



9 Ball  
Winter '25 (Filler)

Week 9 1/22/26

Win %	Points		Last	Match	AVG		Week 9 Matchups (1/22/26)		
	F	A	Week	W	L	HC	Home	Location	Home Team is in <b>CAPS</b>
Marysville VFW	<b>0.574</b>	201	149	25-25	23	12	4.39	Marysville VFW	homeless misfits
Rack Em Up	<b>0.535</b>	214	186	25-25	23	17	4.67	Angies Diner	<b>ANGIES</b>
Anything	<b>0.533</b>	213	187	30-20	22	18	<b>5.00</b>	Dauphin Home Assoc	<b>9 YA BUSINESS</b>
9 Ya Business	<b>0.525</b>	210	190	29-21	20	20	4.39	HoHos Billiards	anything
Zero Fux Given	<b>0.518</b>	207	193	21-29	22	18	4.39	Bressler Club	<b>CHICKS</b>
It Don't Matter	<b>0.483</b>	193	207	20-30	22	18	4.67	Marysville Moose	make it weird
Make It Weird	<b>0.480</b>	192	208	31-19	18	22	4.39	The Hose	<b>IT DON'T MATTER</b>
Chicks	<b>0.471</b>	165	185	15-35	16	19	<b>4.83</b>	Chicks	zero fux given
Homeless Misfits	<b>0.468</b>	187	213	35-15	16	24	4.94	The Verhovay	<b>MARYSVILLE VFW</b>
Angies	<b>0.420</b>	168	232	19-31	13	27	<b>5.00</b>	Angies Diner	rack em up
	1950	1950		195	195		4.67		

**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.

2 Recycles Remaining		Last Session						Recent Postseason Performance				
		Points			Match		MVP Score	F	A	Avg	F	A
HC	Angies	F	A	PPM	W	L						
7.0	Ryan Hoffman	0	0	#DIV/0!	0	0	#DIV/0!	44	36	5.50	0	0
6.5	Jaafar Nabaoui	0	0	#DIV/0!	0	0	#DIV/0!	31	19	6.20	0	0
6.0	Jake Rodriguez	16	24	4.00	1	3	0.360	6	4	6.00	0	0
5.0	Kevin Joy	37	53	4.11	2	7	0.331	52	58	4.73	4	6
5.0	Alfredo Cortes, CPT	17	43	2.83	1	5	0.153	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	19	21	4.75	2	2	0.465	14	26	3.50	0	0
3.5	Ron John	25	45	3.57	2	5	0.257	85	85	5.00	2	8
3.0	Steve Shipp	22	28	4.40	1	4	0.410	90	70	5.63	0	0
	Open Stats	3	7		0	1						
	Forfeits											
	Penalty Points											
AVERAGE HC		5.00	168	232				13	27			

3 Recycles Remaining								Last Session			Recent Postseason Performance		
HC	Chicks	Points		Average		Match		MVP Score	Points			F	A
		F	A	PPM	W	L	F		A	AVG			
6.0	Kevin Shutt	21	19	5.25	3	1	0.535	0	0	#####	0	0	
6.0	Fred Brodbeck	6	4	6.00	1	0	0.610	0	0	#####	0	0	
5.5	Kevin Marroquin	24	26	4.80	2	3	0.470	0	0	#####	0	0	
5.5	Frank Moore	0	0	#DIV/0!	0	0	#DIV/0!	0	0	#####	0	0	
5.0	Alan Fleegal	0	10	0.00	0	1	(0.050)	0	0	#####	0	0	
5.0	Sean Gallagher	29	31	4.83	3	3	0.473	0	0	#####	0	0	
4.0	Rich Worley	19	31	3.80	1	4	0.320	0	0	#####	0	0	
4.0	Belinda George	20	30	4.00	1	4	0.350	0	0	#####	0	0	
2.5	Nathalia Silva	4	6	4.00	0	1	0.390	0	0	#####	0	0	
Open Stats		42	28		5	2							
Forfeits													
Penalty Points													
AVERAGE HC		4.83	165	185			16	19					

