

BCAPL 8-Ball League Scoring and Handicapping

Scoring with No Handicapping

In scoring, each player receives one point for each of his/her group of balls (solids or stripes) legally pocketed, plus three points for legally pocketing the 8-ball. Thus, a win is always worth ten points to a player, while a loss can never be worth more than seven points to the opponent. Remember, if a player makes the 8-ball on the break it is neither a win nor a loss (see Official BCA Rule Book). If a player prematurely pockets the 8-ball or scratches a stroke while pocketing the 8-ball, the opponent receives ten points automatically. The losing player receives one point for each ball in his or her group pocketed during the game.

At the conclusion of each round, the team's scores are totaled. Since the score sheet at right contains no handicaps, the totals are then also brought down to the "Tot. Inc. Handicap. row. In the case of a tie, the team winning the most games wins that particular round.

Once all three rounds are completed, the players' scores for the three rounds are totaled in the "Tot: column. The total scores are then summed and these total scores become a fourth round for scoring. In the event that the total points scored on the night are a tie, the team winning the most games wins that round.

Averages are derived by totaling a player's total points during a match and dividing the total by the number of games played. For instance, in Example #1, Bill Ingle won two 8-ball games and lost one - collecting a total of 27 points for the match. Dividing 27 by 3 (the total number of games), will give Bill an average of 9 after the first week of play. As a further example, Sam Jones (the Corner Pocket player listed as player #8) totaled 22 points for the match - winning two games and losing one. Dividing 22 by 3 equals 7.33. Round off the score to the nearest whole number, giving Sam an average of 7. Remember that you should not give players handicaps until after they have played at least two matches. This prevents huge swings in scoring.

Corner Pocket won Round #1 (43-35) and Round #2 (41-41), through winning three games and losing only two, lost Round #3 (36-43), and won Total Including Handicap (120-119) for an edge in match round points of 3-1 over Chris' Rack Attack.

Scoring with Handicapping

For the third week's play, Chris's Rack Attack goes to Dannerly's Billiards (Example #2). Players now have averages assigned to them based on their previous results, and they are written into the "Avg: column by each player's name. To determine the handicap one team receives from the other, total the averages of each competing member on a team and subtract the difference from the opposing team total. If, as is the case with this example, there are one or more players without an average (Al Janes is a new player on Chris'), the opposing captain can exclude one of his/her own players from handicap computation for each opposing player without an a-

average. [In this particular situation, Morton Fix's average is not included in the Dannerly's Billiards total to offset no average for Al Janes on Chris's roster.]

$31 \text{ (Chris's total)} - 21 \text{ (Dannerly's total)} = 10 \text{ (Handicap points Dannerly's receives each round} = 30 \text{ points total)}$

During the competition, Dannerly's won Round #2 (52 - 39) and Total (137 - 126) to gain 2 round points. Chris's Lounge won Round #1 (41 - 41; remember a tie in points is offset by awarding the round point to the team that won the most 8-ball games that round!) and won Round #3 (46 - 44). Round points won and lost by both teams and total points will appear on next week's standing's list.

The league secretary can now determine the new averages for each player for the next week's competition. For example, Jim Passmore had 44 points in Weeks #1 and 2 combined and 22 points in Week #3 for a total of 66. Dividing 66 by the 9 games Jim has played thus far in the season results in a 7.33 average (rounded to 7). This new average will be the starting average for Jim in next week's play.

Forfeits

If a team reports that only four players will be playing their match, place their names on the top four lines on their side of the score sheet. Record the total handicaps as the total "Team Avg, and record only the total of the first four individuals on the opposing team as that team's total "Team Avg:.. Whenever a player faces the forfeited opponent, he receives a score of "10. in his slot, while an "F. is placed in the corresponding slot of the forfeited player. No average is to be updated for the forfeited player in the next week's statistics.

Alternative Handicapping Total-Points System

A more accurate system of handicapping using the 10-point system explained above is to simply take a player's total points accrued after each week and divide the total by the number of weeks played. If a player competes in three games per night, an average of 30 is possible; if five games per night, an average of 50 is possible. Using a 15-game format, a 5-person team composed of players with averages of 25, 23, 23, 15 and 12 = 98 total points vs. a team with players holding averages of 27, 25, 24, 21 and 20 averages = 117 will receive a handicap of 19 total points = 6 points in Round 1, 6 points in Round 2 and 7 points in Round 3.

BCAPL 8-Ball League Scoring and Handicapping

The BCAPL system for scorekeeping and handicapping is probably the easiest to use and to understand of all systems. Each individual develops an average throughout the season, but the total team averages and team points are used to determine the success of the team. Each player plays a different player on the opposing team each round, according to the score sheet directions. No player is assigned an average for the first one or two weeks. The average from the first one or two weeks will more accurately reflect a player's skill level.

A BCAPL 8-Ball League Scoresheet sample for the Border League appears below and a blank score sheet for use by your league appears in Appendix B. While the form may appear to be complicated, it is quite simple to complete and will contain all the information needed by your League Secretary in maintaining league statistics and handicaps. In the case of Example 1 below, the score sheet is for the first night of the league season, so there are no handicaps to be included in computing scores. Example 2, which appears on page A-8, is a score sheet from week 3 demonstrates the calculation of handicaps.

The Home Team will generally be responsible for providing scoresheets for the match. and will fill out the

header information such as the league name, date of the match and the name of the Home and Visiting teams.

In positioning your line-ups each week, place your players on your roster in random order. In the first round the home team breaks every game. In the second round, the visitors break every game and in the third round the break rotates between Home breaking (three times), and Visitors breaking (two times). A small "B" appears on the scoresheet to denote which player breaks each game.

The small numbers in the columns 1, 2, and 3 on the left-hand side of the official score sheet are used only to denote which visiting player the home player shoots against in that round. The small numbers in columns 1, 2, and 3 on the right side of the score sheet denote the order of play. None of these numbers are used in scoring or handicapping.

