

DUES ARE NOW \$9



9 Ball
Spring - Summer '24 (Filler)

Week 9 6/20/24

	Win %	Points		Last	Match		AVG	Home Location	Week 9 Matchups (6/20/24) Home Team is in CAPS
		F	A	Week	W	L	HC		
Angies	0.549	192	158	35-15	21	14	4.31	Angies Diner	rick's rejects
Homeless Misfits	0.538	215	185	22-28	24	16	4.78	The Verhovay	make it weird
Rack Em Up	0.523	183	167	28-22	20	15	5.00	Angies Diner	9 YA BUSINESS
It Don't Matter	0.509	178	172	30-20	17	18	5.22	Marysville Moose	ball busterz
Rick's Rejects	0.503	176	174	22-28	15	20	4.56	Dauphin Home Assoc	ANGIES
Diamond Masters	0.497	174	176	24-26	17	18	5.00	The Pour House	MISFITS
Misfits	0.497	174	176	28-22	20	15	4.81	The Hose	diamond masters
Chicks	0.491	172	178	BYE	17	18	4.89	Chicks Tavern	SILENT ASSASSINS
Make It Weird	0.488	195	205	15-35	20	20	4.56	The Hose	HOMELESS MISFITS
9 Ya Business	0.486	170	180	26-24	15	20	4.83	HoHos Billiards	rack em up
Zero Fux Given	0.483	193	207	20-30	20	20	4.44	Bressler Club	BYE
Silent Assassins	0.478	191	209	22-28	17	23	4.88	Gilligans on Eisenhowe	chicks
Ball Busterz	0.468	187	213	28-22	17	23	4.00	HoHos Billiards	IT DON'T MATTER
		2400	2400		240	240	4.71		

Division winner will receive a first round bye 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.

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

HC		Points		Average	Match		MVP	Last Session Points			Recent Postseason PPM		
		F	A	PPM	W	L	Score	F	A	AVG	F	A	AVG
6.0	Pete Mavropoulos	16	14	5.33	1	2	0.543	52	58	4.73	4	6	4.00
5.0	Kevin Joy	23	17	5.75	3	1	0.605	58	62	4.83	0	0	####
4.5	Alfredo Cortes, CPT	38	32	5.43	4	3	0.573	91	79	5.35	3	7	3.00
4.5	Alex Knapp	21	19	5.25	2	2	0.535	59	51	5.36	3	7	3.00
4.0	Larry Keefe	28	22	5.60	4	1	0.590	79	71	5.27	0	0	####
4.0	Ron John	22	18	5.50	3	1	0.570	35	35	5.00	0	0	####
3.5	Steve Shipp	28	22	5.60	3	2	0.590	61	59	5.08	6	4	6.00
3.0	Kevin Bethea	16	14	5.33	1	2	0.543	23	37	3.83	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.31	192	158		21	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	Chet Denmark	23	37	3.83	1	5	0.313	0	0	####	0	0	####
5.0	Mace Lockard	43	37	5.38	5	3	0.568	30	50	3.75	0	0	####
4.5	Kevin Altland	33	37	4.71	3	4	0.451	16	24	4.00	0	0	####
4.0	Will Etnoyer	0	0	#DIV/0!	0	0	#DIV/0!	4	6	4.00	0	0	####
3.5	Abbie Lee, CPT	31	29	5.17	3	3	0.527	49	61	4.45	0	0	####
3.0	Travis Shade, Co-CPT	36	44	4.50	3	5	0.410	75	65	5.36	0	0	####
2.0	Troy Hickey	21	29	4.20	2	3	0.380	18	72	2.00	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.00	187	213	17	23							

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							
6.5	Bruce Lenker	24	36	4.00	1	5	0.340	41	49	4.56	2	8	2.00
6.0	Frank Moore, CPT	15	5	7.50	2	0	0.800	33	37	4.71	0	0	####
5.5	Kevin Marroquin	19	21	4.75	3	1	0.465	38	42	4.75	4	6	4.00
5.5	Fred Brodbeck	30	20	6.00	3	2	0.650	47	43	5.22	6	4	6.00
5.0	Andrew Betts	21	9	7.00	3	0	0.760	64	56	5.33	0	0	####
5.0	Sean Gallagher	11	19	3.67	1	2	0.327	61	49	5.55	0	0	####
4.5	Sam Hartley	0	0	#DIV/0!	0	0	#DIV/0!	51	49	5.10	0	0	####
4.0	Brad Saksek	33	37	4.71	3	4	0.451	55	35	6.11	0	0	####
2.0	Ashley Dellesega	19	31	3.80	1	4	0.320	37	43	4.63	4	6	4.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.89	172	178	17	18							

