



PEACHY USA POOL LEAGUE

USA Pool League Scoring App

League Manager – Ashley Arnold

✉ peachy@playusapool.com

☎ 678-767-9099



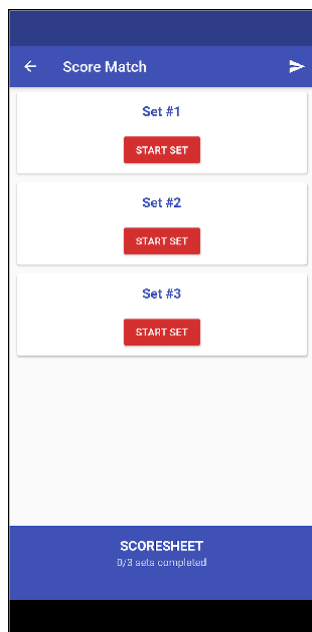
Connect Your FargoRate Profile First!

In order to use the USA Pool League scoring app, you must be on an active USA Pool League team and have matches scheduled. Use the same login credentials you created for the FargoRate app.

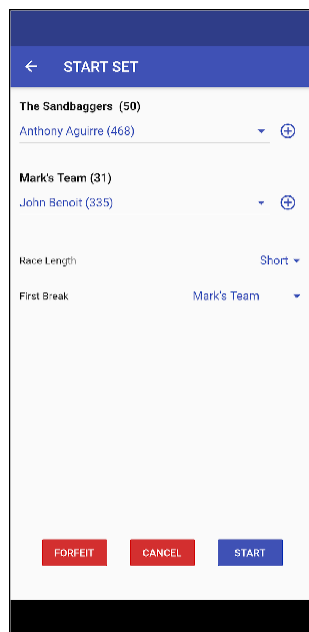
Scoring a Set

Below is an overview of how to score a match with the app and submit it to your League Manager. Note that the results may not appear until your League Manager verifies and submits them to FargoRate.

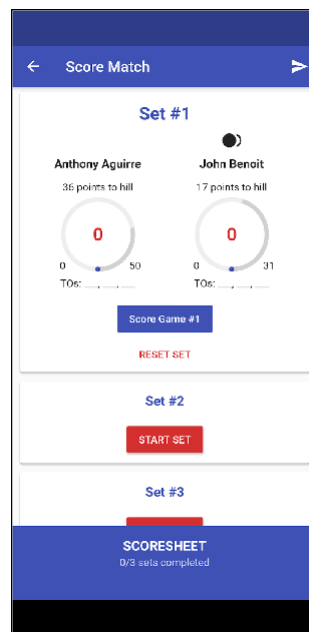
A USA Pool League team match consists of a number of sets in which one player plays one other player from the opposing team. Each player races to his or her race-to number as determined by their Fargo ratings.



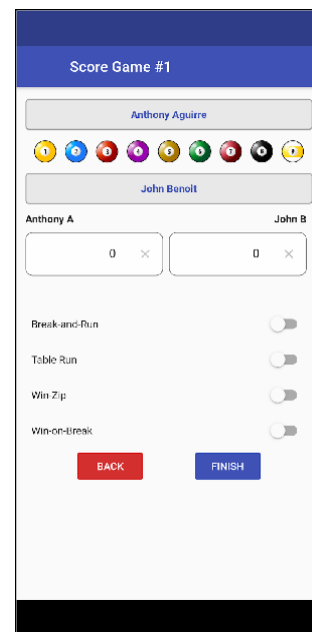
After selecting your team's match, you will see the number of sets scheduled for that match. This example is for 3-player teams (i.e. 3 sets). Select "START SET" to begin scoring.



Select the players for the set, the race length and which team gets the first break. Players not already on your team's roster can be added by clicking the + icon. Click the "START" button after selecting the players.



The set is displayed with each player's race-to number. In this example, Anthony is racing to 50 points while John is racing to 31 points. Click "Score Game #1" to score the first game (rack).



The balls that each player pockets for 9-ball & 10-ball must be tracked. Simply flick each ball up or down to indicate which player pocketed each ball.



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Anthony won the game (14 points) with John pocketing two balls (2 points).

There are also options to track whether the win was a break-and-run, table run, win-zip or win-on-break. Click "FINISH" to record that game.

The set screen now displays the current score and how many points each player needs to get "on the hill" (i.e. within 14 points of winning the match). Click "Score Game #2" to begin scoring the next game.

Anthony won game #2 by a score of 14-5. Click "FINISH" to record that game and view the set screen.

The score is now 28-7 in favor of Anthony after two games. Click "Score Game #3" to begin scoring the next game.



PEACHY Tip:

Double-check the breaker before tapping **Start**. Fixing it later is a pain.



