



9 Ball
Winter '23 (Filler)

Week 6 1/18/24

	Win %	Points F A	Last Week	Match W L	AVG HC	Home Location	Week 6 Matchups Home Team is in CAPS
It Don't Matter	0.580	116 84	BYE	13 7	5.3	Marysville Moose	RACK EM UP
Rick's Rejects	0.560	140 110	30-20	14 11	4.5	Dauphin Home Assoc	misfits
9 Ya Business	0.548	137 113	31-19	16 9	4.7	HoHos Billiards	diamond masters
Diamond Masters	0.524	131 119	37-13	14 11	5.1	The Pour House	9 YA BUSINESS
Homeless Misfits	0.512	128 122	27-23	13 12	4.6	The Verhovay	angies
Silent Assassins	0.500	100 100	13-37	11 9	5.0	Gilligans on Eisenhowe	ZERO FUX GIVEN
Angies	0.496	124 126	20-30	11 14	4.2	Angies Diner	HOMELESS MISFITS
Zero Fux Given	0.495	99 101	31-19	11 9	4.6	Bressler Club	silent assassins
Make It Weird	0.476	119 131	19-31	12 13	4.3	The Hose	ball busterz
Ball Busterz	0.465	93 107	25-25	8 12	4.2	HoHos Billiards	MAKE IT WEIRD
Rack Em Up	0.465	93 107	25-25	9 11	4.8	Angies Diner	it don't matter
Misfits	0.452	113 137	19-31	8 17	4.9	The Hose	RICK'S REJECTS
Chicks	0.416	104 146	23-27	10 15	4.8	Chicks Tavern	BYE
		1500 1500		150 150	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

3 Recycles Remaining								Last Session Points			Recent Postseason PPM		
HC	Angies	Points		Average	Match		MVP						
		F	A	PPM	W	L	Score	F	A	AVG	F	A	AVG
6.0	Pete Mavropoulos	22	28	4.40	2	3	0.410	45	35	5.63	0	0	####
4.5	Kevin Joy	14	16	4.67	1	2	0.457	42	48	4.67	0	0	####
4.5	Miguel Rodriguez	0	0	#DIV/0!	0	0	#DIV/0!	28	32	4.67	0	0	####
4.5	Alfredo Cortes, CPT	39	21	6.50	4	2	0.740	63	57	5.25	0	0	####
4.0	Larry Keefe	25	15	6.25	3	1	0.675	41	59	4.10	0	0	####
4.0	Alex Knapp	8	12	4.00	0	2	0.380	40	50	4.44	0	0	####
3.0	Steve Shipp	11	19	3.67	1	2	0.327	52	48	5.20	0	0	####
3.0	Kevin Beathea	5	15	2.50	0	2	0.200	35	35	5.00	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.2	124	126		11	14						

3 Recycles Remaining								Last Session Points			Recent Postseason PPM		
HC	Ball Busterz	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A	AVG
		F	A		W	L							
6.0	Jake Rodriguez	17	13	5.67	2	1	0.587	49	51	4.90	0	0	####
5.5	Mace Lockard	7	3	7.00	1	0	0.720	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	17	23	4.25	1	3	0.395	84	96	4.67	0	0	####
4.0	Fallon Peters	27	23	5.40	3	2	0.560	0	0	####	0	0	####
3.0	Travis Shade, Co-CPT	19	21	4.75	1	3	0.465	87	83	5.12	0	0	####
2.5	Troy Hickey	2	18	1.00	0	2	0.020	0	0	####	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.2	93	107	8	12							

3 Recycles Remaining								Last Session Points			Recent Postseason PPM		
HC	Chicks	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A	AVG
		F	A		W	L							
7.0	Bruce Lenker	11	19	3.67	1	2	0.327	65	55	5.42	9	11	4.50
6.0	Frank Moore, CPT	10	20	3.33	1	2	0.283	31	19	6.20	0	0	####
5.5	Kevin Marroquin	11	19	3.67	1	2	0.327	44	46	4.89	1	9	1.00
5.5	Fred Brodbeck	9	11	4.50	1	1	0.440	56	54	5.09	4	6	4.00
4.5	Andrew Betts	4	16	2.00	0	2	0.140	34	36	4.86	0	0	####
4.5	Sam Hartley	13	17	4.33	1	2	0.413	45	45	5.00	11	9	5.50
4.5	Sean Gallagher	19	21	4.75	2	2	0.465	66	44	6.00	2	8	2.00
4.0	Brad Saksek	11	9	5.50	1	1	0.560	49	41	5.44	14	6	7.00
2.0	Ashley Dellesega	9	11	4.50	1	1	0.440	23	47	3.29	0	0	####
	Open Stats												
	Forfeits	7	3		1	0							
	Penalty Points												
AVERAGE HC		4.8	104	146	10	15							

