



9 Ball  
Winter '23 (Filler)

Week 9 2/8/24

	Win %	Points		Last Week	Match		AVG HC	Home Location	Week 9 Matchups Home Team is in <b>CAPS</b>
		F	A		W	L			
9 Ya Business	<b>0.573</b>	229	171	36-14	28	12	4.8	HoHos Billiards	homeless misfits
Homeless Misfits	<b>0.550</b>	220	180	30-20	23	17	4.8	The Verhovay	<b>9 YA BUSINESS</b>
Zero Fux Given	<b>0.537</b>	188	162	27-23	20	15	4.7	Bressler Club	<b>CHICKS</b>
It Don't Matter	<b>0.529</b>	185	165	23-27	19	16	5.4	Marysville Moose	ball busterz
Diamond Masters	<b>0.500</b>	200	200	20-30	20	20	5.1	The Pour House	<b>BYE</b>
Rick's Rejects	<b>0.498</b>	199	201	14-36	18	22	4.5	Dauphin Home Assoc	<b>SILENT ASSASSINS</b>
Make It Weird	<b>0.498</b>	199	201	27-23	20	20	4.3	The Hose	<b>ANGIES</b>
Silent Assassins	<b>0.480</b>	168	182	27-23	17	18	4.7	Gilligans on Eisenhowe	rick's rejects
Misfits	<b>0.477</b>	167	183	BYE	14	21	4.9	The Hose	rack em up
Angies	<b>0.471</b>	165	185	27-23	15	20	4.1	Angies Diner	make it weird
Rack Em Up	<b>0.469</b>	164	186	23-27	17	18	4.7	Angies Diner	<b>MISFITS</b>
Ball Busterz	<b>0.457</b>	160	190	23-27	14	21	4.2	HoHos Billiards	<b>IT DON'T MATTER</b>
Chicks	<b>0.437</b>	153	197	23-27	15	20	4.8	Chicks Tavern	zero fux given
		2400	2400		240	240	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		Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM			
		F	A		W	L		F	A	AVG	F	A	AVG	
HC	Angies													
6.0	Pete Mavropoulos	33	37	4.71	3	4	0.451	45	35	5.63	0	0	####	
4.5	Kevin Joy	20	20	5.00	2	2	0.500	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	46	34	5.75	5	3	0.635	63	57	5.25	0	0	####	
4.0	Larry Keefe	31	29	5.17	3	3	0.527	41	59	4.10	0	0	####	
4.0	Alex Knapp	10	20	3.33	0	3	0.283	40	50	4.44	0	0	####	
3.5	Johnath Giles	1	9	1.00	0	1	0.060	0	0	####	0	0	####	
3.0	Steve Shipp	19	21	4.75	2	2	0.465	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		4.1	165	185		15	20							

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	21	19	5.25	2	2	0.535	49	51	4.90	0	0	####
5.5	Mace Lockard	13	17	4.33	1	2	0.413	75	65	5.36	0	0	####
5.0	Kevin Altland	6	14	3.00	0	2	0.260	45	45	5.00	0	0	####
4.0	Will Etnoyer	4	6	4.00	0	1	0.390	30	30	5.00	0	0	####
4.0	Fallon Peters	41	39	5.13	5	3	0.523	0	0	####	0	0	####
3.5	Abbie Lee, CPT	29	31	4.83	3	3	0.473	84	96	4.67	0	0	####
3.0	Travis Shade, Co-CPT	38	32	5.43	3	4	0.573	87	83	5.12	0	0	####
2.5	Troy Hickey	8	32	2.00	0	4	0.080	0	0	####	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.2	160	190	14	21							

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	23	27	4.60	3	2	0.440	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	20	20	5.00	2	2	0.500	44	46	4.89	1	9	1.00
5.5	Fred Brodbeck	16	14	5.33	2	1	0.543	56	54	5.09	4	6	4.00
4.5	Andrew Betts	10	30	2.50	0	4	0.150	34	36	4.86	0	0	####
4.5	Sam Hartley	19	21	4.75	2	2	0.465	45	45	5.00	11	9	5.50
4.5	Sean Gallagher	23	27	4.60	2	3	0.440	66	44	6.00	2	8	2.00
4.0	Brad Saksek	15	15	5.00	1	2	0.500	49	41	5.44	14	6	7.00
2.0	Ashley Dellesega	10	20	3.33	1	2	0.283	23	47	3.29	0	0	####
	Open Stats	0	0		0	0							
	Forfeits	7	3		1	0							
	Penalty Points												
AVERAGE HC		4.8	153	197	15	20							

