
3.5	Bruce Brockman	0	0	#DIV/0!	0	0	#DIV/0!	19	31	3.80	0	0	####
3.0	Tim Meise Jr	3	7	3.00	0	1	0.280	38	42	4.75	7	13	3.50
3.0	Rick Lawson	7	3	7.00	1	0	0.720	48	52	4.80	7	3	7.00
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVE	RAGE HC 4.61	. 51	49		6	4							
											F	Recei	nt
								Las	t Ses	sion	Pos	stsea	son
	It David Matter	Po	ints	Average	Mat	tch	MVP	l	Point	S		PPM	1
HC	It Don't Matter	F	Α	PPM	W	L	Score	F	Α	AVG	F	Α	AVG
7.5	John Lamplugh	0	0	#DIV/0!	0	0	#DIV/0!	38	32	5.43	0	0	####
7.5	Steve Wood	7	3	7.00	1	0	0.720	39	31	5.57	0	0	####
6.5	Scott Gibson, CPT	0	0	#DIV/0!	0	0	#DIV/0!	32	38	4.57	0	0	####
6.0	Brad Miller	1	9	1.00	0	1	0.060	68	42	6.18	1	9	1.00
5.0	Bill Scharff	0	0	#DIV/0!	0	0	#DIV/0!	44	46	4.89	0	0	####
4.5	Eric Snyder	7	3	7.00	1	0	0.720	66	44	6.00	7	3	7.00
4.0	Doug Wagner	0	0	#DIV/0!	0	0	#DIV/0!	57	63	4.75	0	0	####
3.5	John Linn	7	3	7.00	1	0	0.720	64	56	5.33	7	3	7.00
3.0	Tracy Klinger	0	0	#DIV/0!	0	0	#DIV/0!	47	53	4.70	0	0	####
	1	1	9		0	1							
	Open Stats	1	9		U	- 1							
	Open Stats Forfeits	0	0		0	0							

Penalty Points
AVERAGE HC 5.28

												Re	ecen	it
									Las	t Sessior	1	Post	tseas	son
	B. 41 - 614		Po	ints	Average	Mat	tch	MVP		Points		F	PPM	
HC	Misfits		F	Α	PPM	W	L	Score	F	A AV	G	F	Α	AVG
7.5	Ed Kearney		6	4	6.00	1	0	0.610	73	47 6.0	8	0	0	####
6.5	Stan Kovich		4	6	4.00	0	1	0.390	44	46 4.8	89	0	0	####
5.5	Ed Hummel		0	0	#DIV/0!	0	0	#DIV/0!	33	37 4.7	'1	0	0	####
5.0	Anthony Cressler, CPT		12	8	6.00	2	0	0.620	68	92 4.2	25	0	0	####
4.5	Scott Wallace		14	6	7.00	2	0	0.740	77	63 5.5	0	0	0	####
3.5	Kevin Miller		0	0	#DIV/0!	0	0	#DIV/0!	44	56 4.4	10	0	0	####
3.0	Aaron Neely		9	11	4.50	1	1	0.440	17	43 2.8	3	0	0	####
3.0	Crystal Johnson		10	10	5.00	1	1	0.500	53	57 4.8	32	0	0	####
	Open Stats		0	0		0	0							
	Forfeits													
	Penalty Points													
AVEI	RAGE HC	4.81	55	45		7	3							