Homeless Misfits								Last Session			Recent Postseason Performance		
HC	Homeless Misfits	Points		Average		Match		MVP Score	Points			F	A
		F	A	PPM	W	L	F		A	AVG			
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	20	30	4.00	1	4	0.350	48	42	5.33	0	0	
5.5	Josh Hughes	31	19	6.20	3	2	0.680	80	70	5.33	0	0	
5.0	Tim Meise, CPT	34	36	4.86	3	4	0.476	49	51	4.90	2	8	
4.0	Bruce Brockman	34	36	4.86	3	4	0.476	71	49	5.92	4	6	
3.5	Larry Keefe	24	16	6.00	3	1	0.640	48	62	4.36	2	8	
3.0	Tim Meise Jr	15	35	3.00	1	4	0.200	76	64	5.43	0	0	
3.0	Liz Christian	15	25	3.75	1	3	0.325	59	61	4.92	0	0	
Open Stats		0	0		0	0							
Forfeits		0	0		0	0							
Penalty Points													
AVERAGE HC		4.94	187	213			16	24					

It Don't Matter								Last Session			Recent Postseason Performance		
HC	It Don't Matter	Points		Average		Match		MVP Score	Points			F	A
		F	A	PPM	W	L	F		A	AVG			
7.0	John Lamplugh	32	28	5.33	4	2	0.553	0	0	#####	0	0	
6.0	Scott Gibson, CPT	28	32	4.67	4	2	0.447	72	58	5.54	0	0	
5.5	Brad Miller	31	19	6.20	4	1	0.680	57	53	5.18	0	0	
4.5	Adam Brody	25	25	5.00	3	2	0.500	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	23	17	5.75	2	2	0.605	42	38	5.25	0	0	
3.5	John Linn	11	19	3.67	1	2	0.327	44	56	4.40	0	0	
3.0	Tracy Klinger	12	18	4.00	1	2	0.370	30	40	4.29	0	0	
Open Stats		0	0		0	0							
Forfeits		0	0		0	0							
Penalty Points													
AVERAGE HC		4.67	193	207			22	18					

3 Recycles Remaining								Last Session			Recent Postseason Performance		
HC	9 Ya Business	Points		Average		Match		MVP Score	Points			F	A
		F	A	PPM	W	L	F		A	AVG			
7.0	Rick Boyer	41	39	5.13	4	4	0.523	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	42	38	5.25	4	4	0.545	57	83	4.07	0	0	
4.0	John Hoffman	27	13	6.75	3	1	0.745	38	52	4.22	0	0	
3.5	Ellie Heinly, Co-Cpt	23	17	5.75	2	2	0.605	36	54	4.00	0	0	
3.5	Carlos Olmeda	23	27	4.60	2	3	0.440	53	67	4.42	0	0	
3.0	Jeremy Driver	13	27	3.25	0	4	0.255	53	57	4.82	0	0	
3.0	Emily Dauberman	23	17	5.75	3	1	0.605	43	47	4.78	0	0	
Open Stats													
Forfeits		0		0		0							
Penalty Points													
AVERAGE HC		4.39	210	190				20	20				

3 Recycles Remaining								Last Session			Recent Postseason Performance		
HC	Rack Em Up	Points		Average		Match		MVP Score	Points			F	A
		F	L	PPM	W	L	F		A	AVG			
7.0	Rikki Johnson	20	20	5.00	2	2	0.500	66	64	5.08	4	6	
6.0	Kyle Gamble	27	13	6.75	3	1	0.745	0	0	####	0	0	
5.5	Kelly Norris	24	16	6.00	3	1	0.640	67	43	6.09	0	0	
5.5	Brian Hogentogler	30	30	5.00	3	3	0.500	52	58	4.73	11	9	
4.5	Paul McMichael	28	22	5.60	4	1	0.590	53	47	5.30	12	8	
4.5	Jack Jimmink	33	27	5.50	3	3	0.580	55	45	5.50	11	9	
3.5	Ed Croco, CPT	18	32	3.60	1	4	0.290	54	56	4.91	0	0	
3.0	Tammy Norris	20	20	5.00	2	2	0.500	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		0							
Penalty Points													
AVERAGE HC		4.67	214	186				23	17				

