

8 BALL SCORING FOR ALL TAP PLAYERS - LOCALLY AND AT ALL TAP EVENTS

Dead Balls: Dead Balls are any balls that are pocketed but not called.

Some examples:

If you make your ball called in the pocket and another ball drops, the ball that drops and you didn't call is marked as a dead ball.

Player calls defense and pockets the ball, the pocketed ball gets marked as a dead ball.

All dead balls should be marked under the player, that has that category of balls.

ALL Balls must be accounted for. Therefore the Dead Ball Box is very important.

Comp: Any called and pocketed ball. There can only be one completion marked per shot. (If you called and pocketed the ball, but scratched, it is still marked as a completion and not a miss, as you executed the skilled shot.)

Miss: Any shot that a player does not pocket a called ball. (Unless they call defense in which defense and miss cannot be marked for the same shot.) **If you break and do not pocket any balls or you scratch on the break, it is NOT counted as a miss.**

DEF: Any defense that is called should be marked here. Also, if the scorekeeper feels the player did not make a true attempt at making a ball, a DEF should be marked. (Defense and Miss cannot be marked on the same shot.) Scoring for DEFENSE is done how the scorekeeper sees it for each team/singles.

MOB: Stands for Made on Break. The total number of balls, Made on the Break, by the breaking player, of either ball type (High or Low) get marked as the breaking players MOB in that players MOB box. (All Balls Pocketed on the break, get marked in the MOB box only. They are NOT dead balls.)

LOT: Stands for Left On Table. Any balls, left on the table at the end of the game, of that players category/ball type get marked in their own LOT box.

This is usually the person that lost the game that will have LOT's, unless the 8 is made out of turn. Then each ball type goes to the player who had that category of balls.

If the 8 ball is MOB, the winning player gets the category/ball type of balls with the least amount on the table. Loosing player gets the category/ball type of the most.

If player loses the game by scratching while on the 8 ball, if both players are on the 8 ball as their only shot left, the 8 ball gets marked in the loosing players LOT.

If player loses the game by scratching while on the 8 ball, and their opponent still has their category/ball type of balls still on table, the 8 ball gets marked in the loosing players LOT and the balls left on table for opponent get marked on that winning players LOT, as they won due to scratch on 8 but they still have balls LOT.

Games Won: Total number of games won by that player.

Games Lost: Total number of games lost by that player.

8 Brk: Stands for 8 on the Break. Gets marked for the player that won by making 8 on the Break.

B & R: Stands for Break and Run. Gets marked for the player that makes a ball on the break and runs his category/ball type of balls and the 8 without missing, to win the game.

E-8: Stands for Early on 8. Gets marked for the player that makes the 8 ball out of turn, early in the rack.

S-8: Stands for Scratch on 8. Gets marked for the players that scratches while on the 8 ball or pockets the 8 and scratches.

Match W or L: Circle for what that player did, Win or Lose.

How to Check That All Balls Are Accounted For

The total number of balls in the following boxes for both players should total up to 15 Balls times the number of games played.

Dead Balls + Comp + MOB + LOT = Total number of balls for match. (Each ball should only be marked once.)

So, if two players play a match of 7 games – Total number of balls should be 105, in these 4 boxes for both players. PHONE APP DOES THIS FOR EVERYONE, BUT JUST SO ALL ARE AWARE.

Scoring does not have to be compared for each column/box between two teams. Scoresheets submitted through the Phone App are then merged from both teams. The scorekeeping is the most important function to the league and all of its players. It gears everything.

Complete and accurate is what we are looking for. Anyone caught making up a scoresheet, playing a player under another players name or adding /deleting marks to the columns to affect the handicaps in anyway, will be removed from the league. This can include captain, player and or entire team and is at the operators' discretion/tournament directors, at any time.