To save time a 15-game rotating format is advised with 5-person teams. If a division of your league is composed of all Masters (excellent) players, or if all matches can be played on two tables throughout the season at every site, you might consider using a 25-game rotating format (a 25-game score sheet is enclosed).

		8 Ball League Score Sheet										League/Sponsor Logo Here	
		League Name: The Border League					Date: Sept. 6						
Home Team Name: Chris' Rack Attack							Visiting Team Name: Corner Pocket 8-Ballers						
Avg.	Full Name	1	2	3	Tot.		Avg.	Full Name	1	2	3	Tot.	
1	Bill Ingle	10 B 1-6	7 B 1-7	10 B 1-8	27		6	Jeremy Crowell	6 B Up 1st	10 B 5th	10 B 4th	26	
2	Jim Passmore	2 B 2-7	10 B 2-8	10 B 2-9	22		7	Randy Aspen	10 B 2nd	10 B Up 1st	10 B 5th	30	
3	Christine Logan	7 B 3-8	10 B 3-9	10 B 3-10	27		8	Sam Jones	10 B 3rd	7 B 2nd	5 B Up 1st	22	
4	Jay Spenser	6 B 4-9	7 B 4-10	7 B 4-6	20		9	Ron Morgan	10 B 4th	4 B 3rd	7 B 2nd	21	
5	Chuck Lesser	10 B 5-10	7 B 5-6	6 B 5-7	23		10	Dallas Benson	7 B 5th	10 B 4th	4 B 3rd	21	
Team Avg.	Total	35	41	43	119		Team Avg.	Total	43	42	36	120	
—	Handicap	—	—	—	—		—	Handicap	—	—	—	—	
	Tot. Inc. Handicap	35	41	43	119			Tot. Inc. Handicap	43	42	36	120	
	Circle Rounds Won	W	W	(W)	W			Circle Rounds Won	(W)	(W)	W	(W)	

Subtract Lower Team Average From
Higher Team Average to Compute Handicap

Higher Team Average	0
Lower Team Average	0
Handicap Per Round	—

Rounds Won	1
Rounds Lost	3
Total Points	119

Captain's Signatures

Home: Jim Passmore	
Visitor: Dallas Benson	

Rounds Won	3
Rounds Lost	1
Total Points	120

BCAPL 8-Ball Scoring Anomalies

Players are scored on the BCAPL 8-Ball Scoring System by examining the table at the end of the game. It matters not how balls were pocketed nor by which player during the game. The winning player is credited with 10 points, and the losing player is credited pointwise with the number of balls of that player's group no longer on the table at the end of the game.

However, in some situations, a game ends before groups of balls have been determined. Examples of such game situations and their rulings are:

1. Shooter approaches the table with an "Open Table." The shooter calls the 1-ball, pockets the 1-ball, but unintentionally pockets the 8-ball as well - thus losing the game. The opponent is credited with 10 points for the win and the shooter receives 1 point due to the 1-ball no longer being on the table (and assuming no other solids were pocketed while the table was "open.")

2. Shooter approaches the table with an "Open Table." The shooter calls the 3-ball. The shooter misses the 3-ball, but pockets the 11-ball and the 8-ball instead - thus losing the game. The opponent is credited with 10 points for the win and the shooter receives 0 points, assuming all the solids still remain on the table. While groups of balls had yet to

be determined, the scoring must reflect that the shooter desired to be solids. In lieu of no groups being determined, proper scoring is resolved by the shooter's intention.

3. Shooter approaches the table with an "Open Table." Two solids were made on the break by the shooter at the table. The shooter calls a safety. The shooter contacts the 3-ball first, but the 8-ball is inadvertently pocketed in the further course of the shot - thus losing the game. The opponent is credited with 10 points for the win and the shooter receives 2 points, assuming the five solid balls still remain on the table. While groups of balls had yet to be determined, the scoring must reflect the pocketing of the balls caused by the losing player.

4. Shooter approaches the table with an "Open Table." Two solids were made on the break by the opponent. The shooter calls a safety. The shooter contacts the 3-ball first, but the 8-ball is inadvertently pocketed in the further course of the shot - thus losing the game. The opponent is credited with 10 points for the win and the shooter receives 0 points, assuming the five solid balls still remain on the table. While groups of balls had yet to be determined, the scoring must reflect the pocketing of the balls caused by the winning player. In these and other situations, the losing player receives credit for either balls he was responsible for pocketing or balls he intended to pocket.

		8-Ball League Score Sheet										<i>League/Sponsor Logo Here</i>	
		League Name: The Border League					Date: Sept. 13						
Home Team Name: Shooter's							Visiting Team Name: Chris' Rack Attack						
Avg.	Full Name	1	2	3	Tot.		Avg.	Full Name	1	2	3	Tot.	
4	¹ Rita McClure	10 B 1-6	5 B 1-7	4 B 1-8	19		7	⁶ Jim Passmore	7 Up 1st	10 B 5th	10 4th	27	
5	² Mark Williams	4 B 2-7	10 2-8	7 2-9	21		7	⁷ Jay Spenser	10 2nd	10 B Up 1st	6 B 5th	26	
6	³ Lauren Lewis	10 B 3-8	10 3-9	7 B 3-10	27		8	⁸ Chuck Lesser	4 3rd	5 B 2nd	10 Up 1st	19	
6	⁴ Bill Longmore	5 B 4-9	10 4-10	6 4-6	21		9	⁹ Bill Ingle	10 4th	7 B 3rd	10 B 2nd	27	
7	⁵ Karen Hastings	2 B 5-10	7 5-6	10 B 5-7	19			¹⁰ Al Janes	10 5th	7 B 4th	10 3rd	27	
Team Avg.	Total	31	42	34	107		Team Avg.	Total	41	39	46	126	
21	Handicap	10	10	10	30		31	Handicap	----	----	----	----	
	Tot. Inc. Handicap	41	52	44	137			Tot. Inc. Handicap	41	39	46	126	
	Circle Rounds Won	W	W	W	W			Circle Rounds Won	W	W	W	W	
Subtract Lower Team Average From Higher Team Average to Compute Handicap													
Higher Team Average		31		Rounds Won		2		Captain's Signatures		Rounds Won		2	
Lower Team Average		21		Rounds Lost		2		Home: Mark Williams		Rounds Lost		2	
Handicap Per Round		10		Total Points		107		Visitor: Al Janes		Total Points		126	

