



9 Ball
Summer '25 (Filler)

Week 7 7/31/25

	Win %	Points		Last	Match		AVG	Home Location	Week 7 Matchups (7/31/25) Home Team is in CAPS
		F	A	Week	W	L			
Anything	0.580	174	126	24-26	19	11	5.00	Dauphin Home Assoc	IT DON'T MATTER
Homeless Misfits	0.524	131	119	30-20	14	11	5.17	The Verhovay	9 ya business
Rack Em Up	0.512	128	122	26-24	13	12	4.78	Angies Diner	angies
Make It Weird	0.497	149	151	26-24	16	14	4.56	The Hose	misfits
Angies	0.493	148	152	20-30	15	15	4.94	Angies Diner	RACK EM UP
It Don't Matter	0.493	148	152	29-21	14	16	4.72	Marysville Moose	anything
Silent Assassins	0.480	144	156	20-30	13	17	4.94	Gilligans on Eisenhower	ZERO FUX GIVEN
Misfits	0.477	143	157	30-20	13	17	4.94	The Hose	MAKE IT WEIRD
9 Ya Business	0.477	143	157	24-26	14	16	4.72	Roadhouse Café	HOMELESS MISFITS
Zero Fux Given	0.473	142	158	21-29	14	16	4.56	The Dutch Club	silent assassins
		1450	1450		145	145	4.83		

Top 2 Seeds will receive first round byes 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.

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.

3 Recycles Remaining		Points		Average	Match		MVP	Last Session			Recent	
		F	A		W	L		Points			Postseason	
HC	Angies	F	A	PPM	W	L	Score	F	A	AVG	F	A
6.5	John Palmiery	20	20	5.00	2	2	0.500	19	11	6.33	0	0
6.5	Ian Michels	5	15	2.50	0	2	0.200	39	41	4.88	0	0
6.5	Jaafar Nabaoui	10	10	5.00	1	1	0.500	37	33	5.29	4	6
5.5	Kevin Joy	13	27	3.25	1	3	0.255	66	34	6.60	2	8
5.0	Alfredo Cortes, CPT	39	11	7.80	5	0	0.920	84	96	4.67	0	0
4.5	Alex Knapp	12	18	4.00	1	2	0.370	37	43	4.63	4	6
4.0	John Campbell	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0
3.5	Ron John	25	25	5.00	3	2	0.500	58	62	4.83	0	0
2.5	Steve Shipp	24	26	4.80	2	3	0.470	63	77	4.50	7	3
	Open Stats	0	0		0	0						
	Forfeits											
	Penalty Points											
AVERAGE HC		4.94	148	152		15	15					

HC	Homeless Misfits	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
7.5	Ed Kearney	10	10	5.00	1	1	0.500	16	24	4.00	0	0
7.0	Jeff Richardson	4	16	2.00	0	2	0.140	29	41	4.14	9	11
6.5	Kevin Villarreal, Co-CPT	18	12	6.00	2	1	0.630	72	68	5.14	14	6
5.5	Tim Meise, CPT	25	15	6.25	3	1	0.675	41	29	5.86	6	4
5.5	Josh Hughes	17	13	5.67	2	1	0.587	88	72	5.50	0	0
4.0	Bruce Brockman	15	15	5.00	1	2	0.500	28	42	4.00	0	0
4.0	Larry Keefe	12	8	6.00	2	0	0.620	0	0	####	0	0
3.5	Tim Meise Jr	22	18	5.50	2	2	0.570	32	38	4.57	4	6
3.0	Becky Reneker	8	12	4.00	1	1	0.380	31	29	5.17	5	15
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		5.17	131	119	14	11						

