

BCA 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.

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:

Avg	Full Name	1	2	3	4	5	TOT
	1 Donald Duck	1	0				
		0	1				
		<small>1</small>	<small>3</small>	<small>5</small>	<small>2</small>	<small>4</small>	

As in the case with the 8-Ball score sheet, the top line titles denotes the round and the bottom small number for each player denotes the match up in each round.

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 shaded block of the first game denotes who breaks the first game. The loser of the first game always breaks in the second.

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). A player's average may range from +10 to -10. 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.

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 / 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 / 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 / 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 / 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.


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

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

From past experience, the BCAPL 9 ball handicapping system appears to work best for all the players as a whole with 100% 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 difference in the averages of the two teams is 11. In accounting for the handicap, Mick's Place has won the match by a 31-30 score. Mick's Place will receive 1 match win in the standings and Belle's Breakers will receive 1 match loss in the weekly standings.

		The Cuetime Sports Pool League 9 Ball Score Sheet													
Night of Play: <u>Wednesday</u>												Date: <u>07/22/10</u>			
Home Team Name: Mick's Place						Visiting Team Name: Belle's Breakers									
Avg	Full Name	1	2	3	4	5	TOT	Avg	Full Name	1	2	3	4	5	TOT
-4	1 Mick Snyder	0	0	0	0	1	4	-4	1 Jeanette Casteel	1	1	0	1	1	6
		0	1	1	1	0				1	0	0	0	1	
		1	3	5	2	4				1	2	3	4	5	
-1	2 Grover Lawson	0	0	0	0	0	3	1	2 Jimmy Wong	1	1	1	1	1	7
		0	1	1	1	0				1	0	0	1	0	
		2	4	1	3	5				1	2	3	4	5	
0	3 Michelle Light	0	0	0	0	0	4	0	3 Tim Story	1	1	1	1	1	6
		0	1	1	1	1				1	0	0	0	0	
		3	5	2	4	1				1	2	3	4	5	
0	4 Almondo Gomez	1	0	1	0	0	5	3	4 Victor Hernandez	0	1	1	1	1	6
		0	1	1	0	1				1	0	0	0	1	
		4	1	3	5	2				1	2	3	4	5	
0	5 Richard Cast	0	0	0	0	0	4	6	5 John Alvarez	1	1	1	1	0	5
		1	1	1	1	0				0	0	0	0	1	
		5	2	4	1	3				1	2	3	4	5	
Team Avg	Total	2	5	6	4	3	20	Team Avg	Total	8	5	4	6	7	30
-5	Lower Team Avg - Higher Team Avg = Handicap Difference						11	+6	Lower Team Avg - Higher Team Avg = Handicap Difference						
Total Incl. Handicap							31	Total Incl. Handicap							30
Home Team Captain's Signature:						Amount Paid:		Visiting Team Captain's Signature:						Amount Paid:	

Note: Shaded Block = Breaker
Circle Win if 9 on the break
B&R = Break and Run

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Please complete all information
See reverse side for Roster
and Membership information

Additional Rules for 9 Ball Division:

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.

The shaded block in a round on the 1st game of the round, indicates that the 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 paying out the teams according to their rankings, money will be paid out to each individual for each game won.