New San Diego APA MVP Program

With the start of this new APA Summer Session and calendar year we are implementing a new MVP program that will now reward players based on a percentage of the team points available in each match you play. For example, if you win your first match with a team score of 3-0, you have earned the maximum points for your team and your MVP calculation will be 100% of the PA (Points Available). Each time you play another match, your MVP percentage will recalculate based on how many points you earned to how many were available. In 8 Ball, it's pretty easy to determine. You either achieve 100%, 66%, 33% or 0% of the points available. Of course, each time you play, the calculation will be based on a much larger dataset, which won't be nearly as easy to calculate in your head. Luckily, the web site will do all of the math for you.

In 9 Ball, there are a lot more points available for you to try to achieve. If you win 20-0, you have achieved 100% of the points available. If you win 15-5, you have achieved 75% of the points available, and so on.

To be eligible for the MVP, you must play in a minimum of 66% of your team's matches (bye weeks don't count)and you must play in one of the last two weeks of play for the regular session. 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. Here is a brief example of how this new program will look:

Player	Matches Played	Points Earned	Points Available	Percentage of Points Available
Brian Frankland	12	29	36	80.5%
Johnny Archer	12	28	36	77.7%
Shane Von Boening	13	30	39	76.9%
Jeannette Lee	14	32	42	76.1%

There you go. I just beat out some of the best poolplayers in the world for MVP. It's probably the only way it happens, but it's my example, so therefore I win. A similar situation will take place for 9 Ball. A quick example for 9 Ball would be:

Alison Fisher	6	83	120	69.1%
Earl Strickland	6	82	120	68.3%
Florian "Venom" Kohler	5	68	100	68%

The player with the highest percentage of points available earned will be crowned MVP. We will still be doing the same tier groups we have always done before, but now the reward will be more for how strongly you can beat your opponent. 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.

Part of the reason for this change is because a lot of our players have been asking for this. Another reason is because the program we have been running for years is not part of APA's plans going forward with software development. The deduction of 1 point for each loss is unique to our league and we actually had someone at the National office writing weekly reports that allowed us to calculate our MVP that way, and now is the time to make the change. Being at the mercy of someone with the time to write this weekly report has made it time to officially retire the program. We loved it while it was here, but it was time to say goodbye. We hope you all enjoy this new program. This is a standardized MVP program that they will be using all over the country. It's been tested and approved by many of the leagues currently running it and we think you will like it, too. It's certainly more simplified and self explanatory.