		8-Ball League Score Sheet										League or Sponsor Logo Here	
		LEAGUE NAME:					DIVISION:						
HOME TEAM NAME:							VISITING TEAM NAME:						
AVG	Full Name	1	2	3	4	Total	AVG	Full Name	1	2	3	4	Total
1							5						
		Break		Break									
		1-5	1-6	1-7	1-8								
2							6						
		Break		Break									
		2-6	2-7	2-8	2-5								
3							7						
		Break		Break									
		3-7	3-8	3-5	3-6								
4							8						
		Break		Break									
		4-8	4-5	4-6	4-7								
↑	Round Total						↑	Round Total					
Team Total	Handicap Per Round						Team Total	Handicap Per Round					
	Total Inc. Handicap							Total Inc. Handicap					
	Circle Rounds Won	W	W	W	W	W		Circle Rounds Won	W	W	W	W	W

Subtract Lower Team Average From Higher Team Average to get Handicap

HIGHER TEAM AVERAGE	
LOWER TEAM AVERAGE	
HANDICAP PER ROUND	

Week of Play	
Rounds Won	
Rounds Lost	
Total Points	

CAPTAIN'S SIGNATURE	
HOME:	
VISITING:	

Week of Play	
Rounds Won	
Rounds Lost	
Total Points	

Instructions:

- Enter the name of your league, the division if different from the league name, and the date of play;
- Enter the first and last names of each player for Home Team and Visiting Team;
- Enter each player's handicap under the "AVG" column;
- Total the handicaps of all players and enter this number in the box at the bottom of the "AVG" column and to the left of the Round Totals box;
- Enter the Team Total in the Average box in the lower left corner, higher team on top, lower team on bottom;
- Subtract the lower team total from the higher team total to get the total Team Handicap;
- If using the 1-10 Handicap System, this same number is inserted in the Handicap per Round box under each round of the team with the lower Team Total Average (this is the handicap per round);
- If using the whole number system, divide the total team handicap points by the number of rounds using a number which provides a whole number and adds any surplus numbers to the final round handicap points (example: in a four round match, if the handicap points total 16, you would divide 16 by 4

= 4 and 4 would be the handicap for each round
handicap points total 16, you would divide 16 by 4 = 4 and 4 would be the handicap for each

If the points were to total 17, 18 or 19 in the same round match, you would simply take the surplus points over 16 (1, 2, or 3) and add them the points in the LAST round, making the handicap per round 4-4-4-5 or 4-4-4-6, or 4-4-4-7;

- After each round is completed, total the round scores for all players, top to bottom, and enter this number in the Rounds Total box;
- Add the handicap Per Round points, if any, and enter in the Total including Handicap Box;
- Compare the round score for each team, and circle the W (winner) under the team with the higher score;
- If the round total, including the Handicap Total, causes a tie, each team receives 1/2 point for the round. Indicate this by drawing a diagonal line through the W box for the appropriate round;
- At the end of the match, total all players scores, top to bottom, and add this to the total handicap points, if any. The highest total score recorded in the last box of the Totals including Handicap column will determine the winner of the final round point.



8-Ball League Score Sheet

League
or
Sponsor Logo
Here

LEAGUE NAME:

DATE:

HOME TEAM NAME:

VISITING TEAM NAME:

AVG	FULL NAME	1	2	3	4	5	TOTAL
1		B		B		B	
		1-6	1-7	1-8	1-9	1-10	
2		B		B			
		2-7	2-8	2-9	2-10	2-6	
3		B		B		B	
		3-8	3-9	3-10	3-6	3-7	
4		B		B			
		4-9	4-10	4-6	4-7	4-8	
5		B		B		B	
		5-10	5-6	5-7	5-8	5-9	
Team Average	TOTAL						
	HANDICAP						
	TOTAL INC HANDICAP						
	CIRCLE ROUNDS WON	W	W	W	W	W	W

SUBTRACT LOWER TEAM AVERAGE FROM
HIGHER TEAM AVERAGE TO GET HANDICAP

HIGHER TEAM AVERAGE		ROUNDS WON	
LOWER TEAM AVERAGE		ROUNDS LOST	
HANDICAP PER ROUND		TOTAL POINTS	

AVG	FULL NAME	1	2	3	4	5	TOTAL
6			B		B		
		Up 1st	5th	4th	3rd	2nd	
7			B		B	B	
		2nd	Up 1st	5th	4th	3rd	
8			B		B		
		3rd	2nd	Up 1st	5th	4th	
9			B		B	B	
		4th	3rd	2nd	Up 1st	5th	
10			B		B		
		5th	4th	3rd	2nd	Up 1st	
Team Average	TOTAL						
	HANDICAP						
	TOTAL INC HANDICAP						
	CIRCLE ROUNDS WON	W	W	W	W	W	

CAPTAIN'S SIGNATURES	ROUNDS WON	
Home:	ROUNDS LOST	
Visitor:	TOTAL POINTS	



8-Ball League Score Sheet

League
or
Sponsor Logo
Here

LEAGUE NAME:

DATE:

HOME TEAM NAME:

VISITING TEAM NAME:

