- 1) Write the complete players name in the box that corresponds to his/her team number.
- 2) Write the players skill level in the box to the left of the name. The SL number will be found on the second page of the scoresheets.
- 3) Write the adjusted number of racks each player needs to win in the Adj Skill box. Refer to the Race Chart for these numbers.
- 4) Go to Rack 1, when the breaker comes to the table, mark one inning. Then each time the breaker comes to the table make an additional mark.
- 5) When a player sinks the 8 Ball count the number of balls the opponent has left on the table. Record that number in the BC (Ball Count) box. Also, record in the W/L (Win/Loss) box a W for the winner and an L for the loser. The Winner of the rack will ALWAYS have W for the win and 0 for the ball count.
- 6) Proceed to Rack 2. The winner of the previous rack will always be the breaker for this rack and the loser will always rack the balls. Repeat the process as you did for rack 1.
- 7) The match ends when a player wins the number of racks needed based on the adjusted skill number.
- 8) At the end of the match the columns to the right will be filled out with the number of racks Won; number of racks Lost; total number of Ball Count; number of innings Won; number of innings Lost; and total number of innings.
- 9) Additional boxes are marked if a player does the following:

BNR = Break and Run

ERO = Eight Run Out

SO8 = Scratch on Eight

EOT = Eight Out of Turn

EOB = Eight on Break

SWP = Sweep – opponent did not win any racks

Captains will reconcile the individual matches for accuracy. The totals cells at the bottom of the sheet do not need to be tallied.

The master sheet that is the most legible should be signed by both Captains and left at the recreation center front desk unless you are otherwise notified.

Attached is an example scoresheet:

1st Match

Rack 1:

In this example Kyle is a 5 and Paul is a 4. The race chart will give you the adjusted number of racks needed to win this match. Kyle will need 4 racks and Paul will need 3. The player winning those number of racks first will win the match.

These players then lag for break and the winner of the lag breaks and the loser of the lag will rack the balls. Say Kyle wins the lag. Kyle will break and Paul will rack the balls. Kyle then breaks. Scorekeeper will make a mark for the first inning. Then each time Kyle comes to the table one more mark will be made for the next inning. In this example Kyle broke and then came to the table four more times before the rack was won. Kyle won the rack so he gets a W in the win column and Paul gets an L. Winner ALWAYS gets 0 balls and Paul gets the number of balls left on the table. Paul had 3 balls left. That rack is finished.

Rack 2:

Kyle will break because he won the first rack. Paul will rack the balls. Kyle breaks and runs the table. The rack is scored as 1 inning; BNR is placed in the innings box for Break and Run. Kyle gets the W and 0 balls and Paul gets the L and 7 balls.

Rack 3:

Kyle again breaks because he won rack 2. Make a mark for the break starting the first inning. Kyle pockets 4 balls before missing. Paul comes to the table and runs out. Scoring is 1 inning; W for Paul and 0 balls, and ERO is recorded in the inning box for Eight Run Out. Kyle gets the L and 3 balls left on the table is his ball count.

Rack 4:

Paul will break because he won rack 3. Kyle will rack the balls and play begins.

Skip to Rack 6:

The rack made progress but Kyle scratches on the 8 Ball. He loses the rack. Paul will get a W and 0 balls even if he still has balls on the table. Kyle gets the L and 0 balls as he had pocketed his ball group.

This ends the match between Kyle and Paul. Paul has met his goal of winning 3 racks before Kyle could win 4. The columns to the right of this match are then totaled. Kyle had 3 Ws and 3 Ls and 4 total balls left on the table for the six racks they played. The innings are totaled by how many innings Kyle won. He won Rack 1, 2 and 4 with corresponding innings of 5, 1 and 3 so he won 9

innings. He lost Race 3, 5 and 6 with corresponding innings of 1, 6 and 2 so he lost 9 innings. The total innings for the match is placed in the larger box. 18 total innings in this match. The other recorded info cells are 1 BNR and 1 SO8 for Kyle. Also mark 1 ERO for Paul.

2nd Match

Matt and Bill are both SL7 so their match is a 5-5 race. Matt wins the first five racks so he wins the match. Since Bill did not win a rack, Matt will get a mark in the totals box for a Sweep.

3rd Match

Steve wins the lag and on his break he pockets the 8 Ball. Scoring will be 1 inning, EOB. Steve will get the W and 0 balls and Quincy gets the L with 7 balls. Steve goes on to win the match since he wins five racks before Quincy can win 4.

4th Match

Nancy and Jason have a 3-2 adjusted race. In the first rack Jason pockets the 8 ball out of turn – he loses the rack. During the second rack Jason asks for a timeout. The scorekeeper will darken a corner of the innings box to keep track of the number of timeouts. Nancy takes 2 timeouts in rack 3. (Number of timeouts is determined by your skill level. Skill level 2 and 3 players get two timeouts per rack. Skill level 4 and above get 1 timeout per rack.)

5th Match

This 5th match will explain how a FORFEIT should be recorded. The scoresheet must have a player's name for both the forfeiting and non-forfeiting team.

The non-forfeiting team must enter the name of a player that is present for the match and keeps the team within the Rule of 23.

The forfeiting team must enter the name of any player not present that keeps the team within the Rule of 23.

This forfeit will only affect the team score and will not affect the score, history or skill level for either player.

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