								Last Session Points			Recent Postseason PPM		
HC	Diamond Masters	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A	AVG
		F	A		W	L							
7.5	Duck Nornhold	8	12	4.00	1	1	0.380	39	31	5.57	12	8	6.00
7.0	Ron Straw	20	10	6.67	3	0	0.717	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	26	14	6.50	2	2	0.710	46	44	5.11	7	13	3.50
4.5	Andy Ritter	8	22	2.67	1	2	0.197	38	52	4.22	0	0	####
4.5	Clarence Marsh, CPT	29	21	5.80	3	2	0.620	91	79	5.35	5	15	2.50
4.0	Robert Hurt	15	15	5.00	2	1	0.500	44	36	5.50	11	9	5.50
3.5	Stephanie Ozimac	25	25	5.00	2	3	0.500	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	131	119	14	11							

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
6.5	Mike Fisher	11	9	5.50	1	1	0.560	0	0	####	0	0	####
5.5	Kevin Villarreal, Co-CPT	23	27	4.60	2	3	0.440	65	75	4.64	0	0	####
5.5	Tim Meise, CPT	10	10	5.00	1	1	0.500	38	42	4.75	0	0	####
5.0	Josh Hughes	26	14	6.50	3	1	0.710	53	57	4.82	0	0	####
4.5	Joe Lahr	8	12	4.00	1	1	0.380	47	53	4.70	0	0	####
3.5	Mike Miller	23	17	5.75	2	2	0.605	41	49	4.56	0	0	####
3.5	Tim Meise Jr	12	18	4.00	1	2	0.370	41	39	5.13	0	0	####
3.0	Rick Lawson	15	15	5.00	2	1	0.500	43	57	4.30	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.6	128	122	13	12							

2 Recycles Remaining		Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
HC	It Don't Matter	F	A		W	L		F	A	AVG	F	A	AVG
7.0	Steve Wood	6	14	3.00	0	2	0.260	40	30	5.71	6	14	3.00
7.0	John Lamplugh	6	4	6.00	1	0	0.610	37	33	5.29	6	4	6.00
6.5	Scott Gibson, CPT	9	11	4.50	1	1	0.440	53	37	5.89	8	12	4.00
5.5	Brad Miller	32	8	8.00	4	0	0.920	66	44	6.00	15	5	7.50
5.0	Tobe Toberman	6	4	6.00	1	0	0.610	39	51	4.33	6	4	6.00
5.0	Bill Scharff	7	23	2.33	0	3	0.153	56	44	5.60	9	1	9.00
4.0	Eric Snyder	8	2	8.00	1	0	0.830	40	30	5.71	1	9	1.00
4.0	Doug Wagner	20	10	6.67	2	1	0.717	34	46	4.25	24	6	8.00
3.5	John Linn	22	8	7.33	3	0	0.803	44	66	4.00	14	6	7.00
	Open Stats												
	Forfeits	0	0		0	0							
	Penalty Points												
AVERAGE HC		5.3	116	84	13	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	23	7	7.67	3	0	0.847	74	56	5.69	15	5	7.50
6.5	Stan Kovich	17	23	4.25	1	3	0.395	52	38	5.78	9	1	9.00
5.5	Ed Hummel	0	0	#DIV/0!	0	0	#DIV/0!	55	55	5.00	0	0	####
5.0	Anthony Cressler, CPT	18	32	3.60	1	4	0.290	88	82	5.18	9	11	4.50
4.0	Scott Wallace	18	22	4.50	1	3	0.430	50	50	5.00	10	10	5.00
4.0	Kevin Miller	12	8	6.00	1	1	0.620	0	0	####	0	0	####
3.5	Aaron Neely	11	19	3.67	0	3	0.327	45	55	4.50	4	6	4.00
3.0	Crystal Johnson	14	26	3.50	1	3	0.290	72	68	5.14	5	15	2.50
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.9	113	137	8	17							

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	16	4	8.00	2	0	0.860	50	50	5.00	4	6	4.00
6.0	Rick Boyer	19	21	4.75	1	3	0.465	52	68	4.33	7	3	7.00
5.5	Forrest Aeppli, CPT	7	3	7.00	1	0	0.720	36	44	4.50	0	0	####
5.0	John Hoffman	19	31	3.80	2	3	0.320	74	56	5.69	0	0	####
4.5	Jim Roberts	16	14	5.33	2	1	0.543	61	49	5.55	1	9	1.00
4.5	Carlos Olmeda	27	13	6.75	4	0	0.745	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	22	8	7.33	3	0	0.803	32	48	4.00	0	0	####
	Open Stats												
	Forfeits	0	10		0	1							
	Penalty Points												
AVERAGE HC		4.7	137	113	16	9							

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
7.5	John Hedgepath	21	9	7.00	3	0	0.760	51	49	5.10	8	2	8.00
6.0	Rikki Johnson	14	16	4.67	1	2	0.457	62	58	5.17	4	6	4.00
6.0	Brian Hogentogler	6	14	3.00	0	2	0.260	67	43	6.09	0	0	####
5.5	Kelly Norris	3	7	3.00	0	1	0.280	31	49	3.88	0	0	####
4.5	Brian Minnich	12	18	4.00	1	2	0.370	64	56	5.33	1	9	1.00
4.5	Ed Croco, CPT	17	23	4.25	2	2	0.395	45	45	5.00	9	1	9.00
3.5	Ron John	7	3	7.00	1	0	0.720	0	0	####	0	0	####
3.0	Jackie Croco	6	14	3.00	0	2	0.260	38	52	4.22	0	0	####
2.5	Tammy Norris	7	3	###	1	0	###	36	34	5.14	2	8	2.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.8	93	107	9	11							