										t Session		Recent stseas	
	9 Ya Business		Poi		Average		tch	MVP		Points	_	PPM	
HC 6.5	Jenn Kelly		F 4	<u>A</u> 6	4.00	<u>W</u>	<u>L</u> _	Score 0.390	F 59	A AVG		4	AVG
	Rick Boyer		4	6	4.00	0	1	0.390	65			12	6.00
6.5	Forrest Aeppli, CPT		4	6	4.00	0	1	0.390	42			6	4.00
5.0	Jim Roberts		12	8	6.00	0	1	0.620	46	28 6.00 44 5.11		3	4.00
4.5	John Hoffman		1	9	1.00	1	1	0.020	47				8.50
4.5	Dan Benson		7	13	3.50	0		0.320	38			7	####
4.5	Carlos Olmeda		2	8	2.00	0	2	0.320	48			14	3.00
3.5			4	<u> </u>	4.00	0	1	0.170	40				3.00
	Ellie Heinly, Co-Cpt		0	0	#DIV/0!	0	1	#DIV/0!	54			<u>0</u> 4	####
2.5	Emily Dauberman Open Stats		U	- 0	#DIV/U!	0	0	#DIV/U!	54	46 5.40	О	4	6.00
	Forfeits												
	Penalty Points		0	0		0	0						
A\/EI	RAGE HC	4.70	38	62		1							
AVE	RAGE HC	4.78	38	62		1	9					Daaant	
									Loo	t Session		Recent	
			Da:		A.,	N // -	مامد	M\/D			PO	stseas	on
	Rack Em Up		Poi	_	Average		itch	MVP		Points		PPM	41/0
HC			F	<u>L</u>	PPM "DIV/OI	W	<u>L</u>	Score	F	A AVG			AVG
7.5	John Hedgepath		0	0	#DIV/0!	0	0	#DIV/0!	45	35 5.63			####
6.0	Rikki Johnson		8	12	4.00	0	2	0.380	65	45 5.91	_		####
6.0	Kyle Gamble		2	8	2.00	0	1	0.170	0	0 ###			####
5.5	Brian Hogentogler		14	6	7.00	2	0	0.740	43	57 4.30			####
5.0	Kelly Norris		1	9	1.00	0	1	0.060	39	41 4.88			####
4.0	Ed Croco, CPT		14	6	7.00	2	0	0.740	46	64 4.18			####
2.5	Tammy Norris		0	0	#DIV/0!	0	0	#DIV/0!	41	29 5.86	_		####
2.0	Jackie Croco		7	13	3.50	1	1	0.320	28	52 3.50	0	0	####
	Open Stats												
	Forfeits												
41/5	Penalty Points		40										
AVE	RAGE HC	4.81	46	54		5	5						
												Recent	
								10.0		t Session	Po	stseas	on
	Make It Weird		Poi		Average		itch	MVP		Points		PPM	
HC			F	<u>A</u>	PPM	W	<u> </u>	Score	F	A AVC			AVG
7.0	Devan Retherford		12	8	6.00	2	0	0.620	78	82 4.88			####
5.5	Austin Cronauer		0	0	#DIV/0!	0	0	#DIV/0!	44	36 5.50			####
5.0	Ben Berger		0	0	#DIV/0!	0	0	#DIV/0!	0	0 ###			####
4.5	Mike Canoy		13	7	6.50	1	1	0.680	60	70 4.62			####
4.5	Rick Johnson		10	10	5.00	1	1	0.500	0	0 ###			####
4.0	Betsy Goodman		6	4	6.00	1	0	0.610	67	53 5.58			####
4.0	Blaize Bowman		8	2	8.00	1	0	0.830	38	42 4.75			####
3.5	Jen Mallon, CPT		6	4	6.00	1	0	0.610	48	72 4.00			####
3.5	Bob Cohan		7	3	7.00	1	0	0.720	61	29 6.78	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVE	RAGE HC	4.61	62	38		8	2						

