Getting Started
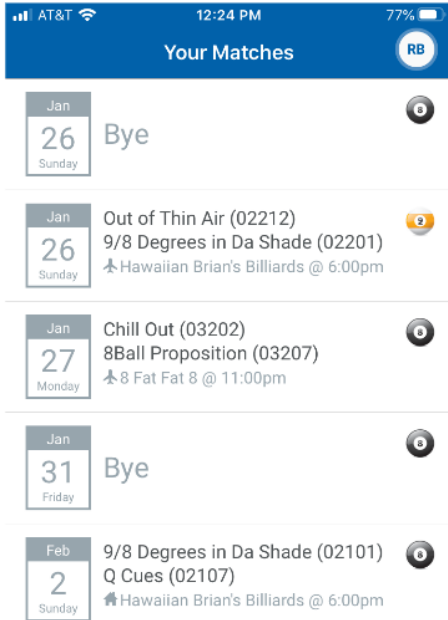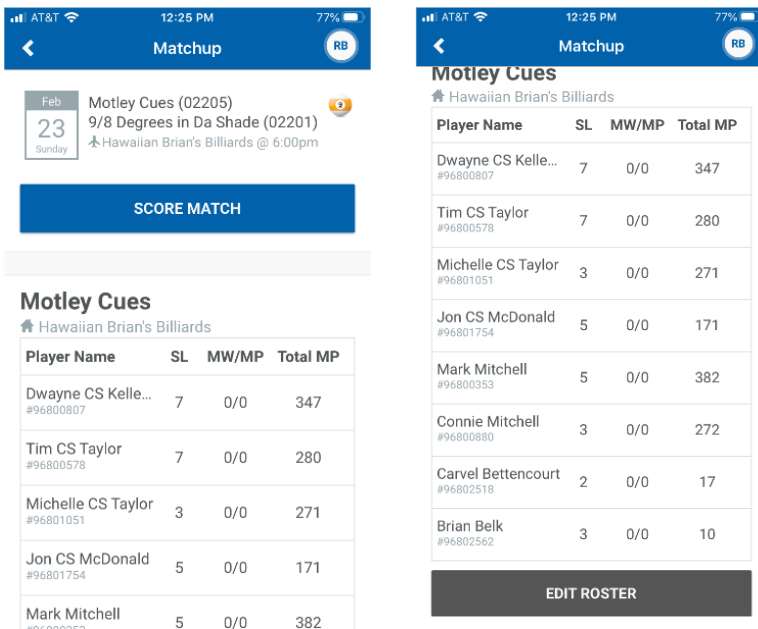
Login to the Scorekeeper App with your Member Services credentials.
Tap the 9-Ball match you wish to score.

Editing a Roster

Make edits to the rosters on the Score Match screen.
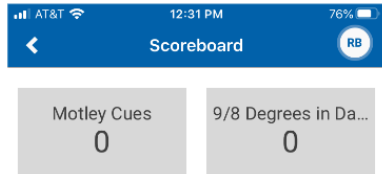Scroll down to see Edit Roster button.

Scoreboard
Select Start Match or Team Match Forfeit
Division or Team Messages from the League Office (if any) display on this screen.

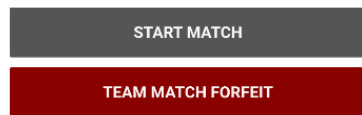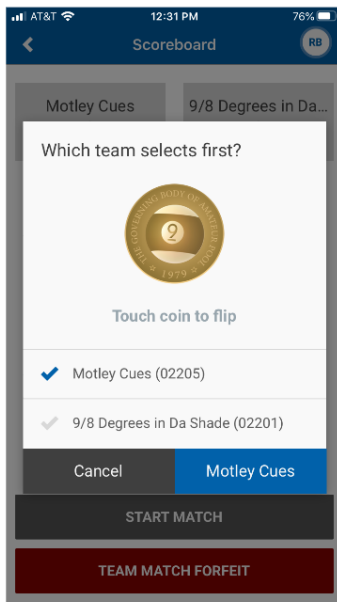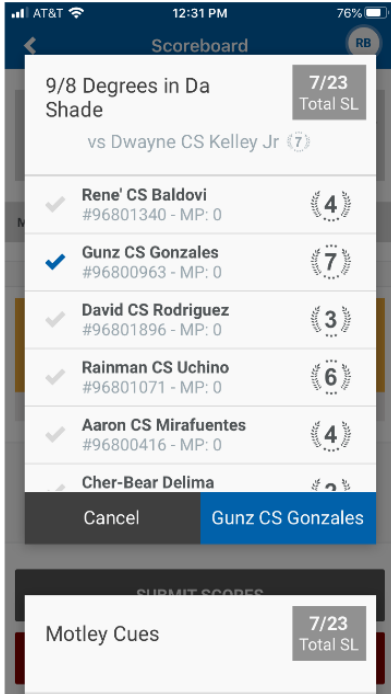**Which team selects first?** You may use the virtual coin to "flip" or an actual coin. The winner of the toss has the choice of declaring first or having the opposing Team Captain declare first. Select the team that is declaring the first player.
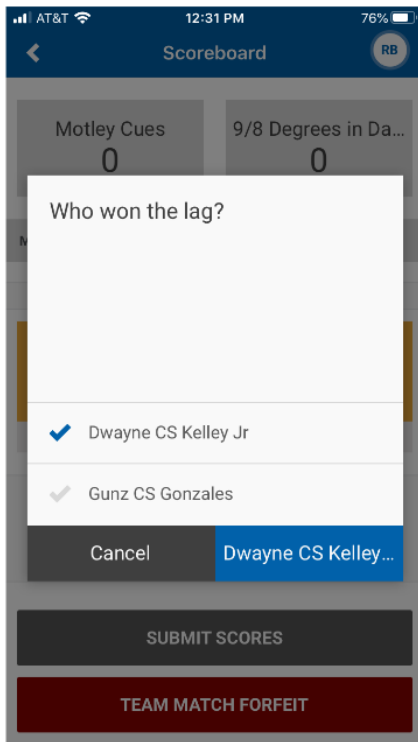
Roster Selection. Choose the players participating in the first match.