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	13	17	4.33	1	2	0.413	31	39	4.43	0	0	####
6.5	Ron Straw	32	18	6.40	4	1	0.710	45	55	4.50	0	0	####
6.5	Josh Reynolds	14	16	4.67	1	2	0.457	44	36	5.50	0	0	####
6.5	Larry Fagan	16	14	5.33	2	1	0.543	44	26	6.29	0	0	####
4.0	Clarence Marsh, CPT	36	34	5.14	4	3	0.524	55	85	3.93	0	0	####
4.0	Robert Hurt	18	12	6.00	2	1	0.630	39	41	4.88	0	0	####
3.5	Stephanie Ozimac	18	32	3.60	1	4	0.290	50	50	5.00	0	0	####
3.5	Jeremy Driver	18	22	4.50	1	3	0.430	0	0	####	0	0	####
3.0	Kerrin Lutz	9	11	4.50	1	1	0.440	52	38	5.78	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		5.00	174	176	17	18							

3 Recycles Remaining								Last Session Points			Recent Postseason PPM		
HC	Homeless Misfits	Points		Average	Match		MVP						
		F	A	PPM	W	L	Score	F	A	AVG	F	A	AVG
7.0	Mike Fisher	43	27	6.14	5	2	0.694	47	43	5.22	16	14	5.33
6.5	Kevin Villarreal, Co-CPT	45	25	7.00	6	1	0.800	80	80	5.00	13	7	6.50
5.5	Tim Meise, CPT	20	10	6.67	3	0	0.717	48	42	5.33	8	2	8.00
5.5	Josh Hughes	34	26	5.67	3	3	0.607	70	50	5.83	8	2	8.00
4.0	Becky Ballent	1	9	1.00	0	1	0.060	0	0	####	0	0	####
4.0	Mike Miller	19	31	3.80	2	3	0.320	90	50	6.43	9	21	3.00
4.0	Bruce Brockman	22	18	5.50	2	2	0.570	19	31	3.80	0	0	####
3.5	Tim Meise Jr	18	12	6.00	2	1	0.630	38	42	4.75	7	13	3.50
3.0	Rick Lawson	13	27	3.25	1	3	0.255	48	52	4.80	7	3	7.00
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.78	215	185		24	16						

3 Recycles Remaining								Last Session Points			Recent Postseason PPM		
HC	It Don't Matter	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A	AVG
		F	A		W	L							
7.5	Steve Wood	14	6	7.00	2	0	0.740	39	31	5.57	0	0	####
7.0	John Lamplugh	8	22	2.67	0	3	0.197	38	32	5.43	0	0	####
7.0	Scott Gibson, CPT	35	15	7.00	4	1	0.800	32	38	4.57	0	0	####
5.5	Brad Miller	24	26	4.80	2	3	0.470	68	42	6.18	1	9	1.00
5.0	Bill Scharff	19	11	6.33	2	1	0.673	44	46	4.89	0	0	####
4.0	Eric Snyder	13	27	3.25	1	3	0.255	66	44	6.00	7	3	7.00
4.0	John Linn	26	14	6.50	3	1	0.710	64	56	5.33	7	3	7.00
3.5	Doug Wagner	12	28	3.00	0	4	0.220	57	63	4.75	0	0	####
3.5	Tracy Klinger	26	14	6.50	3	1	0.710	47	53	4.70	0	0	####
	Open Stats	1	9		0	1							
	Forfeits	0	0		0	0							
	Penalty Points												
AVERAGE HC		5.22	178	172	17	18							

