



MVP Awards Program

How MVP's Are Determined:

To be eligible for the MVP, a player must play in a minimum of 51% of a team's matches for the regular session (byes and playoffs do not count). Players that go up more than 1 skill level within that session and win at the highest level will be ineligible to win the MVP. In each division, there will be an MVP for 3 different skill level tiers (2-3, 4-5 and 6-7 in 8-Ball and 1-3, 4-5 and 6-9 in 9-Ball). A player's skill level after the last regular session match they played has been processed will determine in which MVP tier the player is eligible. MVP's will be determined by the using the following equation to calculate a player's percentage of Points Available (PA): Number of points earned / number of points available –Example 8-Ball: In every 8-ball match, a player has 3 points available to win. If a player played 10 matches, they had 30 points available to win. If they won a total of 13 points in those 10 matches then the calculation is: $13/30 = 0.43$ or 43% meaning that player won 43% of the points available (PA) to them during the session.

Example 9-Ball: In every 9-ball match, a player has 20 points available to win. If a player played 10 matches, they had 200 points available to win. If they won a total of 162 points in those 10 matches then the calculation is: $162/200 = 0.81$ or 81% meaning that player won 81% of the points available (PA) to them during the session.

The player with the highest percentage of PA in each tier in each division will earn the MVP award. Ties will be broken by total number of matches played with that team, session win % with that team, performance points with that team and lifetime win % in that order.