

HOW TO USE SCORESHEETS AND SCORE MATCHES

SECTION 5

Scoresheets should be filled out neatly, completely, accurately and signed by both Team Captains. Penalties may be assessed for repeated illegible, incomplete or incorrect scoresheets.

NOTE: Failure to sign the scoresheet does not constitute a dispute or protest.

The following information is printed across the top of all scoresheets:

- **Team Sheet For** - The team number and name.
- **For Week #** - Indicates the current week of play followed by the number of weeks in the session, along with the date and time of the match.
- **Division** - The name of the division and session information.
- **Division Rep(s)** - The name and phone number of the person to contact if you have questions.

Start and End Times - All scoresheets have a space to record the start and end times of team matches in order to assist Local League Management in identifying teams with slow play issues. APA's goal is to have all teams "Home by 11."

- **8-Ball** - The start time is located on the upper section of the scoresheet, to the right of the Skill Level Chart. The space for the end time is located in the upper section of the scoresheet, to the left of the Match Points Earned Chart.
- **8-Ball Doubles** - The space for both Start and End Times is located in the upper left-hand corner, just below the APA logo.

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By 11" Video



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- **9-Ball & 9-Ball Doubles** - The space for both Start and End Times is located along the top right-hand corner, on the scoring side of the scoresheet.
- **Masters** - The space for the Start and End Times is located in the upper right-hand corner.

Division Standings Through Last Week - The Division Standings are printed on each scoresheet and show each team's total points and the number of points each team earned the previous week.

Rosters - The scoresheet will include each team's roster along with each team's name, Host Location, membership numbers, skill levels (except in Masters Divisions) and the number of matches each player has played during the session. The scoresheet will also indicate if the team has any credits or past dues.

Be sure to inform the opposing Team Captain of any roster changes at the beginning of the night, prior to starting play. Indicate any roster changes on the scoresheet next to your team's roster.

- **To Drop a Player** - Draw a line through their name and write the word "drop" next to it.
- **To Add a Player** - Write the word "add" along with their name and skill level (except in Masters) by your team roster.

Declaring Players - A coin toss determines which team must declare the first player. A space is provided to assist in tracking which team chooses first in each match. That space is located:

- **8-Ball** - Directly above the player name block, titled "Team #".
- **9-Ball** - The top left corner on the scoring side of the scoresheet.

Fees Section - Team Captains should complete the financial section, located in the lower left portion of the scoresheet. All money placed in the envelope with the scoresheet should be itemized. It is important to list annual membership dues along with the names of the members who are paying, as well as any non-standard payments. Players in areas with an electronic payment option should check their Local Bylaws for the information required in this section.

Table Size Section - *The Equalizer*® takes into consideration the size of the table(s) the match was played on. Mark the appropriate box to indicate the table size used for the match.

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- **8-Ball & 8-Ball Doubles** - It is located just below the Captains' Signature Section.
- **9-Ball & 9-Ball Doubles** - It is located directly above the Captains' Signature Section.

Next Scheduled Match - The team number, name, date and location of your next scheduled match is shown in this section and can be found:

- **8-Ball & 8-Ball Doubles** - Directly below the Table Size Section.
- **9-Ball & 9-Ball Doubles** - Directly below the Rosters.
- **Masters** - Directly below the Captains' Signature Section.

Message Center - Located at the very bottom of the scoresheets, this area may be used by Local League Management to send messages to their teams or by teams to write messages to Local League Management.

HOW TO SCORE 8-BALL

A. Player Information

The winner of the lag is listed on top. Fill in the player's team number, last name and first initial, along with their player number shown next to their name on the team roster. Fill in the same information for the opponent on the bottom. Refer to the "Games Must Win" chart and fill in the number of games each player will need to win.

- **Doubles Format** - Fill in the team name, both players' last names and first initials. Refer to the "Doubles Race Chart" on the scoresheet and fill in the number of games each team will need to win.

