

# FargoRate & BCAPL Scoring App Guide



**This guide instructs players on how to:**

1. Download the FargoRate Player App. It will be used by all players to view their match play schedule, team and individual season stats....and more!
2. Download the BCAPL Scoring App. It will be used by anyone keeping score during match play.
3. View information in the FargoRate Player App
4. Use the BCAPL Scoring App to manage and score match play.



**FargoRate**  
Player App

★★★★★ 44

[Sports](#) | [FargoRate LLC](#)



**BCAPL Scoring App**  
Sports

★★★★★ 20

[Sports](#) | [FargoRate LLC](#)

# FargoRate Player App Guide



As a member of the BCAPL, all SDPL players will receive advanced mode for free – so don't purchase it. Advanced mode will be available later in January.

## Steps to get FargoRate

1. First, download the FargoRate Player App from Google Play or Apple App store & install on your device.
2. All SDPL registered players are ready for set up.
3. Type in your name and hit search. Click on the one with the "San Diego CA" location.
4. Follow the [FargoRate App instructions](#) by clicking the link or using the FargoRate Player App Guide included in email.

**\*\*\* Write down your FargoRate email login or member number and password will be used to open the BCAPL Scoring App\*\*\***



FargoRate

Player App

★★★★★ 44

■ Sports | ■ FargoRate LLC

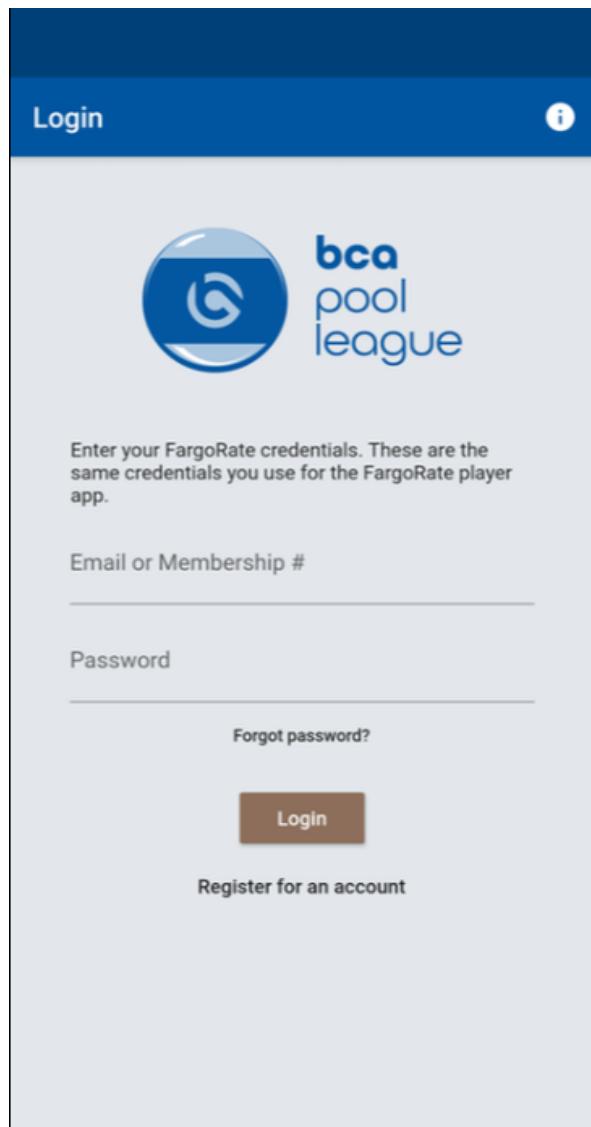
# BCAPL Scoring App Guide



The SDPL will pay the \$20.00 - 2026 annual BCA Pool League dues for players registered on a team the first night of play.

## Steps to implement and use BCAPL Scoring App

1. Download the BCAPL Scoring App from Google Play or Apple App store & install on your device.
2. Use your Fargorate email and password to log in to the BCAPL Scoring App
3. Already have BCAPL membership & can't log in. See detailed instructions [here](#).



# Setting the match up

## Selecting the match

1. Once you login, the initial screen will show the list of upcoming matches
2. Click the match that you'd like to score. **Do this before match while you have wifi!**
3. Be careful to only select your match.
4. Home team listed first with match location underneath.

