



TEAM CAPTAINS CHAMPIONSHIP SCORESHEET



HOME TEAM		VISITING TEAM	
Name & # :		NAME & #:	
Player Name & Number	S/L	Player Name & Number	S/L
<i>PLAYER SPOT 1</i>		<i>PLAYER SPOT 1</i>	
<i>PLAYER SPOT 2</i>		<i>PLAYER SPOT 2</i>	
<i>PLAYER SPOT 3</i>		<i>PLAYER SPOT 3</i>	
COMBINED S/L		COMBINED S/L	
GAMES MUST WIN		GAMES MUST WIN	

GAMES MUST WIN				
Combined S/L	6 or below	7-9	10-12	13-15
6 or below	3/3	3/4	3/5	3/6
7-9	4/3	3/3	3/4	3/5
10-12	5/3	4/3	4/4	4/5
13-15	6/3	5/3	5/4	5/5

Game #	Format	Team #	Team # _____	Innings & Timeouts	Total Innings	Defensive Shots	Received BIH	8B/9S	E8/8WP	Home Win	Visiting Win	
			Put up the first player rotation									
			PLAYER NAME									
1			<i>PLAYER SPOT 1</i>									
			<i>PLAYER SPOT 1</i>									
2			<i>PLAYER SPOT 2</i>									
			<i>PLAYER SPOT 2</i>									
3			<i>PLAYER SPOT 3</i>									
			<i>PLAYER SPOT 3</i>									
4			<i>PLAYER SPOT 1</i>									
			<i>PLAYER SPOT 1</i>									
5			<i>PLAYER SPOT 2</i>									
			<i>PLAYER SPOT 2</i>									
6			<i>PLAYER SPOT 3</i>									
			<i>PLAYER SPOT 3</i>									
7			<i>PLAYER SPOT 1</i>									
			<i>PLAYER SPOT 1</i>									
8			<i>PLAYER SPOT 2</i>									
			<i>PLAYER SPOT 2</i>									
9			<i>PLAYER SPOT 3</i>									
			<i>PLAYER SPOT 3</i>									
SIGNED BY BOTH TEAM CAPTAINS				HOME CAPT. #		TEAM POINTS ->						
				AWAY CAPT. #		TEAM POINTS ->						

Getting Started:

1. Teams choose 3 of the 5 team members to participate in each match. The total of the skill levels of the 3 players fielded cannot exceed 15. Only one player of skill level 6 or higher can be fielded.
2. It is permissible for a team to count the skill level of an eligible player who is on the roster but not present at the match site towards the Team Skill Level Limit.
3. An ineligible player's skill level may not be used towards the Team Skill Level Limit.
4. Teams that cannot comply with the Team Skill Level Limit of 15, will play two players whose combined skill levels do not exceed 11, and forfeit the vacant match.
5. Team Captains flip a coin to decide who must declare their three players for the match first. Winner of the flip has the choice of declaring first or having the opposing Team Captain choose first.
6. The players are listed in ascending order (lowest to highest). That list determines the player rotation, and is locked for the match.
7. Players of same skill level may be placed in order of preference.
8. If a team only has two eligible players for a match, the player with the highest skill level must be in Player Spot 3. The remaining player must be in Spot 2.
9. Teams with only two eligible players will play a race to five.
10. Players lag to see who wins the first break.