

Gulf Coast Billiards Association of Jackson County

10 Point Score Guidelines

1. The scoring system is based on a 10 Point Scale
 - a. Singles are worth 10 points each
 - i. Winner receives 10 Points
 - ii. Loser receives count of player's suite pocketed
 - b. Doubles are worth 20 points each
 - i. Winner receives 20 Points
 - ii. Loser receives count of team's suite pocketed then doubled
 - c. Points are calculated and team with most points win; ties are possible
 - i. In the event of a tie, each team draws a player for one more single game.
 - ii. Note score at bottom of score sheet and tally new score.
 - d. Anomalies are listed at end of this Section
2. Forfeits will be based on the team's average score.
 - a. Team that forfeits will receive 0 points.
 - b. Whatever the average points per game will be awarded to the team receiving the forfeit.
 - i. The first (3) played matches will start the average score for forfeits.
3. 8-Ball Break or Break-n-Run
 - a. Shooter that achieves an 8-Ball Break or Break-n-Run receives the winning points
 - b. Opponent receives **0 points** for 8-Ball Break and for Break-n-Run.
 - c. Balls pocketed are **NOT** counted.

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Scoring Anomalies

Shooter approaches an “Open Table” with no balls pocketed on break

- Shooter shoots a solid and pockets the ball
- Shooter unintentionally pockets the 8-ball as well
- Shooter loses the game and opponent receives the winning points
- Shooter receives the credit for the pocketed ball

Shooter approaches an “Open Table” with no balls pocketed on break

- Shooter shoots a solid and misses
- Shooter unintentionally pockets the 8-ball and a striped ball
- Shooter loses the game and opponent receives the winning points
- Shooter receives no credit for the pocketed ball because shooter desired the solids

Shooter approaches an “Open Table” with two solids made on break

- Shooter is the breaker of the game
- Shooter calls safety and contacts a solid first
- Shooter inadvertently pockets the 8-ball
- Shooter loses the game and opponent receives the winning points
- Shooter receives credit for pocketing the balls on the break.

Shooter approaches an “Open Table” with two solids made on break

- Opponent is the breaker of the game
- Shooter calls safety and contacts a solid first
- Shooter inadvertently pockets the 8-ball
- Shooter loses the game and opponent receives the winning points
- Shooter does not receive credit for pocketed balls by opponent

In the event Stripes and Solids are made on the break then the higher number of balls pocketed will be awarded to the Shooter to reflect the above anomalies. Unless the Shooter shows intent or desire to pocket the suite of lesser balls pocketed.