B. Innings And Time-Outs

An inning is a completed cycle in which both players (singles) or teams (doubles) have had a turn at the table. The player or team who won the lag shoots in the top half of each inning while the player or team who lost the lag shoots in the bottom half of each inning throughout the match. **An inning is not complete, and therefore not marked, until the player (singles) or team (doubles) who lost the lag and is listed on the bottom, misses or fouls.**

Scan to watch
a video on
8-Ball
scorekeeping



**DO NOT
MARK AN
INNING
SIMPLY
BECAUSE
THE
MATCH IS
OVER**

How To Use Scoresheets And Score Matches

- a. **Game Blocks** - Each game has its own block. All information pertaining to a game should be written in that game's corresponding block, with the exception of Defensive Shots.
- Track the number of innings in each game by marking a tally for each inning. **Mark Complete Innings Only.** If a player Breaks-and-Runs a rack, ending the game or match, an inning is not marked.
 - Indicate who won the game by darkening the block in the right-hand portion of each game block (upper or lower) that corresponds with the winning player.
 - Mark Early 8s (E8), 8-ball Scratch (8S), 8-ball Wrong Pocket (8WP), 8-on-the-Break (8OB), and 8-Ball Break-and-Run (BR) on your scoresheet in the game block in which they occurred.
 - Indicate time-outs taken by marking a "T" in the corner triangles of the game blocks. Use the upper two triangles for the player or team listed on top and the lower two for the player or team listed on the bottom. Always mark the first time-out in the triangle on the left side of the game block.
- b. **Total Innings Block** - Total all the innings for the entire match and enter the number in this block.

C. 8-Break and 8-B & Run Blocks

There are separate blocks to record these accomplishments. Use the appropriate blocks to mark the total 8-ball breaks (8OB) and the total Break-and-Runs (BR) for each player.

D. Defensive Shots Block

Mark a tally for each shot where there is no **INTENT** by the shooter to legally pocket a ball of their category. Total and circle the number of Defensive Shots for each player at the end of the match. If there are no Defensive Shots in a match, write "No DS" in the block. Proper scorekeeping requires conscientious marking of intentionally missed shots and helps ensure the accuracy of all skill levels.

Scan to watch
a video on
Defensive Shots



NOTE: The marking of a Defensive Shot does not affect the marking of an inning; therefore, if the player listed on the bottom plays a Defensive Shot, mark both the Defensive Shot and the inning. If the player on top plays a Defensive Shot, only mark a tally in the Defensive Shots block.

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E. Games Won Block

Record the total number of games won by each player (singles) or each team (doubles) at the end of the match.

F. Match Points Earned Block

The number of Match Points Earned is determined by the number of games the losing player (singles) or team (doubles) won, as indicated on the Match Points Earned chart on the scoresheet.

G. Running Total Block

Utilize the Running Total block to add up the Match Points Earned for each of the matches played.

H. Team Captains' Signature Section

- a. **Team Points:** Add and fill in the total number of Match Points Earned by each team on both scoresheets in the block provided at the end of the Team Captains' signature line.
- b. **Captains' Signature:** Verify the total points for each team and sign both scoresheets.

HOW TO SCORE 9-BALL

9-Ball scoresheets are two-sided. The scoring is done on the back side, with the rest of the information needed printed on the front side. In order to avoid discrepancies, scorekeepers should confirm the score after each rack. In each rack, the points earned by the two players, plus the number of dead balls, will add up to 10.

A. Player Information

The winner of the lag is listed on top. Refer to the rosters to fill in the player's team number, player number, last name and first initial, and skill level. Refer to the "Points Required to Win" chart and fill in the number of points the player must earn to win the match. Fill in the same information for the player on the bottom.

B. The Score Section

The score section includes six rows. The top and bottom rows consist of numbers used for tracking points as the shooters pocket balls. The other rows are for recording the players' information, score, innings and dead balls.

Scan to watch
a video on
9-Ball
scorekeeping



How To Use Scoresheets And Score Matches

Indicate points earned by diagonally crossing out a number on the top row for the player (singles) or team (doubles) listed on top, or the bottom row for the player (singles) or team (doubles) listed on the bottom. It is recommended you switch from left diagonal lines (\) to right diagonal lines (/) at the conclusion of each rack, in order to help track how many points each player earned during each rack and avoid point discrepancies.

NOTE: Balls 1 through 8 are worth one point each. The 9-ball is worth two points.

