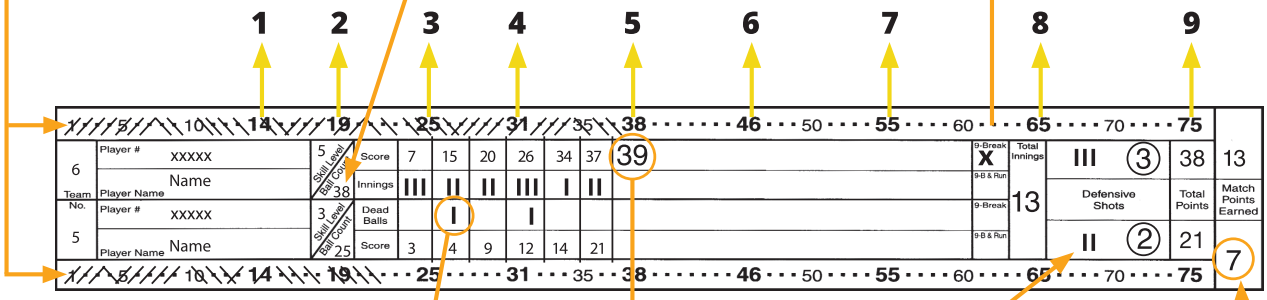
9-Ball Scorekeeping

Using the line of numbers, keep track of the balls (points) as the shooter is making them.

Skill level points this player needs

9-Ball Break – Break & Runs should be marked in this column.



DEAD BALLS

Keep track of any balls not credited to either player. You should account for these balls to avoid confusion.

After the 6th game player one had 37 points. In the 7th game we see that he broke the rack and made the 9-ball on the break, which gave him 39 points and the match. Player one is a SL5 and his highest possible points are 38. In the total points block you will record 38.

A Defensive Shot must be marked for a player on any shot where there is no INTENT to legally pocket a ball of his category. At the end of the match, total and circle the number of Defensive Shots for each player. If there are no Defensive Shots by a player write "No DS" in the block.

Balls 1 through 8 count as **one point** each.

The 9-ball counts as **two points**.

THE SKILL LEVEL OF THE PLAYER WHO LOST IS USED TO DETERMINE THE MATCH POINTS WON BY BOTH PLAYERS.

The sample scoresheet above shows that player two, who is a SL3 lost the match. To award the match points earned, we need to look for his skill level on the Score of Match chart. The area circled above shows that if a SL3 lost and his score for the match was 21, the match points are 13-7. You will record 7 points for player two and 13 points for player one.

Loser's S/L	SCORE OF MATCH								
	20-0	19-1	18-2	17-3	16-4	15-5	14-6	13-7	12-8
1	less than 3	3	4	5&6	7	8	9&10	11	12&13
2	less than 4	4&5	6&7	8	9&10	11&12	13&14	15&16	17&18
3	less than 5	5&6	7-9	10&11	12-14	15&16	17-19	20&21	22-24
4	less than 6	6-8	9-11	12-14	15-18	19-21	22-24	25-27	28-30
5	less than 7	7-10	11-14	15-18	19-22	23-26	27-29	30-33	34-37
6	less than 9	9-12	13-17	18-22	23-27	28-31	32-36	37-40	41-45
7	less than 11	11-15	16-21	22-26	27-32	33-37	38-43	44-49	50-54
8	less than 14	14-19	20-26	27-32	33-39	40-45	46-52	53-58	59-64
9	less than 18	18-24	25-31	32-38	39-46	47-53	54-60	61-67	68-74