3 Recycles Remaining								Last Session			Recent Postseason Performance		
HC	Make It Weird	Points		Average		Match		MVP Score	Points			F	A
		F	A	PPM	W	L	F		A	AVG			
6.5	Devan Rutherford	26	34	4.33	2	4	0.393	92	68	5.75	8	12	
5.0	Shawn Lilley	14	26	3.50	0	4	0.290	55	75	4.23	0	0	
5.0	Mike Rankin	23	17	5.75	3	1	0.605	0	0	####	0	0	
4.5	Betsy Goodman	11	9	5.50	1	1	0.560	56	54	5.09	0	0	
4.0	Steve Hunter	4	6	4.00	0	1	0.390	38	42	4.75	8	2	
4.5	Rick Johnson	42	38	5.25	5	3	0.545	72	58	5.54	12	8	
4.0	Jen Mallon, CPT	28	22	5.60	3	2	0.590	77	63	5.50	12	8	
3.5	Bob Cohan	15	25	3.75	1	3	0.325	43	47	4.78	0	0	
2.5	Hanna Shank	20	20	5.00	2	2	0.500	0	0	####	0	0	
Open Stats													
Forfeits		0		0		0							
Penalty Points													
AVERAGE HC		4.39	192	208				18	22				

HC	Marysville VFW	Team Performance						Last Session			Recent Postseason Performance		
		Points		Average		Match		MVP	Points	F	A	F	A
F	A	PPM	W	L	Score	F	A	AVG	F	A			
5.5	Shawn Evinger	43	27	6.14		5	2	0.694	0	0	####	0	0
5.0	Doi Bintavihok	10	10	5.00		1	1	0.500	0	0	####	0	0
5.0	Tom Speck	31	19	6.20		4	1	0.680	0	0	####	0	0
4.5	Dave Beck	24	26	4.80		2	3	0.470	0	0	####	0	0
4.5	Shannon Moore	28	22	5.60		4	1	0.590	0	0	####	0	0
4.0	Jeff Evinger	4	6	4.00		0	1	0.390	0	0	####	0	0
4.0	Ethan Miller	32	18	6.40		3	2	0.710	0	0	####	0	0
4.0	Susie Evinger, CPT	29	21	5.80		4	1	0.620	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		4.39	201	149		23	12					0	0

AVERAGE HC		4.39		201		145		23		12		Last Session			Recent Postseason Performance	
HC	Anything	Points		Average		Match		MVP		Points			F	A	Recent Postseason Performance	
		F	A	PPM	W	L	Score	F	Avg	F	A	F			F	A
M7.5	Tony Balsimo	32	18	6.40	4	1	0.710	82	38	6.83	22	8				
5.5	Justin Baird, CPT	18	22	4.50	1	3	0.430	21	49	3.00	0	0				
5.0	Winston Beshore	18	12	6.00	3	0	0.630	63	57	5.25	10	10				
5.0	Rich Long	19	21	4.75	2	2	0.465	48	52	4.80	4	6				
5.0	Denis Welker	33	17	6.60	4	1	0.740	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	20	20	5.00	2	2	0.500	62	58	5.17	15	5				
4.0	Tom Plasic, Co-CPT	19	31	3.80	1	4	0.320	52	48	5.20	4	6				
4.0	Bo Bovidge	30	30	5.00	2	4	0.500	57	63	4.75	6	14				
Open Stats																
Forfeits		0	0		0	0										
Penalty Points																
AVERAGE HC		5.00		213	187			22	18							

HC	Zero Fux Given	Points			Match		MVP Score	Last Session			Recent Postseason Performance	
		F	A	PPM	W	L		F	A	AVG	F	A
7.0	Shawn Hoerner	40	30	5.71	4	3	0.621	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	Ezequiel Rodriguez	16	14	5.33	2	1	0.543	54	56	4.91	0	0
4.5	Tone Brubacher	15	25	3.75	1	3	0.325	33	47	4.13	0	0
4.0	James Dagenhart	17	13	5.67	2	1	0.587	29	41	4.14	0	0
4.0	Nick Ellis	33	47	4.13	3	5	0.343	74	76	4.93	0	0
3.5	Bryan Shirk	31	29	5.17	4	2	0.527	15	35	3.00	0	0
3.5	Monica Reinnagel	40	30	5.71	4	3	0.621	65	85	4.33	0	0
3.0	Jacqui Hiemstra,CPT	6	4	6.00	1	0	0.610	42	38	5.25	0	0
Open Stats		0	0		0	0						
Forfeits		0	0		0	0						
Penalty Points												
AVERAGE HC		4.39	207	193	22	18						

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 Marroquin	Tony Balsimo	4
Rick Boyer	Rick Boyer	3
	Shawn Hoerner	3
	John Lamplugh	3
	Kevin Joy	2
	Bruce Brockman	
	Belinda George	
	Josh Hughes	
	Ed Kearney	
	Kevin Marroquin	
	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

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