2 Recycles Remaining								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	26	24	5.20	3	2	0.530	44	36	5.50	0	0	####
6.5	Josh Reynolds	14	6	7.00	2	0	0.740	32	38	4.57	0	0	####
6.0	Larry Fagan	30	20	6.00	2	3	0.650	46	44	5.11	7	13	3.50
4.5	Andy Ritter	29	31	4.83	4	2	0.473	38	52	4.22	0	0	####
4.5	Clarence Marsh, CPT	38	42	4.75	3	5	0.455	91	79	5.35	5	15	2.50
4.0	Robert Hurt	18	22	4.50	2	2	0.430	44	36	5.50	11	9	5.50
3.5	Stephanie Ozimac	35	35	5.00	3	4	0.500	60	40	6.00	11	9	5.50
2.5	Kerrin Lutz	2	8	2.00	0	1	0.170	47	53	4.70	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		5.1	200	200	20	20							

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
7.0	Mike Fisher	25	15	6.25	3	1	0.675	0	0	####	0	0	####
5.5	Kevin Villarreal, Co-CPT	37	43	4.63	3	5	0.433	65	75	4.64	0	0	####
5.5	Tim Meise, CPT	23	17	5.75	2	2	0.605	38	42	4.75	0	0	####
5.0	Josh Hughes	36	24	6.00	4	2	0.660	53	57	4.82	0	0	####
4.5	Joe Lahr	8	12	4.00	1	1	0.380	47	53	4.70	0	0	####
4.0	Mike Miller	45	25	6.43	5	2	0.743	41	49	4.56	0	0	####
3.5	Tim Meise Jr	21	19	5.25	2	2	0.535	41	39	5.13	0	0	####
3.0	Rick Lawson	25	25	5.00	3	2	0.500	43	57	4.30	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.8	220	180									

2 Recycles Remaining		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	16	24	4.00	1	3	0.360	40	30	5.71	6	14	3.00
		7.0	John Lamplugh	13	7	6.50	2	0	0.680	37	33	5.29	6	4	6.00
		6.5	Scott Gibson, CPT	12	18	4.00	1	2	0.370	53	37	5.89	8	12	4.00
		6.0	Brad Miller	42	18	7.00	5	1	0.820	66	44	6.00	15	5	7.50
		5.0	Tobe Toberman	19	21	4.75	2	2	0.465	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	12	8	6.00	1	1	0.620	40	30	5.71	1	9	1.00
		4.0	Doug Wagner	29	21	5.80	3	2	0.620	34	46	4.25	24	6	8.00
		4.0	John Linn	35	25	5.83	4	2	0.633	44	66	4.00	14	6	7.00
			Open Stats												
			Forfeits	0	0		0	0							
			Penalty Points												
AVERAGE HC		5.4	185	165			19	16							

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	35	15	7.00	4	1	0.800	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	6	4	6.00	1	0	0.610	55	55	5.00	0	0	####
5.0	Anthony Cressler, CPT	30	40	4.29	3	4	0.379	88	82	5.18	9	11	4.50
4.5	Kevin Miller	23	17	5.75	2	2	0.605	0	0	####	0	0	####
4.0	Scott Wallace	28	32	4.67	2	4	0.447	50	50	5.00	10	10	5.00
3.5	Aaron Neely	14	26	3.50	0	4	0.290	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	167	183			14	21					

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	30	10	7.50	4	0	0.850	50	50	5.00	4	6	4.00
6.5	Rick Boyer	34	36	4.86	3	4	0.476	52	68	4.33	7	3	7.00
5.5	Forrest Aeppli, CPT	19	11	6.33	2	1	0.673	36	44	4.50	0	0	####
5.0	John Hoffman	31	39	4.43	4	3	0.403	74	56	5.69	0	0	####
4.5	Jim Roberts	23	17	5.75	3	1	0.605	61	49	5.55	1	9	1.00
4.5	Carlos Olmeda	33	17	6.60	5	0	0.740	49	61	4.45	0	0	####
4.5	Dan Benson	12	8	6.00	1	1	0.620	60	40	6.00	7	3	7.00
3.5	Ellie Heinly, Co-Cpt	17	13	5.67	2	1	0.587	52	48	5.20	3	7	3.00
3.0	Emily Dauberman	30	10	7.50	4	0	0.850	32	48	4.00	0	0	####
	Open Stats												
	Forfeits	0	10		0	1							
	Penalty Points												
AVERAGE HC		4.8	229	171	28	12							