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	14	26	3.50	1	3	0.290	88	72	5.50	4	6	4.00
5.5	Austin Cronauer	11	9	5.50	1	1	0.560	40	30	5.71	6	4	6.00
5.0	Mike Canoy	25	15	6.25	3	1	0.675	79	51	6.08	3	7	3.00
4.0	Jen Mallon, CPT	11	19	3.67	1	2	0.327	33	47	4.13	0	0	####
3.5	Blaize Bowman	12	18	4.00	1	2	0.370	0	0	####	0	0	####
3.5	Betsy Goodman	14	6	7.00	2	0	0.740	36	54	4.00	3	7	3.00
3.5	Piper Hunt	11	19	3.67	1	2	0.327	41	39	5.13	0	0	####
3.5	Donnie Mull	10	10	5.00	1	1	0.500	0	0	####	0	0	####
3.0	Bob Cohan	11	9	5.50	1	1	0.560	30	30	5.00	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.3	119	131	12	13							

3 Recycles Remaining

Rick's Rejects		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	Steve Weaver	20	10	6.67	2	1	0.717	54	56	4.91	0	0	####
6.5	Justin Baird	26	14	6.50	3	1	0.710	59	51	5.36	0	0	####
5.5	Winston Beshore	32	18	6.40	3	2	0.710	75	75	5.00	0	0	####
5.0	Eric Van Selow	6	14	3.00	0	2	0.260	87	73	5.44	0	0	####
4.0	Tom Plasic	6	4	6.00	1	0	0.610	0	0	####	0	0	####
3.5	Bo Bovidge	24	16	6.00	3	1	0.640	52	58	4.73	0	0	####
3.0	Tracy Klinger, CPT	20	20	5.00	2	2	0.500	31	49	3.88	0	0	####
3.0	Jess Cassner	6	14	3.00	0	2	0.260	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		4.5	140	110		14	11						

Silent Assassins		Points		Average	Match		MVP	Last Session Points			Recent Postseason PPM		
HC		F	A	PPM	W	L	Score	F	A	AVG	F	A	AVG
6.5	Kevin Bryner	10	10	5.00	1	1	0.500	36	34	5.14	0	0	####
6.5	James Shafer	14	6	7.00	2	0	0.740	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	13	7	6.50	2	0	0.680	52	38	5.78	0	0	####
5.0	Mike Bretz	10	10	5.00	1	1	0.500	30	50	3.75	0	0	####
5.0	Paul Ramsey	15	15	5.00	2	1	0.500	39	41	4.88	0	0	####
4.5	Del Madden, CPT	10	20	3.33	1	2	0.283	39	41	4.88	0	0	####
3.5	Liz Christian, CO-CPT	16	24	4.00	1	3	0.360	63	57	5.25	0	0	####
3.0	Marcia Yost	12	8	6.00	1	1	0.620	0	0	####	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		5.0	100	100		11	9						

Zero Fux Given		Points		Average	Match		MVP	Last Session Points			Recent Postseason PPM		
HC		F	A	PPM	W	L	Score	F	A	AVG	F	A	AVG
7.5	Shawn Hoerner	20	20	5.00	3	1	0.500	0	0	####	0	0	####
6.0	Terry Ballent	12	18	4.00	1	2	0.370	74	76	4.93	0	0	####
6.0	Chuck Miller	19	11	6.33	3	0	0.673	41	29	5.86	0	0	####
4.5	Tone Brubacher	5	15	2.50	0	2	0.200	48	72	4.00	0	0	####
4.0	James Dagenhart	9	1	9.00	1	0	0.940	43	67	3.91	0	0	####
3.5	Nick Ellis	11	9	5.50	1	1	0.560	54	86	3.86	0	0	####
3.5	Monica Reinnagel	14	16	4.67	1	2	0.457	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	9	11	4.50	1	1	0.440	38	32	5.43	0	0	####
	Open Stats	0	0		0	0							
	Forfeits	0	0		0	0							
	Penalty Points												
AVERAGE HC		4.6	99	101		11	9						

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**

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 opposng 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

Shawn Hoerner
Brian Hogentogler
Frank Moore

Break And Funs This Session

Jenn Kelly	3
El Voughs	2
Steve Weaver	2
Blaize Bowman	
Mike Canoy	
Liz Christian	
Larry Fagan	
John Hedgepath	
Shawn Hoerner	
Brian Hogentogler	
Frank Moore	
Duck Nornhold	
Jake Rodriguez	
Kevin Villarreal	

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

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

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

$$(6.22 + 1.1) / 10 = \textbf{.732}$$