AVG	FULL NAME	1	2	3	TOTAL
1		B		B	
		1-6	1-7	1-8	
2		B			
		2-7	2-8	2-9	
3		B		B	
		3-8	3-9	3-10	
4		B			
		4-9	4-10	4-6	
5		B		B	
		5-10	5-6	5-7	
Team Average	TOTAL				
	HANDICAP				
	TOTAL INC HANDICAP				
	CIRCLE ROUNDS WON	W	W	W	W

SUBTRACT LOWER TEAM AVERAGE FROM
HIGHER TEAM AVERAGE TO GET HANDICAP

HIGHER TEAM AVERAGE		ROUNDS WON	
LOWER TEAM AVERAGE		ROUNDS LOST	
HANDICAP PER ROUND		TOTAL POINTS	

AVG	FULL NAME	1	2	3	TOTAL
6			B	B	
		Up 1st	5th	4th	
7			B		
		2nd	Up 1st	5th	
8			B		
		3rd	2nd	Up 1st	
9			B	B	
		4th	3rd	2nd	
10			B		
		5th	4th	3rd	
Team Average	TOTAL				
	HANDICAP				
	TOTAL INC HANDICAP				
	CIRCLE ROUNDS WON	W	W	W	W

CAPTAIN'S SIGNATURES	ROUNDS WON	
Home:	ROUNDS LOST	
Visitor:	TOTAL POINTS	

BCAPL 9-Ball League Scoring and Handicapping

The BCAPL system for handicapping your 9-ball league is provided courtesy of The Academy of Billiards in Dallas, Texas. The system takes some explanation, but is really quite simple in practice. 9-ball leagues can be run year-round, but are often used as short summer "sprint" leagues to give 8-ball league players a change of pace from their Fall and Spring 8-ball league seasons.

The format of BCAPL 9-ball league play is similar to that of BCAPL 8-ball league play. Each player plays one match against each individual on the opposing team. When a player faces an opponent, the individual match consists of two games of 9-ball with scores to be marked on a slot on the score sheet that appears as:

Full Name	1	2	3
!		8	
Mick Snyder	0	0	0
	0	CD	1
	1-6	1-7	HI

As is the case with the 8-ball scoresheet, the top line titles denote the round and the bottom line denotes the matchup in each round. The 9-ball scoresheet has two score rows per round instead of only one.

The player will score either a "1" or a "0" (a score of "1" denotes a win and a score of "0" denotes a loss). The loser of the first game always breaks in the second. Anytime a player wins by making the 9-ball on the break, circle the score.

The system may be designed for 3-player team, 4-player team or 5-player team leagues. For explaining the system, a 5-player team league will be used. Each player on a 5-person team plays a two-game match against each player on the opposing team, so that a total of 50 games are played during the entire match (10 games by each player). Each player in a 3-player team will play 6 games and each player in a 4-player team league will play 8 games. A player's average may range from +6 to -6 in a 3-player team league, from +8 to -8 in a 4-player team league, or from +10 to -10 in a 5-player team league. Figuring the score for a player at the end of the night's play is easy.

Scoring Examples

Player A wins all 10 games and loses none, so his score is: +10. (10 wins - 0 losses = +10)

Player B wins 6 games and loses 4 games, so her score is +2. (6 wins - 4 losses = +2)

Player C wins 3 games and loses 7 games, so her score is -4. (3 wins - 7 losses = -4)

Player D loses all 10 games and wins none, so his score is -10. (0 wins - 10 losses = -10)

A player's average from week to week is determined by finding the difference between the player's total wins and losses, and dividing that number by the number of weeks played. See the examples below.

Weekly Average Examples

Player A has 12 wins and 8 losses after 2 weeks of play, so his average is +2. (12 wins - 8 losses = +4, then $+4 \div 2$ weeks = +2)

Player B has 45 wins and 5 losses after 5 weeks, so her average is +8. (45 wins - 5 losses = +40, then $+40 \div 5$ weeks = +8)

Player C has 11 wins and 19 losses after 3 weeks, so her average is -3. (11 wins - 19 losses = -8, then $-8 \div 3$ weeks = 2.67, which is rounded to -3)

Player D has 5 wins and 25 losses after 3 weeks so his average is -7. (5 wins - 25 losses = -20, then $-20 \div 3$ = -6.67, which rounds to -7)

Team Handicapping

In the third week, scratch play ceases and each player's average is assigned beside their name in the left-hand column on the score sheet. Simply add up the total individual averages to determine the total "Team Average." The difference in the averages between the two teams is the handicap. The lower-averaged team receives this handicap from the higher-averaged team. This is known as 100% handicapping because the lower-averaged team receives 100% of the handicap (difference) from the higher-averaged team. However, many leagues use 80%, 75% or 50% handicapping in the different games they play; i.e. the lower-averaged team receives only a percentage of the difference in points from the higher-averaged team.

Example: Team A average is +8 and Team B average is +2, for a difference of 6 points. If the league uses:

- 100% handicapping, Team B receives 1.00×6 points = 6 points.

- 75% handicapping, Team B receives $.75 \times 6$ points = 4.5 points (to be rounded up to 5 points).

- 50% handicapping, Team B receives $.50 \times 6$ points = 3 points.

From past experience, the BCAPL 9-ball handicapping system appears to work best for all the players as a whole with 100% handicapping.

BCAPL 9-Ball League Scoring and Handicapping

Sample Score Sheet

In the example below, Belle's Breakers won 30 games of 9-Ball (30 points) while Mick's Place won 20 games (20 points). The Border League uses an 80% handicapping factor. The difference in the averages of the two teams is 11, which, when multiplied by the 80% factor, yields a handicap of 8.8, which is rounded to 9. In accounting for the handicap, Belle's Breakers still win the match by a score of 30-29. (If the Border League had used a 100% handicapping system, Mick's Place would have won the match by a 31-30 score!). Belle's breakers will receive 1 match win in the standings and Mick's Place will receive 1 match loss in the weekly standings.