3 Recycles Remaining								Last Session Points			Recent Postseason Performance	
HC		Points		Average	Match		MVP					
It Don't Matter		F	A	PPM	W	L	Score	F	A	AVG	F	A
7.5	Steve Wood	23	17	5.75	3	1	0.605	49	21	7.00	3	7
6.5	Scott Gibson, CPT	30	20	6.00	3	2	0.650	38	62	3.80	0	0
5.5	Brad Miller	18	12	6.00	2	1	0.630	54	56	4.91	4	6
5.0	Adam Brody	10	20	3.33	0	3	0.283	65	55	5.42	4	6
4.0	Bill Scharff	15	25	3.75	1	3	0.325	41	69	3.73	0	0
3.5	John Linn	14	26	3.50	1	3	0.290	43	47	4.78	0	0
3.5	Tracy Klinger	9	11	4.50	1	1	0.440	45	35	5.63	2	8
3.5	Doug Wagner	13	7	6.50	2	0	0.680	38	32	5.43	0	0
3.5	Tracee Clepper	16	14	5.33	1	2	0.543	0	0	####	0	0
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.72	148	152	14	16						

HC	Misfits	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
6.0	Dakota Miller	21	19	5.25	2	2	0.535	37	43	4.63	0	0
6.0	Shane Wingler, CPT	22	28	4.40	2	3	0.410	60	40	6.00	0	0
5.5	Chas Foltz	15	25	3.75	1	3	0.325	38	52	4.22	0	0
5.0	Anthony Cressler	26	34	4.33	2	4	0.393	59	71	4.54	0	0
4.5	Brian Minnich	17	13	5.67	2	1	0.587	53	57	4.82	0	0
4.5	Scott Wallace	7	13	3.50	0	2	0.320	66	64	5.08	0	0
4.5	Rodney William	18	12	6.00	2	1	0.630	0	0	####	0	0
3.5	Crystal Johnson	17	13	5.67	2	1	0.587	40	60	4.00	0	0
	Open Stats	0	0		0	0						
	Forfeits											
	Penalty Points											
AVERAGE HC		4.94	143	157	13	17						

HC	9 Ya Business	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
7.0	Rick Boyer	34	16	6.80	5	0	0.770	58	52	5.27	0	0
6.0	Jenn Kelly	16	24	4.00	1	3	0.360	42	48	4.67	3	7
6.0	Forrest Aeppli	7	3	7.00	1	0	0.720	59	41	5.90	7	3
5.0	Jim Roberts	16	14	5.33	2	1	0.543	71	49	5.92	3	7
4.0	John Hoffman	8	22	2.67	0	3	0.197	34	46	4.25	0	0
4.0	Carlos Olmeda	20	20	5.00	2	2	0.500	59	41	5.90	4	6
4.0	Ellie Heinly, Co-Cpt	13	17	4.33	1	2	0.413	54	36	6.00	0	0
3.5	Jeremy Driver	17	23	4.25	1	3	0.395	48	42	5.33	0	0
3.0	Emily Dauberman	12	18	4.00	1	2	0.370	37	33	5.29	0	0
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.72	143	157	14	16						

HC	Rack Em Up	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	L		W	L		F	A	AVG	F	A
7.5	John Hedgepath	9	11	4.50	1	1	0.440	56	44	5.60	0	0
7.5	Rikki Johnson	17	13	5.67	2	1	0.587	61	29	6.78	0	0
5.5	Brian Hogentogler	14	16	4.67	1	2	0.457	48	52	4.80	0	0
5.0	Kelly Norris	21	9	7.00	3	0	0.760	29	41	4.14	0	0
4.5	Paul McMichael	11	19	3.67	0	3	0.327	61	49	5.55	0	0
4.5	Jack Jimmink	16	14	5.33	2	1	0.543	56	54	5.09	0	0
4.0	Ed Croco, CPT	14	16	4.67	1	2	0.457	19	41	3.17	0	0
2.5	Tammy Norris	14	6	7.00	2	0	0.740	34	46	4.25	0	0
2.0	Jackie Croco	12	18	4.00	1	2	0.370	24	46	3.43	0	0
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.78	128	122	13	12						