								Last Session			Recent		
HC Misfits		Points		Average PPM	Match		MVP Score	Points			Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
7.5	Ed Kearney	28	22	5.60	3	2	0.590	73	47	6.08	0	0	####
6.5	Stan Kovich	16	14	5.33	2	1	0.543	44	46	4.89	0	0	####
5.5	Ed Hummel	10	10	5.00	1	1	0.500	33	37	4.71	0	0	####
5.0	Anthony Cressler, CPT	38	32	5.43	5	2	0.573	68	92	4.25	0	0	####
4.5	Scott Wallace	25	35	4.17	3	3	0.367	77	63	5.50	0	0	####
3.5	Kevin Miller	20	20	5.00	2	2	0.500	44	56	4.40	0	0	####
3.0	Aaron Neely	15	25	3.75	1	3	0.325	17	43	2.83	0	0	####
3.0	Crystal Johnson	22	18	5.50	3	1	0.570	53	57	4.82	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.81	174	176	20	15							

HC		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	24	4.00	1	3	0.360	59	41	5.90	6	4	6.00
6.5	Rick Boyer	21	29	4.20	2	3	0.380	65	55	5.42	8	12	4.00
6.0	Forrest Aeppli, CPT	4	6	4.00	0	1	0.390	42	28	6.00	4	6	4.00
5.0	Jim Roberts	34	26	5.67	4	2	0.607	46	44	5.11	17	3	8.50
4.5	John Hoffman	31	29	5.17	3	3	0.527	47	63	4.27	0	0	####
4.5	Dan Benson	11	19	3.67	0	3	0.327	38	32	5.43	3	7	3.00
4.0	Carlos Olmeda	22	18	5.50	2	2	0.570	48	52	4.80	6	14	3.00
3.5	Ellie Heinly, Co-Cpt	22	18	5.50	2	2	0.570	40	40	5.00	0	0	####
3.0	Emily Dauberman	9	11	4.50	1	1	0.440	54	46	5.40	6	4	6.00
	Open Stats												
	Forfeits	0	0		0	0							
	Penalty Points												
AVERAGE HC		4.83	170	180	15	20							

HC		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	13	17	4.33	2	1	0.413	45	35	5.63	0	0	####
6.0	Rikki Johnson	28	22	5.60	2	3	0.590	65	45	5.91	0	0	####
6.0	Kyle Gamble	22	18	5.50	2	2	0.570	0	0	####	0	0	####
6.0	Brian Hogentogler	27	13	6.75	4	0	0.745	43	57	4.30	0	0	####
5.0	Kelly Norris	17	33	3.40	1	4	0.260	39	41	4.88	0	0	####
4.5	Ed Croco, CPT	31	19	6.20	4	1	0.680	46	64	4.18	0	0	####
3.0	Tammy Norris	25	15	6.25	3	1	0.675	41	29	5.86	0	0	####
2.0	Jackie Croco	20	30	4.00	2	3	0.350	28	52	3.50	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		5.00	183	167	20	15							

3 Recycles Remaining								Last Session Points			Recent Postseason PPM		
HC		Points		Average PPM	Match		MVP Score	Points			PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
7.0	Devan Retherford	31	29	5.17	4	2	0.527	78	82	4.88	0	0	####
5.5	Austin Cronauer	6	14	3.00	0	2	0.260	44	36	5.50	0	0	####
5.0	Ben Berger	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	####
4.5	Mike Canoy	42	38	5.25	4	4	0.545	60	70	4.62	0	0	####
4.0	Rick Johnson	16	34	3.20	1	4	0.230	0	0	####	0	0	####
4.0	Betsy Goodman	30	30	5.00	3	3	0.500	67	53	5.58	0	0	####
4.0	Blaize Bowman	15	15	5.00	1	2	0.500	38	42	4.75	0	0	####
3.5	Jen Mallon, CPT	31	19	6.20	4	1	0.680	48	72	4.00	0	0	####
3.5	Bob Cohan	24	26	4.80	3	2	0.470	61	29	6.78	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.56	195	205	20	20							