Tips on Running a 9-Ball League or Session

In a five player league, time constraints will force matches (50 games total) to be played on two tables.

The Home Team Captain should write down his/her line-up on the score sheet first, and then pass the sheet to the Visiting Team Captain to write in his/her line-up.

When the letter "B" appears next to the players name in a round on the score sheet, that player will break in the first game against his/her opponent. The breaker in the second game against the same opponent is always the loser of the first game.

Teams may not substitute an alternate player in the middle of a match. Each Team must begin and end the match with the same players.

If a player is new, he/she is credited with a "0" average until his/her third week of play. If a player is a "no show," no name fills the slot; the slot is credited with a "0" average; the forfeited slot is credited with 10 lost games for the evening (not to be figured into any player's individual average); and each player on the opposing team receives 2 wins in the slots where they would have opposed the forfeiting player.

Instead of playing out the teams according to rankings, money should be paid out to an individual for each game won (an incentive against "sandbagging.")

After 10 weeks of play on this system, a player's average cannot go down. At the start of a new season, use the accumulative individual averages in handicapping the very first week of play.

Award the players with the most "Break & Runs," "On the Snaps", and "Perfect 10's" at season's end.

		9-Ball League Score Sheet										League or Sponsor Logo Here			
League Name: The Border League								Date: July 22							
Home Team Name: Mick's Place								Visiting Team Name: Belle's Breakers							
AVG.	Full Name	1	2	3	4	5	Total	AVG.	Full Name	1	2	3	4	5	Total
- 4	1	0 B	0	0 B	0	1 B	4	-4	6	1	1 B	0	1 B	1	6
		0	1	1	1	0				1	0	0	0	1	
	Mick Snyder	1-6	1-7	1-8	1-9	1-10				Jeanette Casteel	Up 1st	5th	4th	3rd	
- 1	2	0 B	0	0 B	0	0	3	1	7	1	1 B	1	1 B	1 B	7
		0	1	1	1	0				1	0	0	1	0	
	Grover Lawson	2-7	2-8	2-9	2-10	2-6				Jimmy Wong	2nd	Up 1st	5th	4th	
0	3	0 B	0	0 B	0	0 B	4	0	8	1	1 B	1	1 B	1	6
		0	1	1	1	1				1	0	0	0	0	
	Michelle Light	3-8	3-9	3-10	3-6	3-7				Tim Story	3rd	2nd	Up 1st	5th	
0	4	1 B	0	1 B	0	0	5	3	9	0	1 B	1	1 B	1 B	6
		0	1	1	0	1				1	0	0	0	1	
	Almondo Gomez	4-9	4-10	4-6	4-7	4-8				Victor Hernandez	4th	3rd	2nd	Up 1st	
0	5	0 B	0	0 B	0	0 B	4	6	10	1	1 B	1	1 B	0	5
		1	1	1	1	0				0	0	0	0	1	
	Richard Cast	5-10	5-6	5-7	5-8	5-9				John Alvarez	5th	4th	3rd	2nd	
Team Avg.	Round Total	2 5 6 4 3					20	Team Avg.	Round Total	8 5 4 6 7					30
- 5	Running Total						11	+6	Running Total						30
	Difference (from below)								Difference (from below)						
	.8 Handicap Factor x Difference								Handicap Factor x Difference						
Total Points + Handicap							29	Total Points + Handicap							30
Higher Team Average		+6		Subtract Lower Team Average From Higher Team Average to Compute Difference				Captain's Signature							
Lower Team Average		-5						Home:							
Difference		+11						Visitor:							



9-Ball Score Sheet

League/Sponsor
Logo here

LEAGUE NAME:

DATE:

HOME TEAM NAME:

VISITING TEAM NAME:

HOME TEAM		VISITING TEAM	
FULL NAME	TOTAL POINTS	FULL NAME	TOTAL POINTS
1		6	
2		7	
3		8	
4		9	
5		10	
TEAM AVG		ROUND TOTAL	
		DIFFERENCE IN AVG. IS HANDICAP TOTAL	>
		TOTAL POINTS INCLUDING HANDICAP	>

SUBTRACT LOWER TEAM AVERAGE FROM
HIGHER TEAM AVERAGE TO GET DIFFERENCE

HIGHER TEAM AVERAGE	
LOWER TEAM AVERAGE	
DIFFERENCE	

SYMBOLS

① - On The Break !
B&R- Break & Run

CAPTAIN'S SIGNATURES

HOME:

VISITOR:

BCAPL 8-Ball Scotch Doubles

League Scoring & Handicapping

Scotch-doubles leagues are fun, simple and flexible. Teams consist of one man and one woman. During a team's turn at the table the players alternate shots. Matches should last between one and two hours, and seasons can be scheduled to fill up slow periods in a league year, or to add league activity to another night of the week. A "no coaching allowed" policy helps reduce controversy. Novice players on a team should be encouraged to practice together on non-league nights to better familiarize themselves with their games and strategies.

BCAPL Scotch Doubles Rules

Rules for scotch-doubles play is the same as BCAPL 8-Ball Rules with the exception of the following:

The players must flip for first break.

The teams alternate breaks.

The players alternate each shot (NOT Each Turn).

The same player on a team may break whenever the team's turn arises.

If a team switches their rotation during a game, it is a foul and the following procedure applies: if the opposing team calls the foul immediately after the first player on the offending team has shot out of order, the opposing team receives cue-ball-in-hand anywhere on the table. If the foul is not noticed until the second player on the team has shot, a foul may not be charged, and the new sequence must continue until the conclusion of the game.

A team is allowed one 20-second time-out per game for coaching when it is their turn to shoot. Any other coaching by a team during their turn at the table is a "cue-ball-in-hand" foul.

