



9 Ball
Summer Fall '23 (Filler)

Week 5 8/24/23

	Win %	Points F A	Last Week	Match W L	AVG HC	Home Location	Week 5 Opponent Home Team if in CAPS
Chicks	0.567	85 65	32-18	10 5	4.9	Chicks Tavern	RICK'S REJECTS
The Rack Raptors	0.540	108 92	27-23	12 8	4.2	The Hose	DIAMOND MASTERS
Ball Busterz	0.540	108 92	23-27	12 8	4.4	The Verhovay	SILENT ASSASSINS
Rack Em Up	0.540	108 92	29-21	11 9	4.7	Angies Diner	HOMELESS MISFITS
Diamond Masters	0.505	101 99	26-24	10 10	5.0	The Pour House	the rack raptors
9 Ya Business	0.505	101 99	20-30	10 10	5.1	HoHos Billiards	zero fux given
Rick's Rejects	0.495	99 101	24-26	10 10	4.6	Dauphin Home Assoc	chicks
Misfits	0.490	98 102	21-29	9 11	5.1	The Hose	BYE
Zero Fux Given	0.485	97 103	18-32	10 10	4.1	Bressler Club	9 YA BUSINESS
Angies	0.480	72 78	27-23	7 8	4.5	Angies Diner	it don't matter
It Don't Matter	0.473	71 79	23-27	8 7	5.1	Marysville Moose	ANGIES
Homeless Misfits	0.450	90 110	30-20	7 13	4.9	The Verhovay	rack em up
Silent Assassins	0.413	62 88	BYE	4 11	4.9	Gilligans on Eisenhower	ball busterz
		1200 1200		120 120	4.7		

The winner of the division will receive a bye in the first round of 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
6.5	Ken McPherson	0	0	#DIV/0!	0	0	#DIV/0!	33	37	4.71	0	0	####
6.0	Pete Mavropoulos	6	4	6.00	1	0	0.610	59	71	4.54	0	0	####
5.0	Kevin Joy	4	6	4.00	0	1	0.390	65	65	5.00	0	0	####
4.5	Alex Knapp	1	9	1.00	0	1	0.060	0	0	####	0	0	####
4.5	Ricky Wright	14	16	4.67	1	2	0.457	8	12	4.00	0	0	####
4.0	Larry Keefe	14	16	4.67	1	2	0.457	95	75	5.59	0	0	####
4.0	Alfredo Cortes, CPT	10	10	5.00	1	1	0.500	69	91	4.31	0	0	####
3.0	Steve Shipp	17	13	5.67	2	1	0.587	56	64	4.67	0	0	####
3.0	Kevin Beathea	6	4	6.00	1	0	0.610	34	26	5.67	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.5	72	78		0		7	8				

3 Recycles Remaining

HC Ball Busterz		Points		Average	Match		MVP	Last Session Points			Recent Postseason PPM		
HC		F	A	PPM	W	L	Score	F	A	AVG	F	A	AVG
6.0	Chet Denmark	13	7	6.50	2	0	0.680	34	66	3.40	0	0	####
5.5	Mace Lockard	23	17	5.75	2	2	0.605	49	81	3.77	0	0	####
5.0	Kevin Altland	22	18	5.50	3	1	0.570	47	33	5.88	0	0	####
4.5	Joe Smith	0	0	#DIV/0!	0	0	#DIV/0!	44	56	4.40	0	0	####
4.0	Chad Sweisfort	6	14	3.00	0	2	0.260	0	0	####	0	0	####
3.5	Abbie Lee, CPT	26	24	5.20	3	2	0.530	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	18	12	6.00	2	1	0.630	81	109	4.26	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.4	108	92	0	12	8						

HC Chicks		Points		Average	Match		MVP	Last Session Points			Recent Postseason PPM		
HC		F	A	PPM	W	L	Score	F	A	AVG	F	A	AVG
7.0	Bruce Lenker	8	12	4.00	0	2	0.380	80	80	5.00	8	12	4.00
6.0	Kevin Marroquin	20	10	6.67	3	0	0.717	69	51	5.75	21	9	7.00
5.5	Fred Brodbeck	16	14	5.33	2	1	0.543	73	77	4.87	14	16	4.67
5.0	Frank Moore, CPT	0	0	#DIV/0!	0	0	#DIV/0!	61	39	6.10	0	0	####
4.5	Sam Hartley	10	10	5.00	1	1	0.500	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	14	6	7.00	2	0	0.740	47	53	4.70	14	6	7.00
3.5	Brad Saksek	17	13	5.67	2	1	0.587	60	60	5.00	9	11	4.50
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.9	85	65	0	10	5						

