

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 (AI 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 AI Janes on Chris's roster.]

31 (Chris's total) - 21 (Dannerly's total) = 10 (Handicap points Dannerly's receives each round = 30 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	7	10	27	6	Jeremy Crowell	6	10	10	26
		B	1-6	1-7		1-8		B	Up 1st	5th	
2	Jim Passmore	2	10	10	22	7	Randy Aspen	10	10	10	30
		B	2-7	2-8		2-9		B	2nd	Up 1st	
3	Christine Logan	7	10	10	27	8	Sam Jones	10	7	5	22
		B	3-8	3-9		3-10		B	3rd	2nd	
4	Jay Spenser	6	7	7	20	9	Ron Morgan	10	4	7	21
		B	4-9	4-10		4-6		B	4th	3rd	
5	Chuck Lesser	10	7	6	23	10	Dallas Benson	7	10	4	21
		B	5-10	5-6		5-7		B	5th	4th	
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	Rounds Won	1
Lower Team Average	0	Rounds Lost	3
Handicap Per Round	—	Total Points	119

Captain's Signatures		Rounds Won	3
Home:	Jim Passmore	Rounds Lost	1
Visitor:	Dallas Benson	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										League/Sponsor Logo Here	
		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 <small>B</small>	5 <small>B</small>	4 <small>B</small>	19	7	6 Jim Passmore	7 <small>Up 1st</small>	10 <small>B</small>	10 <small>B</small>	27		
		<small>1-6</small>	<small>1-7</small>	<small>1-8</small>				<small>5th</small>	<small>4th</small>				
5	2 Mark Williams	4 <small>B</small>	10	7	21	7	7 Jay Spenser	10 <small>2nd</small>	10 <small>B</small>	6 <small>5th</small>	26		
		<small>2-7</small>	<small>2-8</small>	<small>2-9</small>									
6	3 Lauren Lewis	10 <small>B</small>	10	7 <small>B</small>	27	8	8 Chuck Lesser	4 <small>3rd</small>	5 <small>B</small>	10 <small>Up 1st</small>	19		
		<small>3-8</small>	<small>3-9</small>	<small>3-10</small>				<small>2nd</small>	<small>Up 1st</small>	<small>5th</small>			
6	4 Bill Longmore	5 <small>B</small>	10	6	21	9	9 Bill Ingle	10 <small>4th</small>	7 <small>B</small>	10 <small>B</small>	27		
		<small>4-9</small>	<small>4-10</small>	<small>4-6</small>				<small>3rd</small>	<small>2nd</small>	<small>2nd</small>			
7	5 Karen Hastings	2 <small>B</small>	7	10 <small>B</small>	19	10	10 Al Janes	10 <small>5th</small>	7 <small>B</small>	10 <small>3rd</small>	27		
		<small>5-10</small>	<small>5-6</small>	<small>5-7</small>				<small>4th</small>	<small>3rd</small>	<small>3rd</small>			
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 Home: Mark Williams					
Lower Team Average		21		Rounds Lost		2		Visitor: Al Janes					
Handicap Per Round		10		Total Points		107		Rounds Won		2			
								Rounds Lost		2			
								Total Points		126			



8-Ball League Score Sheet

League or
Sponsor
Logo Here

LEAGUE NAME:

DIVISION:

DATE:

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						Break		Break	
		1-5	1-6	1-7	1-8								
2							6						
		Break		Break						Break		Break	
		2-6	2-7	2-8	2-5								
3							7						
		Break		Break						Break		Break	
		3-7	3-8	3-5	3-6								
4							8						
		Break		Break						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:

1. Enter the name of your league, the division if different from the league name, and the date of play;
2. Enter the first and last names of each player for Home Team and Visiting Team;
3. Enter each player's handicap under the "AVG" column;
4. 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;
5. Enter the Team Total in the Average box in the lower left corner, higher team on top, lower team on bottom;
6. Subtract the lower team total from the higher team total to get the total Team Handicap;
7. 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);
8. 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;
9. After each round is completed, total the round scores for all players, top to bottom, and enter this number in the Rounds Total box;
10. Add the handicap Per Round points, if any, and enter in the Total including Handicap Box;
11. Compare the round score for each team, and circle the W (winner) under the team with the higher score;
12. 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;
13. 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

AVG	FULL NAME	1	2	3	4	5	TOTAL
6			B		B	B	
		Up 1st	5th	4th	3rd	2nd	
7			B		B		
		2nd	Up 1st	5th	4th	3rd	
8			B		B	B	
		3rd	2nd	Up 1st	5th	4th	
9			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	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	

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