Partners may quietly converse (in a non-distracting manner) during a game when it is not their turn to shoot. However, while a game is in progress and a member of the opposing team finishes a team's inning and leaves the table, no coaching of any kind can occur between the partners on the incoming team. Scorekeeping and handicapping are easy. The BCAPL suggests you base your league on two teams playing 5-game, 7-game or 9-game formats (the BCAPL Scotch-Double League score sheet can be used for any of these alternatives).

Basically, scotch-doubles play follows the standard BCAPL 10-point scoring system described in the 8-Ball League section

of this manual, but handicapping is somewhat different. Determine each team's average using total points scored each night instead of by the average points scored per game. Teams should play scratch (no handicap) for the first two weeks of a season, so that a fairly accurate average can be used for handicapping in the third week of the season.

Completing the Scotch

Doubles Score Sheet

Teams in the Camarillo Tuesday Night Scotch-Doubles League play 5 games against their weekly opponent. In Week 1 teams had not been assigned averages yet, and Melinda & Bill won their match over Rebecca and Sean 41-36 by playing on even terms. Marks are placed to denote that a time out was taken by a team during a game (T/O).

In Week 3 the team of Samantha & Pat have a 33 average. They had scored 65 points over their first two weeks ($65 \div 2 \text{ weeks} = 32.5$, rounded to 33). After two weeks Melinda & Bill are recording a 37 weekly average. Therefore Melinda & Bill must spot Samantha & Pat 4 points as a handicap ($37 - 33 = 4$). Despite Melinda & Bill winning three of the five games played, the teams tied in points scored. With the addition of 4 handicap points Samantha & Pat win the match 43-39!

The last example is the Tullahoma 8-Ball Scotch-Doubles League. Notice that each week teams play 9 games against their opponents. Therefore, team averages will be greater in this league. In the example Margaret & Gerald lost the match 65-71 to Christine & Loudon, despite receiving a 6-point spot.

	Scotch Doubles League Score Sheet										League or Sponsor Logo Here		
	League Name: The Border League										Date: Week 1 9/14		
Home Team Name: Melinda/Bill										Average:			
1	2	3	4	5	6	7	8	9	10	Subtotal	Handicap	Total	
T/O	T/O	T/O	T/O	T/O	T/O	T/O	T/O	T/O	T/O				
10	10	4	10	7						41	- - -	41	
3	7	10	6	10						36	- - -	36	
T/O	T/O	T/O	T/O	T/O	T/O	T/O	T/O	T/O	T/O				
1	2	3	4	5	6	7	8	9	10	Subtotal	Handicap	Total	
Visitor Team Name: Rebecca/Sean										Average:			
Subtract Lower Team Average from Higher Team Average to get Handicap					Higher Team Average					0	Home Team Initials _____ Visiting Team Initials _____		
					Lower Team Average					0			
					Total Handicap					0			

	Scotch Doubles League Score Sheet										League or Sponsor Logo Here		
	League Name: The Border League										Date: Week 3 9/28		
Home Team Name: Samantha/Pat										Average: 33			
1	2	3	4	5	6	7	8	9	10	Subtotal	Handicap	Total	
T/O	T/O	T/O	T/O	T/O	T/O	T/O	T/O	T/O	T/O				
6	5	10	10	6						39	4	43	
10	10	3	6	10						39	- - -	39	
T/O	T/O	T/O	T/O	T/O	T/O	T/O	T/O	T/O	T/O				
1	2	3	4	5	6	7	8	9	10	Subtotal	Handicap	Total	
Visitor Team Name: Rebecca/Sean										Average: 37			
Subtract Lower Team Average from Higher Team Average to get Handicap					Higher Team Average					37	Home Team Initials _____ Visiting Team Initials _____		
					Lower Team Average					33			
					Total Handicap					4			



Scotch Doubles League Score Sheet

Sponsor
or
League Logo
Here

League Name:

Date:

Home Team Name:

Average:

1	2	3	4	5	6	7	8	9	10	Subtotal	Handicap	Total
T/O	T/O	T/O	T/O	T/O	T/O	T/O	T/O	T/O	T/O			
T/O	T/O	T/O	T/O	T/O	T/O	T/O	T/O	T/O	T/O			
1	2	3	4	5	6	7	8	9	10	Subtotal	Handicap	Total

Visitor Team Name:

Average:

Subtract Lower Team Average From Higher Team Average to get Handicap

Higher Team Average	
Lower Team Average	
Total Handicap	

HOME TEAM INITIALS _____

VISITING TEAM INITIALS _____

Monday Night Mixed 8-Ball Division

(Sample Roster)

League Name: _____ Week # _____ Location _____

Team # 1 McIntyre's Team # 2 Shooter's Team # 3 Omodio's 1 Team # 4 The Rack	Team # 5 Corner Pocket 8-Ballers Team # 6 Chris's Rack Attack Team # 7 Dannerly's Billiards Team # 8 Omodio's II
# 1 McIntyre's	# 5 Corner Pocket
Captain – Jane Lasker 4110 Peat Road Border City, Tx 79928 915-476-1029 Judd Hanes Brenda Hart Larry Bries Lori Hickman Fred Phillips Cecil Lemay	Captain – Dallas Benson 317 Jones St Border City, Tx 79928 915-477-1773 John Crowell Randy Aspen Jeremy Crowell Sara Smith Sam Jones Ron Morgan
# 2 Shooter's	# 6 Chris's Rack Attack
Captain – Lou Nester 1483 Craig Lane Border, Tx 79928 915-485-8011 Shelia Adams Ralph Abner Mary Alexander George Cutler Jerry Wand Morton Fix	Captain – Jim Passmore 47 Rebecca Lane Border City, Tx 79928 915-477-2186 Barbara Tadd Bill Ingle Al Janes Jay Spenser Chuck Lesser Christine Logan
# 3 Omodio's 1	# 7 Dannerly's Billiards
Captain – Connie McBride 1400 Maple St Border City, Tx 79928 915-477-6147 Reece McBride Maurice Chandler Randy Bates Norman Spooner Elizabeth Spin Joe Spooner	Captain – Lauren Lewis 980 Elm St Border City, Tx 79928 915-476-4451 Mark Williams John Decker Rita McClure Karen Hastings Bill Longmore Marcia Heyene
# 4 The Rack	# 8 Omodio's II
Captain – Bill Gaines 109 Bleacher Ave Border City, Tx 79928 915-476-9643 Chuck Bearden Marty Lenz Ken Rutherford Larry Johnson Dan Rafferty Alex Cartwright	Captain – Al Garrison P.O. Box 83 Border City, Tx 79928 915-476-0178 Lisa Adler Lois McArther Rick Pointer Melinda Hernandez Rhonda Peters Wanda Kreckler