3 Recycles Remaining		Points		Average	Match		MVP	Last Session Points			Recent Postseason PPM		
HC Diamond Masters		F	A	PPM	W	L	Score	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	17	13	5.67	2	1	0.587	33	37	4.71	0	0	####
6.5	Josh Reynolds	16	14	5.33	2	1	0.543	65	35	6.50	0	0	####
5.5	Larry Fagan	16	14	5.33	2	1	0.543	26	44	3.71	0	0	####
5.0	Andy Ritter	9	21	3.00	0	3	0.240	39	51	4.33	0	0	####
4.5	Clarence Marsh, CPT	28	22	5.60	3	2	0.590	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	8	2	8.00	1	0	0.830	71	69	5.07	0	0	####
3.0	Kerrin Lutz	7	13	3.50	0	2	0.320	59	81	4.21	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		5.0	101	99	0	10	10						

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	10	10	5.00	1	1	0.500	76	64	5.43	3	7	3.00
6.0	Mark Schwentker	14	16	4.67	1	2	0.457	55	65	4.58	3	7	3.00
5.5	Terry Ballent	14	16	4.67	1	2	0.457	63	57	5.25	0	0	####
5.5	Tim Meise, CPT	8	12	4.00	0	2	0.380	49	41	5.44	0	0	####
5.5	Josh Hughes	15	15	5.00	2	1	0.500	75	45	6.25	7	3	7.00
5.0	Joe Lahr	14	16	4.67	1	2	0.457	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	9	11	4.50	1	1	0.440	64	56	5.33	0	0	####
3.5	Tim Meise Jr	6	14	3.00	0	2	0.260	53	27	6.63	2	8	2.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.9	90	110	0	7	13						

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
7.0	Steve Wood	11	9	5.50	1	1	0.560	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	13	7	6.50	2	0	0.680	62	58	5.17	8	2	8.00
5.0	Tobe Toberman	6	14	3.00	1	1	0.260	53	57	4.82	2	8	2.00
4.5	Brad Miller	14	6	7.00	2	0	0.740	53	67	4.42	0	0	####
4.5	Bill Scharff	11	9	5.50	1	1	0.560	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	4	16	2.00	0	2	0.140	45	35	5.63	4	6	4.00
3.5	Doug Wagner	12	18	4.00	1	2	0.370	60	50	5.45	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		5.1	71	79	0	8	7						

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	21	9	7.00	3	0	0.760	87	43	6.69	16	14	5.33
6.5	Stan Kovich	13	7	6.50	2	0	0.680	51	39	5.67	7	3	7.00
6.0	Shane Wingler	7	3	7.00	1	0	0.720	45	55	4.50	9	11	4.50
5.5	Ed Hummel	7	13	3.50	0	2	0.320	38	32	5.43	3	7	3.00
5.0	Anthony Cressler, CPT	17	23	4.25	1	3	0.395	89	91	4.94	19	11	6.33
4.0	Scott Wallace	13	17	4.33	1	2	0.413	52	68	4.33	10	10	5.00
4.0	Aaron Neely	3	7	3.00	0	1	0.280	56	44	5.60	0	0	####
2.5	Crystal Johnson	17	23	4.25	1	3	0.395	53	57	4.82	18	12	6.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		5.1	98	102	0	9	11						

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
7.0	Rick Boyer	13	17	4.33	1	2	0.413	69	71	4.93	0	0	####
6.5	Jenn Kelly	12	8	6.00	2	0	0.620	58	42	5.80	6	4	6.00
5.5	Forrest Aeppli, CPT	7	13	3.50	0	2	0.320	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	9	11	4.50	1	1	0.440	86	84	5.06	4	16	2.00
4.5	Carlos Olmeda	14	16	4.67	1	2	0.457	44	26	6.29	10	10	5.00
4.5	John Hoffman	16	14	5.33	2	1	0.543	0	0	####	0	0	####
4.0	Dan Benson	18	12	6.00	2	1	0.630	65	85	4.33	8	2	8.00
3.5	Ellie Heinly, Co-Cpt	12	8	6.00	1	1	0.620	99	81	5.50	8	2	8.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		5.1	101	99	0	10	10						