												F	Rece	nt
3 Re	cycles Remaining								Las	t Sess	sion	Pos	stsea	son
	D: 11 D : 4		Points		Average	Match		MVP	Points		6		PPM	1
HC	Rick's Rejects		F	Α	PPM	W	L	Score	F	Α	AVG	F	Α	AVG
7.0	Steve Weaver		10	10	5.00	1	1	0.500	41	39	5.13	0	0	####
5.5	Justin Baird, CPT		9	1	9.00	1	0	0.940	63	77	4.50	0	0	####
5.5	Winston Beshore		7	3	7.00	1	0	0.720	79	71	5.27	0	0	####
5.0	Eric Van Selow		0	0	#DIV/0!	0	0	#DIV/0!	25	45	3.57	0	0	####
4.0	Bruce Wright		8	2	8.00	1	0	0.830	0	0	####	0	0	####
4.0	David Hunter		4	6	4.00	0	1	0.390	0	0	####	0	0	####
4.0	Tom Plasic, Co-CPT		11	9	5.50	1	1	0.560	58	62	4.83	0	0	####
3.5	Bo Bovidge		11	9	5.50	1	1	0.560	56	54	5.09	0	0	####
3.0	Jess Cassner		0	0	#DIV/0!	0	0	#DIV/0!	35	45	4.38	0	0	####
	Open Stats													
	Forfeits													
	Penalty Points													
AVE	RAGE HC	4.61	60	40		6	4							

									l as	t Sess	ion		lecer stsea	
			Poi	ints	Average	Mat	ch	MVP		Points			PPM	
НС	Silent Assassins		F	Α	PPM	W	L	Score	F		AVG	F	Α	AVG
7.0	Kevin Bryner		10	10	5.00	1	1	0.500	57	43	5.70	15	5	7.50
6.5	James Shafer		2	8	2.00	0	1	0.170	49	51	4.90	2	8	2.00
6.0	El Voughs		9	1	9.00	1	0	0.940	44	46	4.89	15	5	7.50
5.0	Mike Bretz		0	0	#DIV/0!	0	0	#DIV/0!	40	30	5.71	0	0	####
5.0	Paul Ramsey		12	8	6.00	1	1	0.620	54	56	4.91	13	7	6.50
4.5	Del Madden, CPT		8	2	8.00	1	0	0.830	41	49	4.56	8	2	8.00
4.0	Ryan Trafecanty		10	10	5.00	1	1	0.500	45	35	5.63	10	10	5.00
3.0	Liz Christian, CO-CPT		0	0	#DIV/0!	0	0	#DIV/0!	37	53	4.11	6	4	6.00
3.0	Marcia Yost		3	7	3.00	0	1	0.280	43	27	6.14	3	7	3.00
	Open Stats													
	Forfeits													
	Penalty Points													
AVE	RAGE HC	4.89	54	46		5	5							

												F	Recei	nt
									Las	t Sess	sion	Pos	stsea	son
	7		Po	ints	Average	Ma	tch	MVP		Points	6		PPM	1
HC	Zero Fux Given		F	Α	PPM	W	L	Score	F	Α	AVG	F	Α	AVG
7.5	Shawn Hoerner		13	7	6.50	2	0	0.680	83	67	5.53	6	4	6.00
5.5	Terry Ballent		5	15	2.50	0	2	0.200	26	44	3.71	2	8	2.00
5.0	Tone Brubacher		9	11	4.50	1	1	0.440	79	61	5.64	4	6	4.00
4.0	James Dagenhart		0	0	#DIV/0!	0	0	#DIV/0!	53	47	5.30	0	0	####
3.5	Nick Ellis		11	9	5.50	1	1	0.560	57	63	4.75	6	4	6.00
3.5	Monica Reinnagel		9	11	4.50	1	1	0.440	45	45	5.00	4	6	4.00
3.5	Duane Rider		0	0	#DIV/0!	0	0	#DIV/0!	17	13	5.67	0	0	####
3.0	Jacqui Hiemstra, CPT		0	0	#DIV/0!	0	0	#DIV/0!	25	45	3.57	0	0	####
														_
	Open Stats		0	0		0	0							
	Forfeits		0	0		0	0							
-	Penalty Points			-		 					-			
AVE	RAGE HC	4.44	47	53		5	5							

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.**

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 \$ 2,600
Tournament 2nd Place \$ 1,600
Division Winner \$ 260
Week 18 Winners (\$90 x 6) \$ 540
Total Payouts \$ 5,000

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 repect 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 timout), 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

Break And Funs This Session

Shawn Hoerner Pete Mavropoulos Shawn Hoerner Mike Fisher Pete Mavropoulos

MVPs of their skill level category will receive a plague. 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

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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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