League Roster

League Name: _____ **Week #** _____ **Location** _____

[illegible]

Sample Border League Schedule

#1 McIntyre's #2 Shooter's		#3 Omodio's 1 #4 The Rack		#5 Corner Pocket 8-Ballers #6 Chris's Rack Attack		#7 Dannerty's Billiards #8 Omodio's II	
Fall				Spring			
Sept 6 1 at 2 3 at 4 5 at 6 7 at 8		Nov 1 2 at 1 4 at 3 6 at 5 8 at 7		Jan 3 1 at 2 3 at 4 5 at 6 7 at 8		Mar 7 2 at 1 4 at 3 6 at 5 8 at 7	
Sept 13 2 at 3 4 at 5 6 at 7 8 at 1		Nov 8 3 at 2 5 at 4 7 at 6 1 at 8		Jan 10 2 at 3 4 at 5 6 at 7 8 at 1		Mar 14 3 at 2 5 at 4 7 at 6 1 at 8	
Sept 20 3 at 5 2 at 6 4 at 8 7 at 1		Nov 15 5 at 3 2 at 6 8 at 4 1 at 7		Jan 24 3 at 5 2 at 6 4 at 8 7 at 1		Mar 21 5 at 3 2 at 6 8 at 4 1 at 7	
Sept 27 4 at 6 7 at 3 8 at 2 1 at 5		Nov 22 6 at 4 3 at 7 8 at 2 5 at 1		Jan 31 4 at 6 7 at 3 8 at 2 1 at 5		Mar 28 6 at 4 3 at 7 8 at 2 5 at 1	
Oct 4 5 at 7 8 at 3 6 at 1 2 at 4		Nov 29 7 at 5 3 at 8 1 at 6 4 at 2		Feb 7 5 at 7 8 at 3 6 at 1 2 at 4		Apr 4 7 at 5 3 at 8 1 at 6 4 at 2	
Oct 18 5 at 8 6 at 3 2 at 7 4 at 1		Dec 6 8 at 5 3 at 6 7 at 2 1 at 4		Feb 14 5 at 8 6 at 3 2 at 7 4 at 1		Apr 11 8 at 5 3 at 6 7 at 2 1 at 4	
Oct 25 1 at 3 2 at 5 4 at 7 6 at 8		Dec 13 3 at 1 5 at 2 7 at 4 8 at 6		Feb 28 1 at 3 2 at 5 4 at 7 6 at 8		Apr 28 3 at 1 5 at 2 7 at 4 8 at 6	

Note: All matches start promptly at 7:30 p.m.

October 9, December 25, January 15, February 19 are holidays

League playoffs are April 23rd

A blank scheduling form is located in Section B, page 2

League Schedule

Off Dates: _____

Team/Individual Standings (After Week 5 Sample)

Border League

League Division – Wednesday Traveling

Team #	Team Name	Total Rounds	Won	Lost	Total Points	# Games Won
#5	Corner Pocket 8-Ballers	20	15	5	519	35
#1	McIntyre's	20	14	6	500	37
#2	Shooter's	20	13	7	623	51
#6	Chris's Rack Attack	20	11	9	522	41
#4	The Rack	20	9	11	437	29
#3	Omodio's 1	20	7	13	384	45
#8	Omodio's II	20	6	14	570	28
#7	Dannerly's Billiards	20	5	15	473	30

Name	Points	Won	Lost	Average	Name	Points	Won	Lost	Average
# 1 McIntyre's					# 5 Corner Pocket 8-Ballers				
Lori Hickman	120	9	6	8	Dallas Benson	129	10	5	9
Jane Lasker	98	7	8	7	Ron Morgan	117	8	7	8
Cecil Lemay	91	7	3	9	Randy Aspen	101	7	8	7
Judd Hanes	75	7	1	9	Sam Jones	87	5	10	6
Brenda Hart	43	2	8	4	Jeremy Crowell	69	5	7	6
Larry Bries	37	2	8	4	John Crowell	16	0	3	5
Fred Phillips	36	2	4	6	Sara Smith	0	0	0	0
# 2 Shooter's					# 6 Chris's Rack Attack				
Morton Fix	144	13	2	10	Chuck Lesser	129	11	4	9
Jerry Wand	130	11	4	9	Al Janes	27	2	1	9
Lou Nester	129	11	4	9	Jay Spencer	109	8	7	7
Ralph Abner	115	8	7	8	Christine Logan	83	7	5	7
Shelia Ames	25	2	1	8	Bill Ingle	91	6	9	6
George Culter	63	5	4	7	Jim Passmore	74	7	5	6
Mary Alexander	17	1	2	5	Barbara Tadd	9	0	3	3
# 3 Omodio's 1					# 7 Dannerty's Billiards				
Reece McBride	105	9	6	7	Karen Hastings	130	11	4	9
Connie McBride	81	7	8	5	Bill Longmore	110	7	4	9
Maurice Chandler	80	7	8	5	Lauren Lewis	96	5	10	6
Randy Bates	62	3	12	4	Mark Williams	73	4	11	5
Norman Spooner	47	2	10	4	Rita McClure	64	3	12	4
Elizabeth Spin	9	0	3	3	John Decker	0	0	0	0
Joe Spooner	0	0	0	0	Marcia Heyene	0	0	0	0
# 4 The Rack					# 8 Omodio's II				
Chuck Bearden	27	2	1	9	Rhonda Peters	138	12	3	9
Dan Rafferty	83	7	8	7	Rick Pointer	129	11	4	9
Larry Johnson	93	5	10	6	Lisa Adler	47	4	2	8
Marty Lenz	84	6	6	6	Al Garrison	107	6	9	7
Alex Cartwright	81	5	10	5	Wanda Kreckler	60	4	5	7
Bill Gaines	69	4	11	5	Lois McArther	75	4	5	7
Ken Rutherford	0	0	0	0	Melinda Hernandez	15	0	3	5