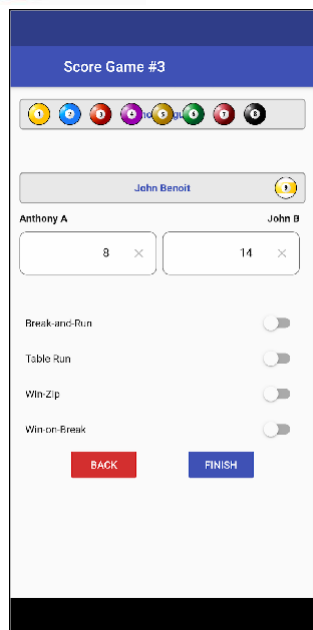
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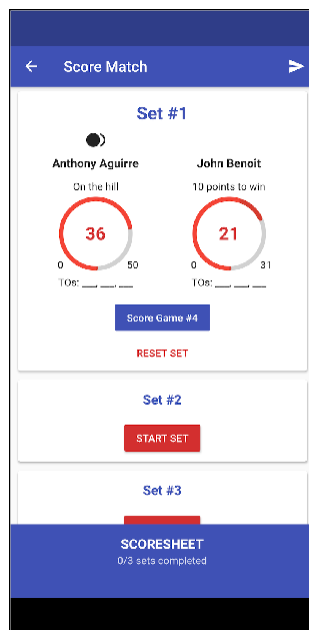
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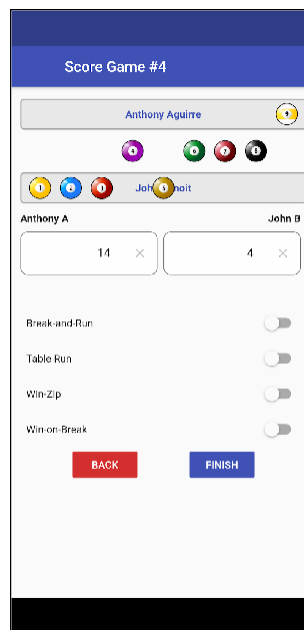
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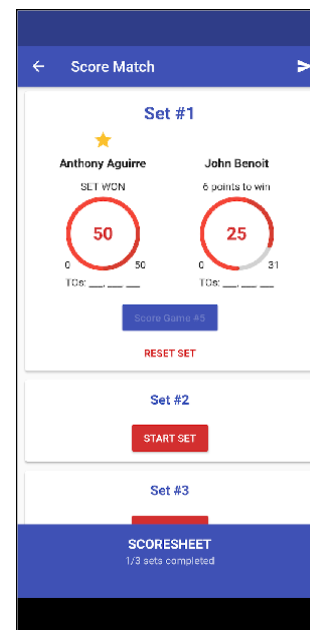
Although Anthony made eight balls, John won game #3 by legally pocketing the 9-ball. Therefore, John gets 14 points for the win and Anthony gets 8 points for the eight balls he pocketed.



The set screen now shows the score to be 36-21 in favor of Anthony. It also shows that both players are within 14 points of their race-to numbers (indicated in red). Therefore, the winner of the next game, wins the set regardless of who reaches their race-to number first.



Anthony won the game 14-4 by pocketing the 9-ball early. Note that balls not pocketed do not get moved to any player.



The set screen indicates Anthony as the winner of the set. Now that a set is complete, pull the blue "SCORESHEET" bar up to display the current match score.



PEACHY Tip:

Confirm the winning rack score before moving to the next set.



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Team Scoresheet View

Once a set has been scored, you can view the overall team score sheet by dragging up the blue bar labeled "SCORESHEET."

Set #1	
SCORESHEET 1/3 sets completed	
The Sandbaggers	Mark's Team
1 Anthony Aguirre 12 (mov) + 100 (wb)	112
2 Not started...	
3 Not started...	
Rating Penalty 468+0+0=468 (1500)	0
Total Points	112

Pulling the score sheet up displays the current overall score of the match. Anthony has earned 112 points for his team (100 points for the win plus 12 margin of victory points).

Set #1	
SCORESHEET 1/3 sets completed	
The Sandbaggers	Mark's Team
1 John Benoit 0 (mov) + 0 (wb) + 25	25
2 Not started...	
3 Not started...	
Rating Penalty 335+0+0=335 (1500)	0
Total Points	25

Select the other team to view its overall score. John earned 25 points for his team because that was his total score after losing his set.



PEACHY Tip:

Captains should compare totals after every set—not just at the end.



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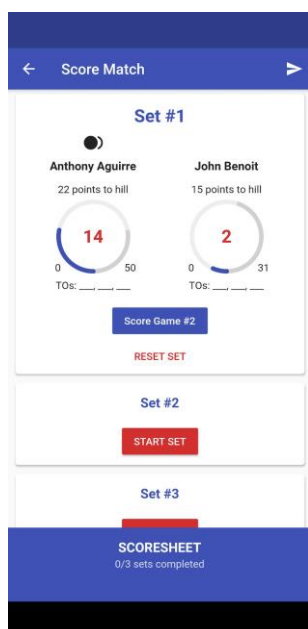
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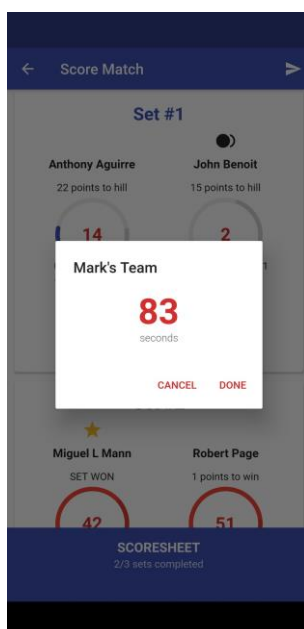