2 Recycles Remaining

HC 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
6.5	Steve Weaver	14	16	4.67	1	2	0.457	41	39	5.13	0	0	####
5.5	Justin Baird, CPT	35	25	5.83	3	3	0.633	63	77	4.50	0	0	####
5.5	Winston Beshore	27	23	5.40	3	2	0.560	79	71	5.27	0	0	####
5.0	Eric Van Selow	7	13	3.50	1	1	0.320	25	45	3.57	0	0	####
4.5	Bruce Wright	27	3	9.00	3	0	1.020	0	0	####	0	0	####
4.0	Tom Plasic, Co-CPT	20	30	4.00	1	4	0.350	58	62	4.83	0	0	####
3.5	David Hunter	5	15	2.50	0	2	0.200	0	0	####	0	0	####
3.5	Bo Bovidge	24	26	4.80	2	3	0.470	56	54	5.09	0	0	####
3.0	Jess Cassner	17	23	4.25	1	3	0.395	35	45	4.38	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.56	176	174		15	20						

HC 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
7.0	Kevin Bryner	16	14	5.33	2	1	0.543	57	43	5.70	15	5	7.50
6.5	James Shafer	17	23	4.25	1	3	0.395	49	51	4.90	2	8	2.00
6.0	El Voughs	32	28	5.33	3	3	0.553	44	46	4.89	15	5	7.50
5.0	Mike Bretz	14	26	3.50	1	3	0.290	40	30	5.71	0	0	####
4.5	Del Madden, CPT	22	18	5.50	2	2	0.570	41	49	4.56	8	2	8.00
4.0	Ryan Trafecanty	30	30	5.00	3	3	0.500	45	35	5.63	10	10	5.00
3.0	Liz Christian, CO-CPT	21	29	4.20	2	3	0.380	37	53	4.11	6	4	6.00
3.0	Marcia Yost	19	21	4.75	2	2	0.465	43	27	6.14	3	7	3.00
	Open Stats	20	20		1	3							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.88	191	209		17	23						

2 Recycles Remaining		Points		Average	Match		MVP	Last Session Points			Recent Postseason PPM		
HC Zero Fux Given		F	A	PPM	W	L	Score	F	A	AVG	F	A	AVG
7.5	Shawn Hoerner	28	22	5.60	4	1	0.590	83	67	5.53	6	4	6.00
5.5	Terry Ballent	21	39	3.50	2	4	0.260	26	44	3.71	2	8	2.00
5.0	Tone Brubacher	47	43	5.22	5	4	0.542	79	61	5.64	4	6	4.00
4.0	James Dagenhart	21	19	5.25	2	2	0.535	53	47	5.30	0	0	####
4.0	Nick Ellis	41	39	5.13	4	4	0.523	57	63	4.75	6	4	6.00
3.5	Duane Rider	0	0	#DIV/0!	0	0	#DIV/0!	17	13	5.67	0	0	####
3.0	Monica Reinngel	19	31	3.80	2	3	0.320	45	45	5.00	4	6	4.00
3.0	Jacqui Hiemstra, CPT	16	14	5.33	1	2	0.543	25	45	3.57	0	0	####
	Open Stats	0	0		0	0							
	Forfeits	0	0		0	0							
	Penalty Points												
AVERAGE HC		4.44	193	207		20	20						

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 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 \$90
(If 25-25 tie, each team will receive \$45). 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 \$18....\$9 FOR BOTH TEAMS**

The team that is the beneficiary of the forfeit will receive a 7-3 win and will not pay the \$9 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	\$ 2,600
Tournament 2nd Place	\$ 1,600
Division Winner	\$ 260
Week 18 Winners (\$90 x 6)	\$ 540
Total Payouts	\$ 5,000

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 and in the best interests of the league as a whole..

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

Ed Kearney
Bill Scharff
Scott Gibson

Break And Funs This Session

Mike Fisher	4
Kevin Villarreal	4
Ed Kearney	3
Scott Gibson	2
Shawn Hoerner	2
Terry Ballent	
Chet Denmark	
Bruce Lenker	
Pete Mavropoulos	
Devan Retherford	
Bill Scharff	
James Shafer	
El Voughs	
Bruce Wright	

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.....

$(\text{Average PPM} + ((\text{Points For} - \text{Points Against}) \times .05)) / 10$

Example... A Player with a "Points For" of 56 and a "Points Against" of 34 would have an MVP score of

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