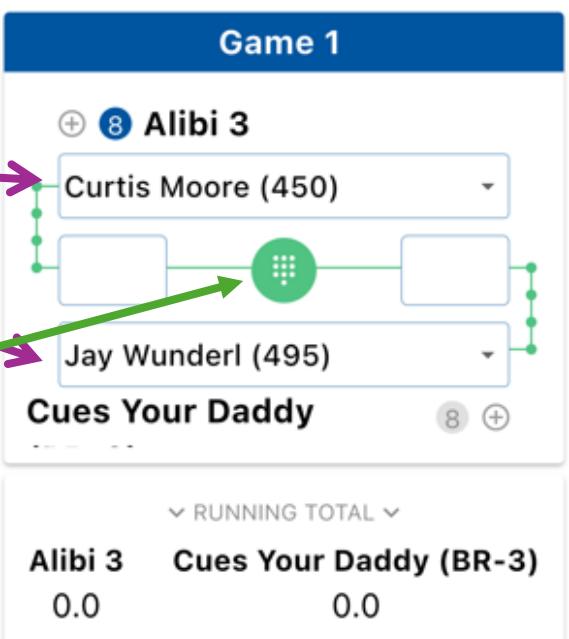


## Scoring a Game

1. Start by selecting the players that will play the first game. Home team is on top, visitors on bottom.
2. To begin scoring the game, click the green number pad icon in the center of the player names.



ROUND 1		GMS	RDS	PTS
Alibi 3		0	0.0	0.0
Cues Your Daddy (BR-3)		0	0.0	0.0



# Setting the match up

1. Start the match with Home assigning players for games 1 thru 4.
2. Visitors also assign players 1 thru 4.
3. **Reminder: Both captains should use the scoring app to assign their players, keep score & submit at end of night.**
4. The system will keep 1 – 4 home players same each quarter unless you sub in another player.
5. The system will rotate the visiting players ensuring proper play rotation.
6. If you replace (sub in) another player, the new player takes over that position's rotation for remainder of match.

The screenshot shows the 'Score Match' app interface. At the top, it says '11:12' and has icons for signal, Wi-Fi, and battery. Below that is a blue header with 'Score Match' and 'Game 2'. The main area shows two teams: 'Alibi 3' and 'Cues Your Daddy'. For 'Alibi 3', the first player listed is 'Abdul Ibrahim (544)' with a green dot next to it, indicating he is the current player. For 'Cues Your Daddy', the first player listed is 'Thomas King (530)' with a green dot next to it. Below the team sections, there is a 'RUNNING TOTAL' section with 'Alibi 3' at 0.0 and 'Cues Your Daddy (BR-3)' at 0.0. A blue header for 'Game 3' is shown below, with 'Alibi 3' and 'Cues Your Daddy' listed again, showing different player assignments than in Game 2.

## NOTE

1. Home team breaks in 1<sup>st</sup> and 3<sup>rd</sup> quarters
2. Visiting team breaks in 2<sup>nd</sup> and 4<sup>th</sup> quarters.

# Scoring a Match

## Scoring the game

1. The "Score Match" screen appears. Whichever score box is highlighted (thicker border) is the score that you are editing. In this example, the score for the player on team Alibi 3 in the edit mode.

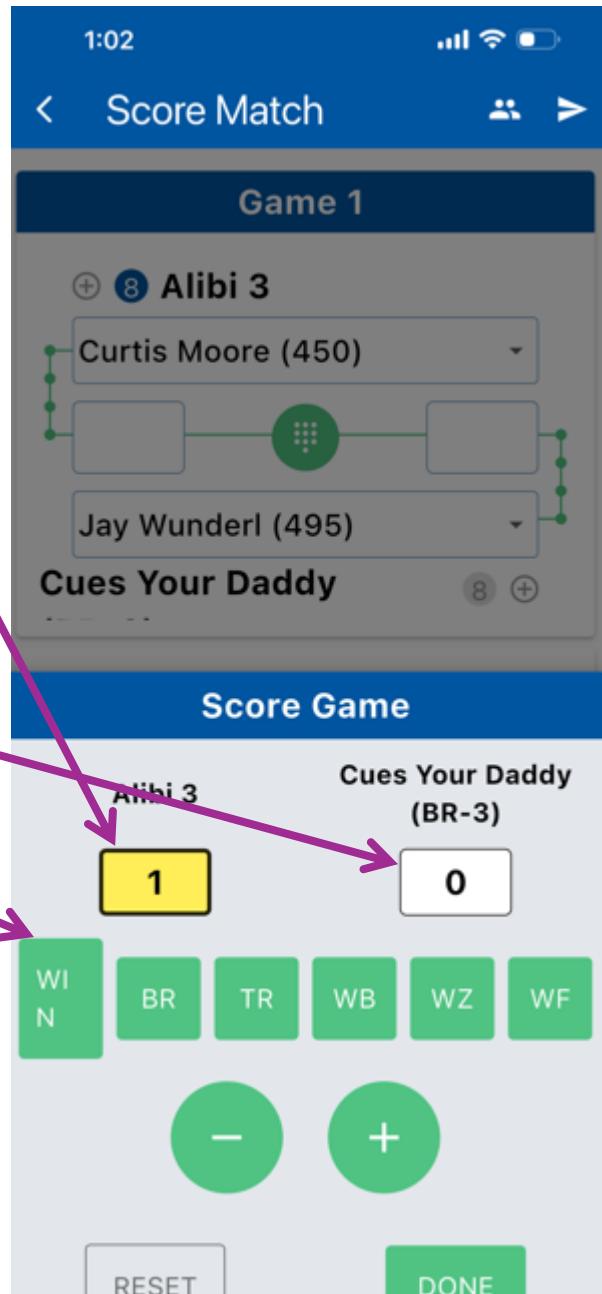
2. To edit the other player's score, click that team's score box.