- **Score:** There are two score lines provided, one for each player (singles) or team (doubles). Record the number of points earned by the player (singles) or team (doubles) at the end of each rack.
- **Innings:** Make a tally mark to indicate each completed inning. An inning is a completed cycle in which both players (singles) or teams (doubles) have had a turn at the table. Separate the number of innings played during each rack by drawing a vertical line to the right of the tally marks at the end of each rack. An inning is not complete, and therefore not marked, until the player (singles) or team (doubles) who lost the lag and is listed on the bottom misses or fouls. If a player makes a 9-on-the-Snap or Breaks-and-Runs, mark 9OS or BR instead of zero.

NOTE: Mark Complete Innings Only. If a player (singles) or team (doubles) Breaks-and-Runs a rack, whether another game is needed to determine the outcome or not, the inning has not ended because the player's turn has not ended. An inning is never marked until the player (singles) or team (doubles) who lost the lag and is the bottom half of the inning throughout the entire match, misses or fouls.

**MARK
COMPLETE
INNINGS
ONLY**

- **Dead Balls:** Record any balls not credited to either player (singles) or team (doubles), such as scratches, fouls, balls left on the table when the 9-ball is made or a stalemate occurs.

C. The 9-Snap and 9-B & Run Blocks

Mark a tally in the appropriate block to record 9-on-the-Snaps and Break-and-Runs for each player.

D. The Total Innings Block

Total all the innings for the entire match and enter the number in this block.

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E. The Defensive Shots Block

Mark a tally for each shot where there is no **INTENT** by the shooter to legally pocket a ball. Total and circle the number of Defensive Shots for each player at the end of the match. If there are no Defensive Shots played in a match, mark “No DS” in the block. Proper scorekeeping requires conscientious marking of intentionally missed shots and helps to ensure the accuracy of skill levels. The marking of a Defensive Shot does not affect the marking of an inning.

F. The Total Points Block

Enter the total number of points scored by each player (singles) or team (doubles). If a player (singles) or team (doubles) earns more points than the number required for them to win the individual match, do not mark the excess points.

G. Match Points Earned Block

The number of Match Points Earned is determined by the number of balls made by the losing player (singles) or team (doubles). Refer to the Score of Match chart located on the front of the scoresheet and fill in the block.

- **Singles Format:** A total of 20 points are available in each match.
- **Doubles Format:** A total of 40 points are available in each match.

H. Running Total Block

Utilize the Running Total block to add up the Match Points Earned for each of the individual matches played.

I. Team Captains' Signature Section

A space is provided along the bottom of the scoresheet for the Team Captain's signature, team name, team number and total Match Points Earned for each team.

HOW TO SCORE MASTERS

Masters is a non-handicapped format; therefore, it is only necessary to indicate the winner of each game.

Once the players lag, the winner of the lag has the choice of format to be played first, 8-Ball or 9-Ball, or the first break in the match.

A. The Player Section

List the player who will break the first rack on top. Fill in the team numbers, players' last names and first initials and the players' numbers from the rosters above.

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B. The Scoring Section

Once a format has been chosen, the entire set of that format must be completed before moving to the other format. There are separate blocks for each game in each format.

- a. **9-Ball Games & 8-Ball Games:** Write an "X" on the appropriate game block to indicate the winner of each game. Use the top row for the player listed on top and the bottom row for the player listed on the bottom.
- b. **9OS, 9B&R, 8OB and 8B&R:** Make a tally mark for each 9-on-the-Snap, 9-Ball Break-and-Run, 8-on-the-Break and 8-Ball Break-and-Run for each player. Use the top row for the player listed on top and the bottom row for the player listed on the bottom.
- c. **Score:** Write in the total number of games won by each player, using the top block for the player listed on the top and the bottom block for the player listed on the bottom.

C. Team Captains' Signature Section

- a. **Team Points:** Fill in the total number of Match Points Earned by each team on both scoresheets in the block provided at the end of the Team Captains' signature lines.
- b. **Captains' Signatures:** Verify the total points recorded for each team match and sign both scoresheets.

More information on scorekeeping is available at poolplayers.com.