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	25	15	6.25	3	1	0.675	51	49	5.10	8	2	8.00
6.0	Rikki Johnson	28	22	5.60	3	2	0.590	62	58	5.17	4	6	4.00
6.0	Brian Hogentogler	10	30	2.50	0	4	0.150	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	29	31	4.83	3	3	0.473	64	56	5.33	1	9	1.00
4.5	Ed Croco, CPT	27	33	4.50	3	3	0.420	45	45	5.00	9	1	9.00
3.5	Ron John	19	11	6.33	3	0	0.673	0	0	####	0	0	####
2.5	Jackie Croco	16	34	3.20	1	4	0.230	38	52	4.22	0	0	####
2.5	Tammy Norris	7	3	7.00	1	0	0.720	36	34	5.14	2	8	2.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.7	164	186	17	18							

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	27	43	3.86	2	5	0.306	88	72	5.50	4	6	4.00
5.5	Austin Cronauer	17	13	5.67	2	1	0.587	40	30	5.71	6	4	6.00
5.0	Mike Canoy	36	24	6.00	4	2	0.660	79	51	6.08	3	7	3.00
4.0	Jen Mallon, CPT	22	28	4.40	2	3	0.410	33	47	4.13	0	0	####
4.0	Betsy Goodman	32	18	6.40	4	1	0.710	36	54	4.00	3	7	3.00
3.5	Blaize Bowman	19	21	4.75	2	2	0.465	0	0	####	0	0	####
3.5	Donnie Mull	14	16	4.67	1	2	0.457	0	0	####	0	0	####
3.0	Piper Hunt	12	28	3.00	1	3	0.220	41	39	5.13	0	0	####
3.0	Bob Cohan	20	10	6.67	2	1	0.717	30	30	5.00	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.3	199	201	20	20							

### 3 Recycles Remaining

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	24	16	6.00	2	2	0.640	54	56	4.91	0	0	####
6.0	Justin Baird	31	39	4.43	3	4	0.403	59	51	5.36	0	0	####
5.5	Winston Beshore	43	37	5.38	3	5	0.568	75	75	5.00	0	0	####
5.0	Eric Van Selow	12	28	3.00	0	4	0.220	87	73	5.44	0	0	####
4.5	Tom Plasic	21	19	5.25	3	1	0.535	0	0	####	0	0	####
3.5	Bo Bovidge	32	18	6.40	4	1	0.710	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	16	24	4.00	1	3	0.360	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	199	201			18	22					

HC	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	18	12	6.00	2	1	0.630	36	34	5.14	0	0	####
6.5	James Shafer	23	27	4.60	2	3	0.440	55	65	4.58	0	0	####
5.5	El Voughs	26	14	6.50	4	0	0.710	52	38	5.78	0	0	####
5.0	Mike Bretz	10	10	5.00	1	1	0.500	30	50	3.75	0	0	####
4.5	Paul Ramsey	26	34	4.33	3	3	0.393	39	41	4.88	0	0	####
4.5	Del Madden, CPT	18	32	3.60	1	4	0.290	39	41	4.88	0	0	####
3.5	Ryan Trafecanty	4	6	4.00	0	1	0.390	0	0	####	0	0	####
3.5	Liz Christian, CO-CPT	25	35	4.17	2	4	0.367	63	57	5.25	0	0	####
3.0	Marcia Yost	18	12	6.00	2	1	0.630	0	0	####	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.7	168	182			17	18					

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
7.5	Shawn Hoerner	40	30	5.71	6	1	0.621	0	0	####	0	0	####
6.0	Terry Ballent	16	24	4.00	1	3	0.360	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	25	25	5.00	2	3	0.500	48	72	4.00	0	0	####
4.0	James Dagenhart	23	7	7.67	3	0	0.847	43	67	3.91	0	0	####
3.5	Nick Ellis	22	28	4.40	1	4	0.410	54	86	3.86	0	0	####
3.5	Monica Reinnagel	22	18	5.50	2	2	0.570	34	46	4.25	0	0	####
3.5	Jacqui Hiemstra, CPT	4	6	4.00	0	1	0.390	38	32	5.43	0	0	####
3.5	Duane Rider	17	13	5.67	2	1	0.587	38	32	5.43	0	0	####
	Open Stats	0	0		0	0							
	Forfeits	0	0		0	0							
	Penalty Points												
AVERAGE HC		4.7	188	162			20	15					

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	<b>\$ 2,220</b>
Tournament 2nd Place	<b>\$ 1,120</b>
Division Winner	<b>\$ 180</b>
Week 18 Winners (\$80 x 6)	<b>\$ 480</b>
Total Payouts	<b>\$ 4,000</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 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***

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Jenn Kelly	3
John Hedgepath	2
Shawn Hoerner	2
El Voughs	2
Steve Weaver	2
Blaize Bowman	
Mike Canoy	
Liz Christian	
Larry Fagan	
Brian Hogentogler	
Ed Kearney	
Kevin Marroquin	
Tim Meise	
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

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

$$( 6.22 + ( 22 * .05 ) ) / 10 =$$

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