



9 Ball  
Winter '25 (Filler)

Week 7 1/8/26

	Win %	Points		Last	Match		AVG	Home Location	Week 7 Matchups (1/8/26) Home Team is in <b>CAPS</b>
		F	A	Week	W	L	HC		
Marysville VFW	<b>0.568</b>	142	108	35-15	16	9	4.22	Marysville VFW	angies
Rack Em Up	<b>0.563</b>	169	131	22-28	20	10	4.67	Angies Diner	it don't matter
Zero Fux Given	<b>0.527</b>	158	142	26-24	17	13	4.44	The Dutch Club	<b>HOMELESS MISFITS</b>
9 Ya Business	<b>0.527</b>	158	142	33-17	15	15	4.39	HoHos Billiards	make it weird
Anything	<b>0.520</b>	156	144	24-26	16	14	<b>5.00</b>	Dauphin Home Assoc	chicks
Chicks	<b>0.508</b>	127	123	28-22	13	12	<b>4.78</b>	Chicks	<b>ANYTHING</b>
It Don't Matter	<b>0.477</b>	143	157	15-35	16	14	4.67	Marysville Moose	<b>RACK EM UP</b>
Make It Weird	<b>0.447</b>	134	166	29-21	12	18	4.33	The Hose	<b>9 YA BUSINESS</b>
Angies	<b>0.443</b>	133	167	17-33	10	20	<b>5.06</b>	Angies Diner	<b>MARYSVILLE VFW</b>
Homeless Misfits	<b>0.433</b>	130	170	21-29	10	20	<b>4.94</b>	The Verhovay	zero fux given
		1450	1450		145	145	4.65		

*The top two teams will receive a bye in the first round of 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 PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
HC	Angies											
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
6.0	Jake Rodriguez	16	24	4.00	1	3	0.360	6	4	6.00	0	0
5.0	Kevin Joy	29	41	4.14	1	6	0.354	52	58	4.73	4	6
5.0	Alfredo Cortes, CPT	11	29	2.75	1	3	0.185	87	53	6.21	0	0
5.0	Alex Knapp	29	11	7.25	4	0	0.815	37	33	5.29	7	3
4.0	Leah Edwards	4	6	4.00	0	1	0.390	14	26	3.50	0	0
3.5	Ron John	22	28	4.40	2	3	0.410	85	85	5.00	2	8
3.0	Steve Shipp	19	21	4.75	1	3	0.465	90	70	5.63	0	0
	Open Stats	0	0		0	0						
	Forfeits											
	Penalty Points											
AVERAGE HC		<b>5.06</b>	133	167		10	20					

3 Recycles Remaining								Last Session Points			Recent Postseason Performance	
HC	Chicks	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A
6.0	Kevin Shutt	18	12	6.00	3	0	0.630	0	0	####	0	0
6.0	Fred Brodbeck	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0
5.5	Kevin Marroquin	17	23	4.25	1	3	0.395	0	0	####	0	0
5.5	Frank Moore	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0
5.0	Sean Gallagher	25	25	5.00	3	2	0.500	0	0	####	0	0
4.0	Rich Worley	13	17	4.33	1	2	0.413	0	0	####	0	0
4.0	Brad Saksek	32	18	6.40	4	1	0.710	0	0	####	0	0
4.0	Belinda George	18	22	4.50	1	3	0.430	0	0	####	0	0
3.0	Joe Kieres	4	6	4.00	0	1	0.390	0	0	####	0	0
	Open Stats	0	0		0	0						
	Forfeits											
	Penalty Points											
AVERAGE HC		4.78	127	123		13	12					

								Last Session Points			Recent Postseason Performance	
HC	Homeless Misfits	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A
7.0	Ed Kearney	14	16	4.67	1	2	0.457	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	14	16	4.67	1	2	0.457	48	42	5.33	0	0
5.5	Josh Hughes	23	17	5.75	2	2	0.605	80	70	5.33	0	0
5.0	Tim Meise, CPT	21	29	4.20	2	3	0.380	49	51	4.90	2	8
4.0	Bruce Brockman	20	30	4.00	1	4	0.350	71	49	5.92	4	6
3.5	Larry Keefe	17	13	5.67	2	1	0.587	48	62	4.36	2	8
3.0	Tim Meise Jr	9	31	2.25	0	4	0.115	76	64	5.43	0	0
3.0	Liz Christian	12	18	4.00	1	2	0.370	59	61	4.92	0	0
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.94	130	170		10	20					

