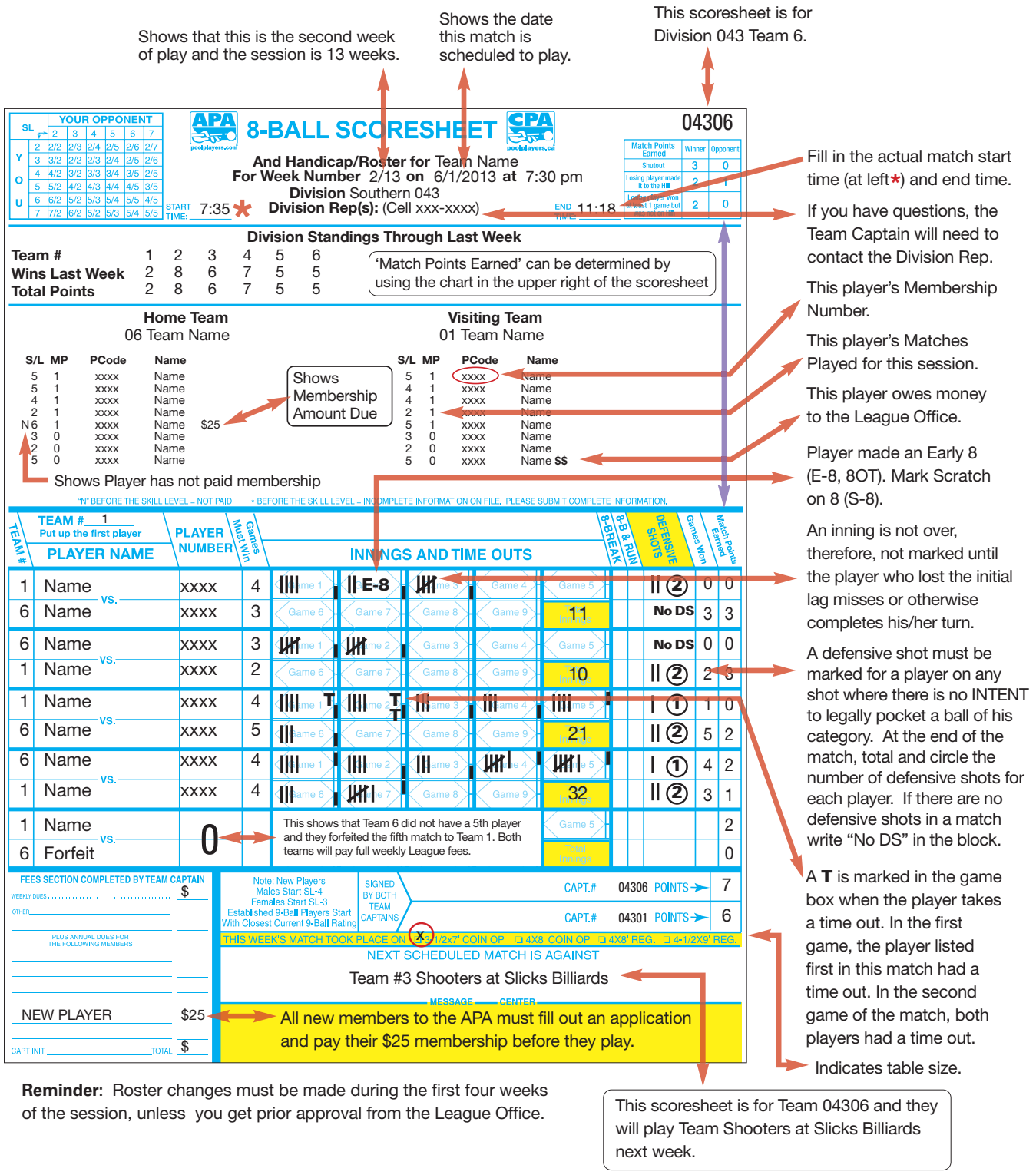
8-Ball Scorekeeping

Everyone can quickly and easily learn how to keep score! The diagram below describes the information printed on scoresheets and illustrates how to properly score your match. Inaccurate scorekeeping affects the entire League, so keep play fun and fair! Remember to accurately mark defensive shots for your team and your opponent.



Fill in the actual match start time (at left*) and end time.

If you have questions, the Team Captain will need to contact the Division Rep.

This player's Membership Number.

This player's Matches Played for this session.

This player owes money to the League Office.

Player made an Early 8 (E-8, 8OT). Mark Scratch on 8 (S-8).

An inning is not over, therefore, not marked until the player who lost the initial lag misses or otherwise completes his/her turn.

A defensive shot must be marked for a player on any shot where there is no INTENT to legally pocket a ball of his category. At the end of the match, total and circle the number of defensive shots for each player. If there are no defensive shots in a match write "No DS" in the block.

A **T** is marked in the game box when the player takes a time out. In the first game, the player listed first in this match had a time out. In the second game of the match, both players had a time out.

Indicates table size.

This scoresheet is for Team 04306 and they will play Team Shooters at Slicks Billiards next week.

Reminder: Roster changes must be made during the first four weeks of the session, unless you get prior approval from the League Office.