## The NAPA Scoresheet

## How to score your match

This is a comp sheet. It is one of two sheets you will get in an email for your match. You can find each players Name ID Team \# Matches played Skill Level Race Grid Opposing teaminfo

## ALWAYS print your HOME team name AWAY team name.

These can be found on your Comp

## Sheet

This is for a five person team. Just disregard match \#5 .

## NA를 NAPA 8-BALL SCORE SHEET

WINNING PLAYER POINTS
20 points: Perfect win. No losses during match.
14 points: Won the match with one or more losses 20 points: Won the match by shooter forfeit
14 points: Won the match by team forfeit.

| LOSING PLAYER POINTS |  |
| :--- | :--- |
| 3 points: Lost the match with AT LEAST one win. | BONUS POINTS FOR ALL PLAYERS |
| 1 point: Lost the match without ANY wins (shut out). | 1 point: Reckless match. |
| 1 point: For each break and run. <br> 0 points: Forfeited match. | 1 point: For each 8-ball on the break. |

Team Skill Level Limit on League Night: 325 - Winner of the lag is always player \#1 in each match.


WEEKLY MATCH DUES


MESSAGE CENTER

VIEW YOUR PLAYER AND TEAM STATS ONLINE AT: www.napaleagues.com



## ALWAYS put in todays date.

## WINNING PLAYER POINTS <br> 20 points: Perfect win. No losses during match. 14 points: Won the match with one or mg /e losses. 20 points: Won the match by shooter forfeit. <br> 14 points: Won the match by team forfeit.

NAPA 8-BALL SCORE SHEET
номе team nam: Underdogs AWAY TEAM NAME $\int$ ens Jokers

LOSING PLAYER POINTS
3 points: Lost the match with AT LEAST one win. 1 point: Lost the match without ANY wins (shut out) 0 points: Forfeited match.
BONUS POINTS FOR ALL PLAYERS
1 point: Rackless match.
1 point: For each break and run.
1 point: For each 8-ball on the break.

1 point: For each break and run. 1 point: For each 8-ball on the break.

TM = TEAM \# ID \# = PLAYER ID RACE = MATCH RACE SKILL = SKILL LEVEL
$8 \mathrm{~B}=8$ ON-THE-BREAK RE = BACKLESS MATCH B-R = BREAK AND RUN \# WINS = GAMES WON

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The player that wins the lag goes in the \#1 position. Their opponent goes in the \#2 position. Add their name, their team number, their ID, their skill level, and the race. All can be found on the comp sheet.
WINNIN/G PLAYER POINTS
20 points: Perfect win. No losses during match.
14 points: Won the match with one or more losses.
20 poirfts: Won the match by shooter forfeit.
14 poigts: Won the match by team forfeit.

The player that wins the game has a "W" placed in the column that corresponds to the game number. G1 is game one. G2 is game 2.
WINNING PLAYER POINTS
20 points: Perfect win. No losses during match.
14 points: Won the match with one or more losses.
20 points: Won the match by shooter forfeit.
14 points: Won the match by team forfeit.

Add any bonus points the players may have earned. B-R is Break and Run. 8B is 8 on the Break. RK is a reckless match which means that player won the lag and won all the games. They MUST be in the \#1 position to earn a rackless bonus point. Then total the wins.

## NAPA 8-BALL SCORE SHEET

home team name: Underdogs away team nameyends jokers

20 points: Perfect win. No losses during match. 14 points: Won the match with one or more losses 20 points: Won the match by shooter forfeit. 14 points: Won the match by team forfeit

| LOSING PLAYER POINTS | BONUS POINTS FOR ALLRIAYERS |
| :--- | :--- |
| 3 points: Lost the match with AT LEAST one win. | 1 point: Reckless match. |
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ID \# = PLAYER ID
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WEEKLY MATCH DUES
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## NAPA 8-BALL SCORE SHEET

home team nam: L underdogs

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\begin{aligned}
& 3 \text { points: Lost the match with AT LEAST one win. } \\
& 1 \text { point: Lost the match without ANY wins (shut out). } \\
& 0 \text { points: Forfeited match. }
\end{aligned}
$$

BONUS POINTS FOR ALL PLAYERS
1 point: Rackless match.
1 point: For each break and run.
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TM = TEAM \#
ID \# - PLAYER ID
RACE = MATCH RACE
SKILL = SKILALEVEL SKILL = SKILALEVEL
lag is always player \#1 in each match. Team Skill Level Limit on League Night: 325 - Winner of the lag is always player \#1 in each match.


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Then do the same for match \#2, \#3, and \#4.



## Add up the team points.




## Any message to the league operator goes here such as adding or dropping players or owing fees.

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| :--- | :--- |
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| 0 points: Forfeited match. | 1 point: For each 8-ball on the break. |

TM = TEAM \#
ID \# = PLAYER ID
RACE = MATCH RACE
SKILL = SKILL LEVEL
$8 \mathrm{~B}=80 \mathrm{~N}-\mathrm{T}$ RE = RECKLESS MATCH B-R = BREAK AND RUN \# WINS = GAMES WON
Team Skill Level Limit on League Night: 325 - Winner of the lag is always player \#1 in each match.

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Be sure to sign the score sheet. Your signature verifys that you agree with the totals and data. Be careful!

