

## **Score Keeping**

A league score sheet must be fully completed for every match played. This is the vehicle that determines your handicap and therefore it is extremely important that these forms be completed accurately and neatly. Make sure either the Team Captain or a team player reviews or compares the sheets before leaving. Once the sheets have left the league location, they are final. As a rule, each team should assign a scorekeeper; however, there are cases where one person keeps score for both teams. In this case, these are the scores that will be used for accounting purposes without dispute. It is a matter of courtesy during league play that a player never keeps his or her own score because of their need to be able to concentrate on the game. However, after a player shoots, it is suggested that they keep score for the next team player. Note: Your league report sheets are the result of your paperwork.

If there are make-up matches or players to add/drop from your team they should be noted on the report sheet. If there are players with no "Player ID #'s" write it out in a note to the league office and put it in your team folder/packet so it can be properly taken care of. Make sure you have first and last names, along with the player(s) handicap, and their "race to" number on the sheet. This allows us to cross-reference the player if needed. Do not use nick names on the score sheet.

## **Score Sheet Categories**

The following categories are noted on your score sheet:

### **COMPLETE (A Completed Skill Shot)**

Every time a player completes a skill shot, it should be marked on his or her side of the score sheet as a "COMP". If the player completes the skill shot and scratches, it is still marked as a "COMP". If a player completes a skill shot and other balls go in, it is still recorded as one (1) "COMPLETE" and the other ball(s) are marked as "Dead Balls". There are variables in our system for multiple balls being pocketed, 9-Ball on the break, or an early 9-Ball. This, along with the balls left on the table (LOT) is a count system.

### **MISS (A Shot Not Completed)**

Every time a player misses a shot, it is recorded as a "MISS". If the player misses and pockets one of his or her own balls, it stays down and is marked as a "MISS." Any balls pocketed as a result of a miss are marked under dead balls.

### **DEF (Defense)**

When a player announces that he or she is playing a defensive shot, which is required, it is marked on the score sheet as a "DEF." If this player does not successfully execute the shot, it is still marked as a defensive shot..

Note: After the break, only make one hash mark for each shot, either a "COMP" "MISS" or "DEF." Never make a hash mark in two different categories for the same shot.

### **PUSH OUT (ROLL OUT)**

The push out, or roll out shot is the first shot performed after a legal break. It is marked as a "DEF" shot.

### **MOB (Made On Break)**

This is the number of balls made on the break or flung off the table as a result of the break at the beginning of each game even if you scratch. Mark the appropriate number in this area on the score sheet. Use whole numbers, NOT hash marks for the MOB box. If a player does not make any balls on the break, nothing is marked. Do not mark a "COMP" or "MISS" for the break shot. If a player makes the 9-Ball on the break, put a hash mark in the "9 Brk" box. LOT's need to be marked for the opposing player.

**LOT (Left on Table)**

This box refers to the number of balls that a player has left on the table after his or her opponent has won the game. After each game, the person that lost, in some cases, may have ball(s) left on the table. Add the number of ball(s) remaining and mark it in this box. Use whole numbers, NOT hash marks for the "LOT" box.

**GAMES**

These two boxes refer to the number of games each player has won and lost. After each game, mark whether each player won or lost that game.

**MATCH**

After the appropriate number of games has been played for the match, check or color in the "W" (Won) or "L" (Lost) for the appropriate player.

**TIME-OUTS**

Time-outs must be marked in the appropriate boxes by crossing out the game number as each game ends to minimize confusion over whether a marked time-out is from the current game or a previous game.

**RACE**

In 9-Ball, each player races to their handicap. For example: If a H/C-5 plays a H/C-4, it is a 5-4 race. This varies, depending upon the skill level of the players involved. Simply mark the handicap, and number of games needed to win, in the appropriate area on the score sheet.

**NAME**

On your score sheet, please clearly print your player's first and last name as well as their Player ID#. Please do not use nick names.

**League Session/Playoffs**

A league session consists of a specified number of weeks, meeting on a designated night and consisting of two opposing teams playing a specified number of consecutive matches. The winner of these matches will be awarded one (1) point for each match. Points accumulate over the course of the league session with the top teams qualifying to play in the Titleholders Event. There are different playoff formats. Ask your League Director for the format used in your local area. TAP, LLC corporate office does have the final say on how a playoff runs. Allowing no disruptions for the main event. If you do not feel your finals are within our format at a local level, please feel free to contact the corporate offices.

**Dead Balls**

Any balls that are pocketed or off the table that are NOT COMP, MOB, or LOT.