

## Team Captains Championship Scoresheet



IT IS EVERY PLAYER'S RESPONSIBILITY TO I.D. THEIR OPPONENTS EACH AND EVERY MATCH!

Game #	Format	Team #	Team #_001_ Put up the first player rotation  PLAYER NAME	BALL COUNT (9-Ball Only)	Innings & Timeouts	Total Innings	Defensive Shots	Ball-in-hand(s) Received	8-Break/9-Snap	8-B.Run/9-B.Run	Early 8/8 Wrong Pocket	Home Win	Visiting Win
1	<b>®</b>	2	AMBERSPOT1 LEAHLAYER SPOT1		==	7	١	11					J
2	9	2	WALTER REP SPOT 2 BILL PLAYER SPOT 2	M 2 3 4 M N 7 M 9 Pead Balls  1 N M M 5 6 M 8 M		4	1	1				1	
3	<b>®</b>	1	MIKE PLAYER SPOT 3 TIM PLAYER SPOT 3			2	1					1	6
4	2	1 2	AMBERIER SPOT 1 LEAHPLAYER SPOT 1	M 2 M 5 6 M 8 M Dead Balls  1 M 3 4 6 M 7 M 9	111	3		١				1	
5	<b>3</b>	1 2	BILL PLAYER SPOT 2 WALTER SPOT 2			4		1					١
6	2	2	TIM PLAYER SPOT 3  MIKEPLAYER SPOT 3	1 2 M 4 5 6 7 8 M Dead Balls 1 2 3 4 5 6 7 8 9		Ø			1				1
7	8	2	LEAH PLAYER SPOT 1  AMBERSPOT 1		Wr )	5		1		*1			1
8	2	2	WALTERSPOTZ BILL PLAYER SPOTZ	1 R 3 4 M 6 M 9 Dead Balls	111	3		11	1			- 25	١
9	8		PLAYER SPOT 3  PLAYER SPOT 3					, ,					
			1						тот	AL V	VINS	3	5

	HOME TEAM # DDI		VISITING TEAM # 002		
	TEAM NAME:		TEAM NAME:		
PLAYER SPOT	PLAYER NUMBER/ NAME List players from lowest skill level to highest. This is the rotation for the match.		PLAYER NUMBER/ NAME List players from lowest skill level to highest. This is the rotation for the match.		
1	AMBER	2	LEAH	3	
2	BILL	4	WALTER	5	
3	MIKE	7	TIM	7	
W-2	TOTAL COMBINED SKILL LEVELS OF TEAM	13	TOTAL COMBINED SKILL LEVELS OF TEAM	15	
	GAMES MUST WIN		GAMES MUST WIN	5	

GAMES MUST WIN								
Combined Skill Levels	6 & Below	7-9	10-12	13-15	16-17			
6 & Below	3/3	3/4	3/5	3/6	2/6			
7-9	4/3	3/3	3/4	3/5	3/6			
10-12	5/3	4/3	4/4	4/5	4/6			
13-15	6/3	5/3	5/4	5/5	4/5			
16-17 (Vegas Only)	6/2	6/3	6/4	5/4	5/5			

**Note 1:** Players of same skill level may be placed in order of preference.

**Note 2:** If a team only has two players eligible to play in a match, the player with the highest skill level must be in the third spot. The remaining player may choose the first or second slot, and the team will forfeit the slot in the rotation left vacant.