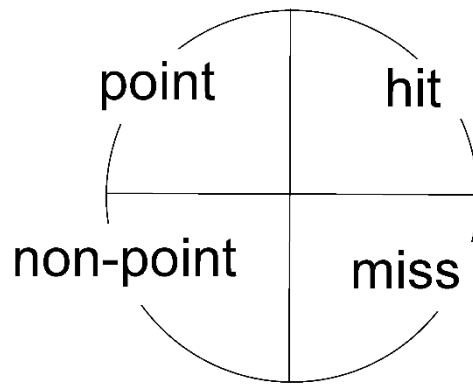
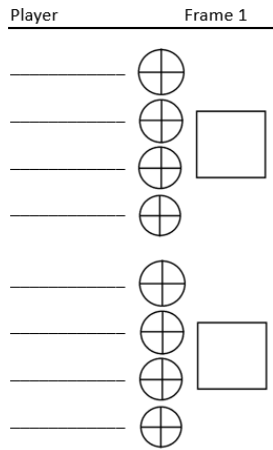


UBA Scorecard Guidelines

Overview

The graphic on the left is from a 4v4 scorecard, where each player has one ball per frame. Any other variation works the same way but players may have more than one ball per frame (e.g. in a 2v2 match with four balls per team, each player has two balls per frame). On the scorecard, each player gets a line. In 4v4 the top four lines are for Team A and the bottom four lines are for Team B's players. A player's name is written on the line and the ball next to that line for each frame represents the ball that that player throws. The box in each frame is for the aggregate score at the end of that frame (e.g. if Team A scores 3 pts in a frame and the score before that frame was 5-5, you would put an 8 in Team A's box - NOT a 3 - and a 5 in Team B's box for that frame).



Marking Balls

Each ball graphic has four sections. For only the very first ball of the frame, the entire ball is filled in. The first ball to establish a point does not count towards point and non-point stats. After each subsequent ball is thrown, one of these four sections should be marked.

The left two sections of the graphic are for balls that are *rolled*. Top left denotes a point, while bottom left denotes a "non-point." A **point** is a ball that is *rolled*, which results in that team gaining a point for the moment. A **non-point** is a ball that is *rolled*, which does not result in that team gaining a point for the moment. A ball that is rolled and makes a point itself, but removes another point for that team would be considered a non-point on the scorecard, even though it ends up being a point itself, because it removed another point and therefore did not result in that team gaining a point.

The right two sections of the graphic are for balls that are *shot*. Top right denotes a hit, while bottom right denotes a miss. A **hit** is a ball that is *shot* and hits its target, regardless of where the balls end up after the hit. A target can be multiple balls, within reason. If the target is not clear, it should be made clear by the shooter prior to the shot. If left unspecified, it falls to the discretion of the referee to decide whether the player hit their intended target. A **miss** is a ball that is *shot* and does not hit its target or hits something other than its target. If a ball is shot, misses its target, and happens to result in that team gaining a point, it is still considered a miss because it missed its intended target.