Who won the lag? Select the player who won the lag.

Scoring the Match
Select balls pocketed by tapping once on the ball.
Double-tap the ball to mark a dead ball. The dead ball displays with red X over it.
Three taps on the ball will make the dead ball active again.

Menu (three dots to the right of the player name) allows you to forfeit the individual match.

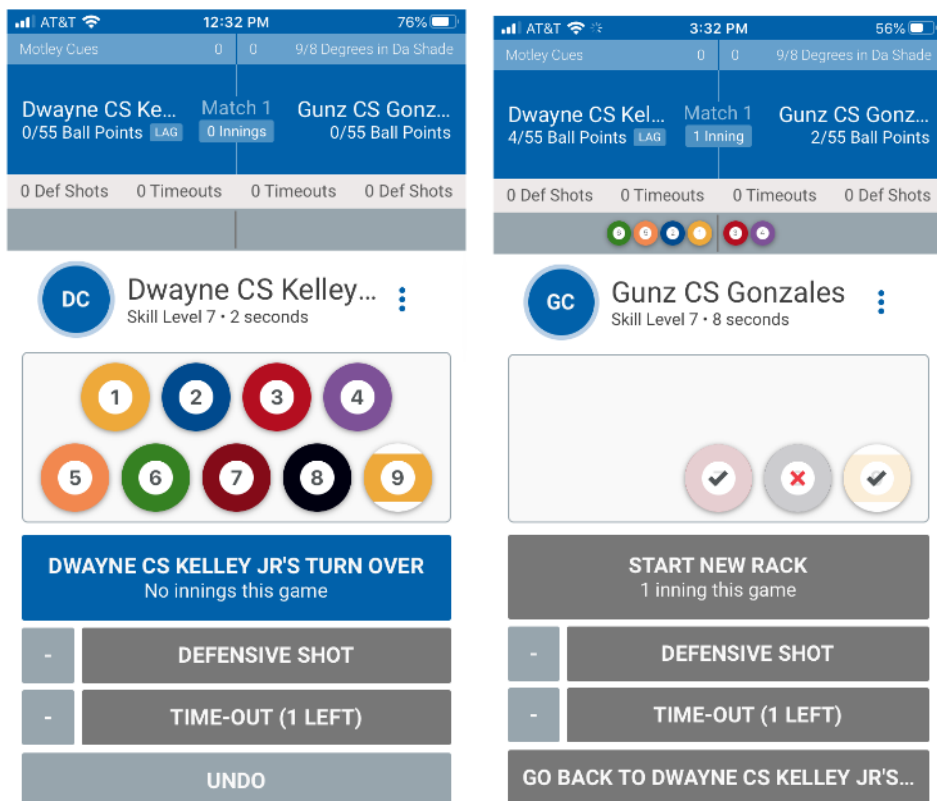**Timeouts** access a timer for timeouts.

Defensive Shots
Mark a defensive shot by tapping in the gray Defensive Shot box.
Remove a defensive shot by tapping on the minus to the left of the gray Defensive Shot box.

Turn Over Button tap the blue Turn Over box when the players turn ends. This area also displays the innings per game

Go Back to "X's" Turn allows you to stop the current players turn and go back to the previous turn in the game (or multiple turns) to make edits.
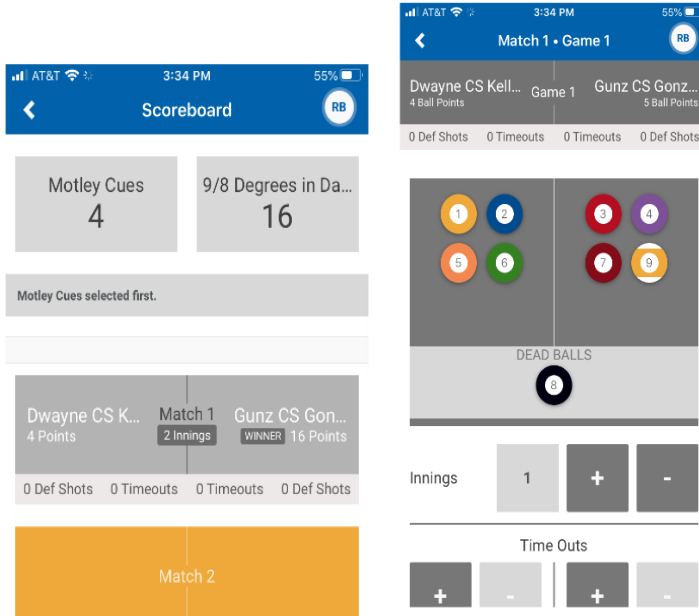
Edit Match
Touch/Select the match you wish to edit.
Drill down to game you wish to edit.
Drag balls across screen to the correct player if needed.
Use the plus and minus signs to adjust innings and time outs by player.

Submit completed and partially completed matches at the end of the night by clicking the **SUBMIT SCORES** button at bottom of Scoreboard.