



8 BALL ALLIANCE

KEEP WITH
SCORESHEET

SCORESHEET & MATCH NIGHT QUICK REFERENCE

AWAY WARMUP
6:45 PM

MATCHES BEGIN
7:00 PM

FORFEIT
7:30 PM

CALLED AHEAD
ARRIVE BY 8:00 PM

HOW TO FILL OUT THE SCORESHEET

- 1 Set up.** Fill in team names, date, HCP, and player names. Use First Name + Last Initial. Enter a substitute on the SUB line below the player replaced.
- 2 Follow the matchups.** Home stays stationary. Visiting rotates by matching the printed matchup numbers. RACK and BREAK are already marked for each round.
- 3 Check the cell.** Confirm the game number, 1-20, before writing. If the starter does not play, darken the small oval and use the SUB line.
- 4 Log the game.** Write the offense/defense ball count on the diagonal line in the game box.
- 5 Total the round.** Add Offensive Points + Handicap Points. Enter the result as Round Ball Count.
- 6 Circle W, L, or T.** Compare Round Ball Count with the opponent: higher = W, lower = L, same = T.
- 7 Rounds Won.** W = 1, T = 0.5, L = 0. Add all five round results.
- 8 Total Ball Count.** Add all five Round Ball Counts. Higher match total = 1 point, lower = 0, tie = 0.5.
- 9 Total Points Won.** Rounds Won + Total Ball Count Point = Total Points Won.
- 10 Sign and submit.** Both captains compare sheets and sign. Photograph the whole sheet and text it in as the official submission.

MATCH FORMAT & SCORING

- 4 starters play 5 rounds for 20 total games. A player may play no more than 5 games in a match.
- Game winner receives 10 points. Game loser receives one point for each ball pocketed.
- Each round win earns one team point. The team with the higher Total Ball Count earns one additional point. Maximum = 6 match points.
- Home breaks Rounds 2, 3 and 5. Visiting breaks Rounds 1 and 4.

ROUND

OFF + HCP = Round Ball Count

MATCH

Rounds Won + Ball Count Point

LINEUPS & SUBSTITUTIONS

- No player may play any other player more than twice in the same match.
- A player may play two different opponents twice when the printed lineups dictate.
- A substitute may enter during any round, including Round 1. Notify both captains before that round begins.
- The starter may return to the same lineup slot.
- A substitute may appear in more than one lineup slot, but may not play more than one game in a round.

COMMON RULES

FULL RULES AVAILABLE AT 8BALLALLIANCE.COM

- Gentlemen's Call Pocket: identify the object ball and pocket before the shot. Banks, cushions, kisses, and caroms do not need to be called.
- Failure to call the pocket is loss of turn, not a foul. Pocketed balls remain down.
- After a foul, the opponent receives cue ball in hand anywhere on the table.
- The 8-ball pocketed early, in the wrong pocket, with a scratch, or jumped off the table is loss of game.
- Saying "Good Game" before the 8-ball is pocketed concedes the game.
- Coaching is available only to HCP 4 or below. The active player must call timeout. One timeout per game, approximately 60 seconds.

SHORT TEAM / NO-SHOW

- At least 2 players are required to begin and play a legal match.
- A missing player forfeits when that lineup turn occurs. Enter HCP 7 in the missing slot for team-handicap calculation.
- A player must play at least one game to receive forfeit wins.

CAPTAIN FINAL CHECK

- All 20 games entered; player OFF / DEF / WON / LOSS totaled.
- All five round totals and W / L / T completed.
- Rounds Won, Total Ball Count Point, and Total Points Won completed.
- Both sheets match; both captains sign; full-sheet photo submitted.