Team/Individual Standings

League Division _____

Team #	Team Name	Total Rounds	Won	Lost	Total Points	# Games Won

[illegible]

Compiling a League Financial Statement

Despite the perception of many, a league operator or league secretary does not have to be an accountant to prepare a financial statement that will silence the most vociferous of critics. The Border League financial statement is only a one-page document, yet it provides complete financial disclosure. By following this guide as your model, you can provide the same complete financial disclosure for your league.

In its most simple form, a financial statement only contains two elements: income and expenses. The difference between income and expenses show the profit (or deficit) generated through league operations.

Income

A statement of income reflects all of the money and prizes taken in through league operations. In a typical league, this would include league membership fees, weekly player fees, sponsorship fees, and donated prizes and products. Be sure to account for any donated prizes and product the same way as you would cash. Prizes are income, too.

In the Border League Example on page A-15, the league has income from league player fees, weekly fees, sponsorship fees, donated trophies and a donated cue.

The league consists of 56 players and has a \$20 league membership fee that it imposes once per league year to help cover various league administrative and operating expenses. Each team in the league also contributes \$25 per week.

In this league, teams are also responsible for raising \$50 in sponsorship as well. This may come from a local vendor, a host room or tavern, or from the players themselves.

The league also gained sponsorship for trophies and for the cue given to the league MVP.

Expenses

As is the case with your personal checkbook, items of expense are considerably more plentiful and complex than income items. Even so, expense items for your league can be divided into three general groups: Administrative Expenses, Special Prizes, and Prize Money.

Administrative expenses are those items of expenditure that are incurred directly from league operations. The Border League is sanctioned by the BCAPL and therefore has a onetime expense of \$10 per player.

Additionally, the league compensates its Secretary for doing the scheduling, compiling the statistics, and performing the myriad of tasks that go into running a league. The league incurred expenses of \$469 for supplies and printing, mostly for photocopying and having score sheets and rules summaries printed for all the players.

Trophies expense cover all of the trophies for individual and team achievement for the league year. As was stated earlier, the trophy sponsor had the trophies made, so trophy income exactly equals trophy expense.

Certain in-house leagues will also charge the league a nominal fee for table time. Various other leagues will not. In the case of the Border League, the house charges \$1 per player per week, which is paid for directly by the league, thereby creating a table time expense.

Special prizes are given by the league to encourage and reward outstanding achievement by teams and individuals. The Border League sends its first place team to the BCA National 8-Ball Championships. Although \$2,000 is set aside, the money is not typically paid out at the end of the league year, but instead is held until the championships, so as to ensure the players actually attend the tournament. The league also gave out the donated cue to the MVP and gave small cash awards to the team with the high points total for a match during the year and to the individual who had the most table runs for the year.

Once the Administrative Expenses and the desired Special Awards have been subtracted from the Total Income raised by the league, Prize Money for the league can be computed. The Border League pays out the top 8 places in league play each year. Many leagues substitute an end of year banquet for paying out teams at the end of the year and in that case, the remaining money would have been placed in a banquet fund.

Notice that there is a surplus of \$61 at the end of the year. Rarely will a league balance out to the penny at the end of the year, because all of the payouts and the money collected were estimates and rarely does everything meet the budget exactly. In some cases, the league may then give out a rebate to players at the end of the year. In the case of the Border League, they have chosen to carry over the sum until the next league session.

Budgeting

This section dealt primarily with constructing a financial statement at the end of the year. The budget for the following year (or for your initial year) can be constructed in the same manner. The computations for income can be derived using estimated numbers of players and teams. Estimates for expenses can be somewhat trickier, but by compensating the League Secretary by the week and setting known amounts for special prizes, the expenses side of the equation can be estimated quite accurately, too.

BORDER 8-BALL LEAGUE

The Golden Cue In-House League

Tuesday Night 8-Ball Division

Financial Statement As of May 31

Income:

56 Players X \$20 League Membership	\$1,120
8 Teams X \$25 per week X 28 Weeks	\$5,600
Sponsorship Fees: 8 Teams X \$50	\$400
Trophies Sponsorship from Golden Cue	\$500
Cue Donated by Acme Custom Cue	\$800
Total Income	\$8,420

Expenses:

Administrative Expenses	
BCAPL Sanction Fees (56 players X \$10)	\$560
League Secretary Fee (\$20 X 28 weeks)	\$560
League Supplies & Printing	\$469
Trophies	\$500
Table Time (\$1 per player per week)	\$1,120
Total Administrative Expenses	\$3,209

Special Prizes:

BCAPL Nationals 1st Place Team Allowance	\$2,000
MVP Cue	\$800
High Total Team Points for Year	\$50
Most Table Runs	\$50
Total Special Prizes	\$2,900

Prize Money:

1 st Place	\$600
2 nd Place	\$450
3 rd Place	\$350
4 th Place	\$275
5 th Place	\$200
6 th Place	\$150
7 th Place	\$125
8 th Place	\$100
Total Prize Money	\$2,250

Total Expenses: \$8,359

Excess Revenue (Deficit) Carried Over to Next Year \$61