HC	Make It Weird	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
7.0	Devan Retherford	33	17	6.60	5	0	0.740	56	54	5.09	0	0
5.0	Shawn Lilley	19	31	3.80	2	3	0.320	0	0	####	0	0
4.5	Mike Canoy	14	26	3.50	1	3	0.290	64	76	4.57	0	0
4.5	Betsy Goodman	13	17	4.33	1	2	0.413	70	50	5.83	0	0
4.0	Bob Cohan	20	10	6.67	2	1	0.717	10	10	5.00	0	0
4.0	Rick Johnson	14	16	4.67	1	2	0.457	70	80	4.67	0	0
4.0	Steve Hunter	19	21	4.75	2	2	0.465	57	53	5.18	0	0
3.5	Jen Mallon, CPT	17	13	5.67	2	1	0.587	55	75	4.23	0	0
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.56	149	151	16	14						

3 Recycles Remaining

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	23	7	7.67	3	0	0.847	71	39	6.45	14	6
6.0	Justin Baird, CPT	10	20	3.33	0	3	0.283	56	34	6.22	7	13
5.0	Winston Beshore	10	20	3.33	0	3	0.283	41	49	4.56	0	0
5.0	Rich Long	21	9	7.00	2	1	0.760	52	38	5.78	7	3
5.0	Denis Welker	19	11	6.33	2	1	0.673	35	35	5.00	0	0
4.5	Tom Plasic, Co-CPT	17	13	5.67	2	1	0.587	40	50	4.44	0	0
4.5	Bo Bovidge	29	21	5.80	4	1	0.620	65	35	6.50	13	7
4.0	Jess Cassner	29	11	7.25	4	0	0.815	46	34	5.75	9	1
3.5	Jason Wert	16	14	5.33	2	1	0.543	48	32	6.00	8	2
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		5.00	174	126	19	11						

HC	Silent Assassins	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
6.5	Kevin Bryner	13	7	6.50	1	1	0.680	31	39	4.43	0	0
6.5	James Shafer	23	17	5.75	3	1	0.605	40	40	5.00	0	0
5.5	El Voughs	30	30	5.00	2	4	0.500	48	52	4.80	0	0
5.5	Ryan Trafecanty	10	20	3.33	1	2	0.283	69	41	6.27	0	0
5.0	Del Madden, CPT	18	12	6.00	2	1	0.630	34	36	4.86	0	0
5.0	Paul Ramsey	23	27	4.60	2	3	0.440	39	51	4.33	0	0
4.5	Mike Bretz	6	4	6.00	1	0	0.610	30	40	4.29	0	0
3.0	Liz Christian, CO-CPT	17	23	4.25	1	3	0.395	59	61	4.92	0	0
3.0	Marcia Yost	4	16	2.00	0	2	0.140	41	49	4.56	0	0
	Open Stats											
	Forfeits											
	Penalty Points											
AVERAGE HC		4.94	144	156	13	17						

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	28	32	4.67	2	4	0.447	77	83	4.81	17	13
5.5	Jose Soto	14	16	4.67	1	2	0.457	64	46	5.82	3	7
5.0	Tone Brubacher	7	3	7.00	1	0	0.720	55	35	6.11	0	0
5.0	Ezequiel Rodriguez	30	20	6.00	4	1	0.650	55	45	5.50	20	10
4.5	James Dagenhart	14	16	4.67	1	2	0.457	42	48	4.67	3	7
3.5	Nick Ellis	18	32	3.60	2	3	0.290	58	52	5.27	13	17
3.0	Monica Reinnagel	14	26	3.50	1	3	0.290	47	63	4.27	11	9
3.0	Jacqui Hiemstra,CPT	17	13	5.67	2	1	0.587	38	32	5.43	3	7
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.56	142	158	14	16						

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.**

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

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

Projected Payouts

Tournament Champions	\$ 2,100
Tournament 2nd Place	\$ 1,400
Division Winner	\$ 250
Week 18 Winners (\$90 x 5)	\$ 450
Total Payouts	\$ 4,200

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 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.**

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 deems necessary to maintain integrity within the league.

Break And Funs This Week

Break And Funs This Session

Justin Baird
Tony Balsimo
Rick Boyer
Scott Gibson
Shawn Hoerner
Jenn Kelly
Dakota Miller

Kevin Villarreal
El Voughs

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

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