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	15	15	5.00	2	1	0.500	0	0	####	0	0	####
6.0	Rikki Johnson	15	15	5.00	1	2	0.500	85	65	5.67	0	0	####
6.0	Kelly Norris	11	19	3.67	0	3	0.327	53	47	5.30	0	0	####
5.5	Brian Hogentogler	11	9	5.50	1	1	0.560	45	75	3.75	0	0	####
5.0	Brian Minnich	14	6	7.00	2	0	0.740	81	79	5.06	0	0	####
4.0	Ed Croco, CPT	11	9	5.50	1	1	0.560	54	56	4.91	0	0	####
4.0	Mike Minahan	13	7	6.50	2	0	0.680	45	35	5.63	0	0	####
2.5	Tammy Norris	16	4	8.00	2	0	0.860	43	47	4.78	0	0	####
2.5	Jackie Croco	2	8	2.00	0	1	0.170	66	44	6.00	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.7	108	92	0	11	9						

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	9	21	3.00	1	2	0.240	81	69	5.40	0	0	####
5.5	Austin Cronauer	9	1	9.00	1	0	0.940	46	44	5.11	0	0	####
4.0	Mike Canoy	17	3	8.50	2	0	0.920	52	58	4.73	0	0	####
4.0	Betsy Goodman	8	12	4.00	0	2	0.380	60	80	4.29	0	0	####
4.0	Jen Mallon, CPT	16	14	5.33	2	1	0.543	79	71	5.27	0	0	####
3.5	Scott Hunt	12	8	6.00	2	0	0.620	0	0	####	0	0	####
3.5	Pete Papadopoulos	14	16	4.67	1	2	0.457	63	57	5.25	0	0	####
3.0	Bob Cohan	6	4	6.00	1	0	0.610	28	42	4.00	0	0	####
3.5	Piper Hunt	17	13	5.67	2	1	0.587	0	0	####	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.2	108	92	0	12	8						

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	23	17	5.75	2	2	0.605	35	35	5.00	0	0	####
6.0	Justin Baird	6	4	6.00	1	0	0.610	67	43	6.09	0	0	####
5.0	Winston Beshore	16	14	5.33	2	1	0.543	65	65	5.00	0	0	####
4.5	Eric Van Selow	19	21	4.75	2	2	0.465	45	35	5.63	0	0	####
3.5	Tracy Klinger, CPT	9	21	3.00	0	3	0.240	52	68	4.33	0	0	####
3.5	Bo Bovidge	14	16	4.67	1	2	0.457	63	47	5.73	0	0	####
3.0	Jess Cassner	12	8	6.00	2	0	0.620	21	39	3.50	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.6	99	101	0	10	10						

HC	3 Recycles Remaining 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	9	21	3.00	0	3	0.240	63	57	5.25	0	0	####
5.5	Sean Grissinger	9	11	4.50	1	1	0.440	51	49	5.10	6	4	6.00
5.5	Mike Bretz	6	14	3.00	0	2	0.260	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	12	8	6.00	1	1	0.620	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	17	23	4.25	1	3	0.395	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	62	88	0	4	11						

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
5.5	Chuck Miller	12	8	6.00	2	0	0.620	43	37	5.38	8	2	8.00
5.5	Tone Brubacher	21	19	5.25	2	2	0.535	90	50	6.43	4	6	4.00
4.0	Nick Ellis	24	16	6.00	3	1	0.640	75	65	5.36	0	0	####
4.0	James Dagenhart	18	22	4.50	1	3	0.430	43	57	4.30	0	0	####
3.5	Monica Reinengal	11	19	3.67	1	2	0.327	53	47	5.30	0	0	####
3.0	Duane Rider	2	8	2.00	0	1	0.170	56	54	5.09	0	0	####
3.0	Jacqui Hiemstra, CPT	6	4	6.00	1	0	0.610	33	47	4.13	2	8	2.00
	Open Stats	3	7		0	1							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.1	97	103	0	10	10						

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

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 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

Steve Wood
Stan Kovich
Joe Lahr
Rick Boyer
Forrest Aepli

Break And Funs This Session

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Scott Gibson
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Joe Lahr
Brad Miller
Josh Reynolds
Steve Wood

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

$$\begin{aligned} & ((56 / (9 \text{ matches played})) + ((56 - 34) \cdot .05)) / 10 = \\ & (6.22) + (22 \times .05) / 10 = \\ & ((6.22) + (1.1)) / 10 = \textcolor{blue}{.732} \end{aligned}$$