								Last Session Points			Recent Postseason Performance	
HC	It Don't Matter	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A
7.0	John Lamplugh	24	16	6.00	3	1	0.640	0	0	####	0	0
6.0	Scott Gibson, CPT	19	21	4.75	3	1	0.465	72	58	5.54	0	0
5.5	Brad Miller	21	9	7.00	3	0	0.760	57	53	5.18	0	0
4.5	Adam Brody	18	22	4.50	2	2	0.430	69	81	4.60	0	0
4.5	Bill Scharff	17	23	4.25	2	2	0.395	68	52	5.67	0	0
4.0	Eric Snyder	14	26	3.50	1	3	0.290	0	0	####	0	0
4.0	Doug Wagner	19	11	6.33	2	1	0.673	42	38	5.25	0	0
3.5	John Linn	5	15	2.50	0	2	0.200	44	56	4.40	0	0
3.0	Tracy Klinger	6	14	3.00	0	2	0.260	30	40	4.29	0	0
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.67	143	157		16	14					

3 Recycles Remaining								Last Session Points			Recent Postseason Performance	
9 Ya Business		Points		Average		Match						
HC		F	A	PPM	W	L	Score	F	A	AVG	F	A
7.0	Rick Boyer	30	30	5.00	3	3	0.500	96	64	6.00	0	0
6.0	Jenn Kelly	18	12	6.00	2	1	0.630	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	33	27	5.50	3	3	0.580	57	83	4.07	0	0
4.0	John Hoffman	23	7	7.67	3	0	0.847	38	52	4.22	0	0
3.5	Ellie Heinly, Co-Cpt	15	15	5.00	1	2	0.500	36	54	4.00	0	0
3.5	Carlos Olmeda	16	24	4.00	1	3	0.360	53	67	4.42	0	0
3.0	Jeremy Driver	6	14	3.00	0	2	0.260	53	57	4.82	0	0
3.0	Emily Dauberman	17	13	5.67	2	1	0.587	43	47	4.78	0	0
	Open Stats											
	Forfeits	0	0									
	Penalty Points											
AVERAGE HC		4.39	158	142	15		15					

3 Recycles Remaining								Last Session Points			Recent Postseason Performance	
HC Rack Em Up		Points		Average		Match						
		F	L	PPM	W	L	Score	F	A	AVG	F	A
7.0	Rikki Johnson	20	20	5.00	2	2	0.500	66	64	5.08	4	6
6.0	Kyle Gamble	15	5	7.50	2	0	0.800	0	0	####	0	0
5.5	Kelly Norris	16	14	5.33	2	1	0.543	67	43	6.09	0	0
5.5	Brian Hogentogler	24	16	6.00	3	1	0.640	52	58	4.73	11	9
4.5	Paul McMichael	22	18	5.50	3	1	0.570	53	47	5.30	12	8
4.5	Jack Jimmink	30	20	6.00	3	2	0.650	55	45	5.50	11	9
3.5	Ed Croco, CPT	12	18	4.00	1	2	0.370	54	56	4.91	0	0
3.0	Tammy Norris	16	14	5.33	2	1	0.543	57	33	6.33	4	6
2.5	Jackie Croco	14	6	7.00	2	0	0.740	58	52	5.27	0	0
	Open Stats											
	Forfeits	0	0									
	Penalty Points											
AVERAGE HC		4.67	169	131	20		10					