Timeouts

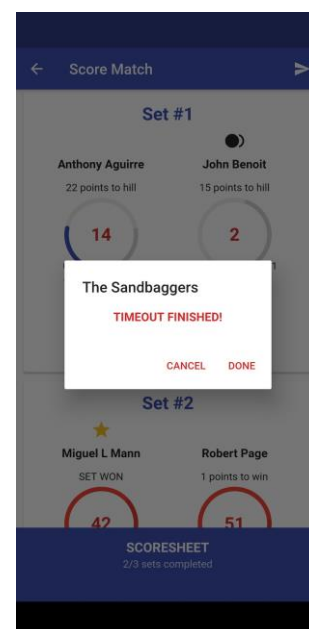
Each player may take up to three timeouts per set. A timeout is a maximum of 90 seconds. The USA Pool League Scoring App makes it easy to manage and track timeouts.



To begin a timeout, click "TOS" under the name of the player who is taking the timeout.



A 90-second timer will begin.



The window will indicate when the 90-second timeout expires.



League Rule Reminder:

Each player gets **3 timeouts max per set.**



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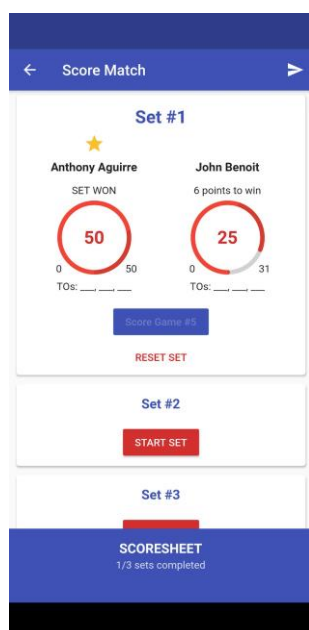
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Handoff Feature

It's common for more than one person to keep score. For example, you may be scoring the first set on your phone but you may have to play in the second set. You can handoff score keeping duties to a teammate with the Handoff feature.



To handoff score keeping, click the arrow icon in the upper right corner of the screen.



This generates a handoff code. When your teammate selects the match using his or her mobile device, it will ask for this code. He or she can then pick up where you left off.



Best Practice:

Use Handoff anytime your scorekeeper plays next.



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Win Scenario

When there is only one set remaining in the match, it is helpful to know what each team needs to do in order to win the match. After setting the final set lineup, the "WIN SCENARIO" feature will do this for you. You can even view the win scenarios for different players to determine your best final set lineup strategy.

Score Match	
42	51
SCORESHEET 2/3 sets completed	
The Sandbaggers	Mark's Team
1 Anthony Aguirre 12 (mov) + 100 (wb)	112
2 Miguel L Mann 2 (mov) + 100 (wb)	102
3 Ray Mann In progress	0
Rating Penalty 468+390+433+1291 (1500)	0
Total Points	214
WIN SCENARIO	

Click "WIN SCENARIO" to see exactly what each player needs to do in order to win the match for their team.

Score Match	
42	51
SCORESHEET 2/3 sets completed	
The Sandbaggers	Mark's Team
1 Win Scenario The Sandbaggers Score at least 18 point(s) to win.	112
2	102
3	0
Rating Penalty 468+390+433+1291 (1500)	0
Total Points	214
WIN SCENARIO	

In this example, Ray on team The Sandbaggers, needs to score at least 18 points for his team to win the match.

Score Match	
42	51
SCORESHEET 2/3 sets completed	
The Sandbaggers	Mark's Team
1	25
2 Win Scenario Mark's Team Hold opponent to 18 point(s) to win.	51
3	0
Rating Penalty 335+475+375+1185 (1500)	0
Total Points	76
WIN SCENARIO	

Conversely, the final player on team Mark's Team needs to hold his opponent to 18 points or fewer for his team to win the match.



Captain Strategy Tip:

Use Win Scenario before locking your final lineup.



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Final Match Score

Once all sets are scored, the overall score sheet for both teams can be reviewed. To submit the score sheet to the League Manager, click "SUBMIT MATCH."

In this example, Steven did in fact hold his opponent to fewer than 18 points.

This shows the overall scoresheet for The Sandbaggers.

This shows the overall scoresheet for Mark's Team.

PEACHY Captain Tips

- Download the scoresheet **the day of the match**
- Both captains should verify scores before submitting
- Use Handoff if your scorekeeper needs to play
- When in doubt, contact your Division Rep or League Manager before submitting.

Play Hard. Have Fun. Keep It Peachy.