Will I be getting my scoresheet in the mail?

No you will not be receiving anything in the mail. The National APA office is switching over to solely electronic, so things like membership cards and rule books are now digital. You should still print your scoresheet using Member Services before league night. You are also able to access digital copies of your membership card, rule book and bylaws, the American PoolPlayer magazine and much more through the Pool League. It is imperative to have an up-to-date email on file, as all communications will now be electronic via the app, email and social media.

Why can't I play with the app before league night?

The Scorekeeper App should not be used other than at league night. Whenever the app is used, the scores are live and if anything is entered prior to League Night, it affects your league night. If you are looking for your upcoming schedule or stats, use the Pool League App.

How do I add/drop players?

Players must be added or dropped prior to the start of the match. Open Scorekeeper and click on that upcoming match. On the next screen will be the rosters. Scroll to yours and click on 'Edit Roster'. Brand new players must register PRIOR to League play so they will be in the system. Have the player go to join.poolplayers.com to join. Other players can also use the site to claim their account.

If the other team is keeping score, do I have too?

Yes! The scorekeeping app does not talk to other devices, it only sends data to the office. So if you do not keep score, or copy any scores, the office will be alerted and you will not receive bonus points. You must keep score of your match, or any match that your team plays. It is suggested that you have multiple people on the team who are familiar and able to keep score on their device.

How does splitting matches work?

Teams can choose to split matches 2 hours after the start of league play. If this happens for your match, have one player keep score on one match, and have another on the team keep track of the second match. They can do this by opening the Scorekeeper App, clicking on "start match", under the match dashboard.

If I don't get anything in the mail, how do I get my patches?

You will receive your patches from your Division Rep. They will be working with the office to make sure players receive the patches they've earned. You will only receive one patch per achievement per session.

How does this effect using a Ghost Player?

Ghost players will still be able to play as long as the Ghost Player Rules are followed. Ghost players must be declared before the coin flip. Ghost players must also be a SL 4 or below, and it must be the 5th/last match. When imputing the Ghost player match, start the match as normal, click on the player. This player will be grayed out, and a pop-up will ask you to confirm the player again. Play the match and submit the scores through the app.

I made a mistake, what do I do?

Mistakes are best caught early. Some of the common mistakes, or errors are listed below with a simple explanation on how to correct them.

Wrong player selected for match

In order to assign a different player, you will need to reset the match. From the Scoreboard, slide left on the match you need to reset. At the bottom of the next screen, there will be a button to reset the match. This will clear the data entered and require you to start the match over.

Wrong player selected for lag

The fix for this is the same as above, the match will need to be reset. From the Scoreboard, slide left on the match you need to reset. At the bottom of the next screen, there will be a button to reset the match. This will clear the data entered and require you to start the match over.

Missed an inning

Missed innings occur, even on paper. If you missed an inning, you can add it at the end of the match. From the Scoreboard, slide left on the match you wish to correct. Click on the grayed (completed) match, and add the inning there.

Mismarked a ball in 9-Ball

As long as the inning isn't over, you are able to tap the ball mismarked to bring it back live on the table. The first time you tap on a ball, it marks the ball as made. The second tap makes the ball dead, and the third tap will bring the ball back live. If the inning is over, you will have to wait until the rack is over to correct this mistake. From the Scoreboard, slide left on the match you need to fix. Click on the rack that needs to be fixed; it needs to be grayed out. Then adjust the ball by dragging it to the correct player or to the dead balls.