								Last Session Points			Recent Postseason Performance	
HC	Make It Weird	Points		Average	Match		MVP	F	A	AVG	F	A
		F	A	PPM	W	L	Score					
6.5	Devan Retherford	18	32	3.60	1	4	0.290	92	68	5.75	8	12
5.0	Shawn Lilley	10	20	3.33	0	3	0.283	55	75	4.23	0	0
5.0	Mike Rankin	17	13	5.67	2	1	0.587	0	0	####	0	0
4.5	Betsy Goodman	7	3	7.00	1	0	0.720	56	54	5.09	0	0
4.0	Steve Hunter	4	6	4.00	0	1	0.390	38	42	4.75	8	2
4.0	Rick Johnson	30	30	5.00	3	3	0.500	72	58	5.54	12	8
4.0	Jen Mallon, CPT	24	16	6.00	3	1	0.640	77	63	5.50	12	8
3.5	Bob Cohan	8	22	2.67	0	3	0.197	43	47	4.78	0	0
2.5	Hanna Shank	7	13	3.50	1	1	0.320	0	0	####	0	0
	Open Stats	9	11		1	1						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.33	134	166	12	18						

HC	Marysville VFW	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
5.5	Shawn Evinger	34	16	6.80	4	1	0.770	0	0	####	0	0
5.0	Doi Bintaviahok	4	6	4.00	0	1	0.390	0	0	####	0	0
5.0	Dave Beck	16	14	5.33	2	1	0.543	0	0	####	0	0
4.5	Tom Speck	24	16	6.00	3	1	0.640	0	0	####	0	0
4.0	Shannon Moore	14	16	4.67	2	1	0.457	0	0	####	0	0
4.0	Jeff Evinger	4	6	4.00	0	1	0.390	0	0	####	0	0
3.5	Susie Evinger, CPT	22	18	5.50	3	1	0.570	0	0	####	0	0
3.5	Ethan Miller	24	16	6.00	2	2	0.640	0	0	####	0	0
3.0	Bob Bannon	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.22	142	108	16	9					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
M7.5	Tony Balsimo	23	17	5.75	3	1	0.605	82	38	6.83	22	8
5.5	Justin Baird, CPT	14	16	4.67	1	2	0.457	21	49	3.00	0	0
5.0	Winston Beshore	12	8	6.00	2	0	0.620	63	57	5.25	10	10
5.0	Rich Long	5	15	2.50	0	2	0.200	48	52	4.80	4	6
5.0	Denis Welker	26	14	6.50	3	1	0.710	53	57	4.82	0	0
4.5	Jess Cassner	24	16	6.00	3	1	0.640	49	41	5.44	13	7
4.5	Jason Wert	17	13	5.67	2	1	0.587	62	58	5.17	15	5
4.0	Tom Plasic, Co-CPT	13	27	3.25	0	4	0.255	52	48	5.20	4	6
4.0	Bo Bovidge	22	18	5.50	2	2	0.570	57	63	4.75	6	14
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		5.00	156	144	16	14						

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	33	27	5.50	3	3	0.580	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	12	18	4.00	1	2	0.370	33	47	4.13	0	0
5.0	Ezequiel Rodriguez	6	4	6.00	1	0	0.610	54	56	4.91	0	0
4.0	James Dagenhart	17	13	5.67	2	1	0.587	29	41	4.14	0	0
4.0	Nick Ellis	22	38	3.67	2	4	0.287	74	76	4.93	0	0
3.5	Bryan Shirk	22	18	5.50	3	1	0.570	15	35	3.00	0	0
3.5	Monica Reinnagel	37	23	6.17	4	2	0.687	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		4.44	158	142	17	13						

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.

**\*\*\*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 / M7.5" can play for a given team in a given night. An "M7.5" counts as a 7.5 in regards to the 26.0 CAP

#### Projected Payouts

Tournament Champions	<b>\$2,000</b>
Tournament Runner-Up	<b>\$1,400</b>
Division Winner	<b>\$250</b>
Week 19 Winners (\$90 x 5)	<b>\$450</b>
Total Payouts	<b>\$4,100</b>

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 believes is appropriate to maintain integrity within the league.

**Break And Funs This Week**

**Break And Funs This Session**

Kevin Joy

Tony Balsimo	4
Kevin Joy	2
John Lamplugh	2
Rick Boyer	
Bruce Brockman	
Belinda George	
Shawn Hoerner	
Josh Hughes	
Ed Kearney	
Brad Saksek	

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

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