

Completing a Team Match Score Sheet

Example – 3-a-side Team (with doubles) Best of 3 Games

- The home team is A, B, C – the away team is X, Y, Z.
It is recommended that your team play in ranked order: i.e. A (or X) is your number 1 (best) player, B (or Y) is number 2 player and C (or Z) number 3 player. In many events, teams may play in any order, but ranked order allows the best players to play each other and avoid the number 3 players.
- Write the players' names against their letter: e.g. A = Sam Bates.
- Match 1 – A v Y. Bates (A) wins the first game 11-4 and the second game 11-7. As this is the best of 3 games match – the third game is not played. Record A as the winner and the rolling match score to read 1 – 0.
- Match 2 – B v X. Flower (X) wins 2 games, is recorded as the winner and the rolling match score reads 1 – 1.
- Match 3 – C v Z. Brown wins the first game, Keats the second game – therefore the third and deciding game is played which is won by Brown (Z). Record Z as the winner and the rolling match score as 1 – 2.
- Match 4 – Doubles. At this stage each team nominate their doubles pair and enter the players' names (any 2 of the 3 players may play). A & B win in 3 games. Rolling match score now 2 – 2.
- Match 5 – A v X. Bates (A) wins the first game. In the second game the score reaches 10–10. A player must win by 2 clear points. At this stage players serve alternatively. The score moves on from 10–10, then 11-10, 11-11, 12-11, 12-12, 12-13, 13-13, - still no clear winner – then 14-13 and finally, 15-13 making A the clear winner by 2 points. His win is recorded and the rolling score becomes 3 – 2.
- Match 6 – C v Y. Another match decided in 3 games. Y wins to make the score 3 – 3.
- Match 7 – B v Z. A close match to end the competition. Won by Z making the final score 3 – 4 in favour of the X, Y, Z team (Broken Cross). The boxes at the bottom of the score sheet are completed, signed and dated.
- Note: All 7 individual matches are played, even if a team has reached a winning margin in the match, otherwise some players may only play 1 match.
- If the match is played on 2 tables, always check that the correct pairing goes to the right table: e.g. to start the event A plays Y and B plays X.