3. There are several ways to score each game:

- Click the WIN button
- Click the BR button if the player "Broke and Ran" the table winning the game.
- Click the TR button if the player ran the table in his/her first inning at the table.

**4. Click “DONE” to score & move to next game.**

**5. You should never have a score other than “1 or BR or TR” and “0”.**

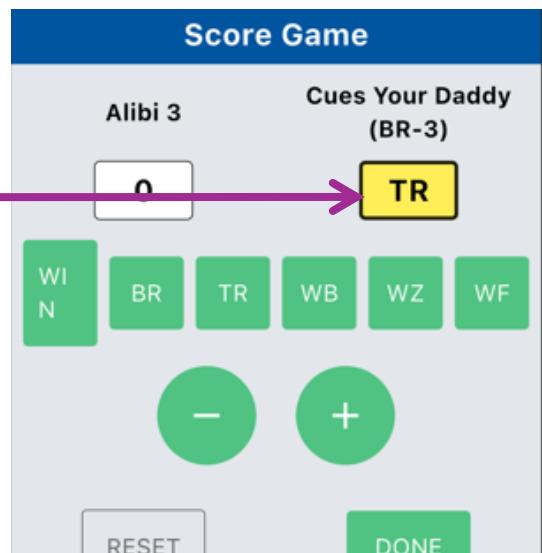


### NOTE

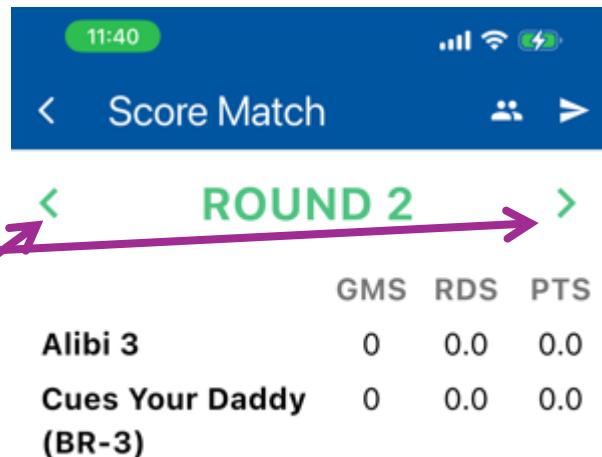
- We do not use the WB, WZ or WF buttons.
- Hit the “RESET” button if you make a mistake

# Scoring a Match

1. Here's what a Table Run (TR) would look like when done.
2. A Break and Run (BR) would look the same.



1. After completing the last game of each quarter, move to the next ROUND by clicking the arrow (>) near top of screen.
2. You can also go back (<)



## Playing out of sequence

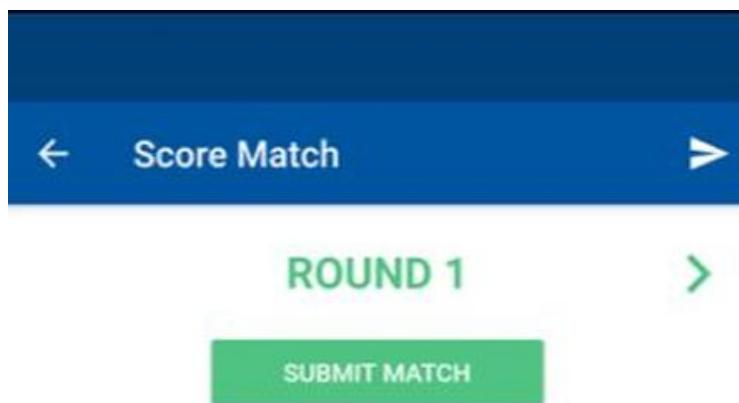
1. A player may play his/her games early (or late) by simply playing his/her games in each round.
2. Use the (>) to advance thru each round.
3. Use the (<) to go back & play the other games.

# Submit a Match

Once all games and rounds are scored, the overall score should be reviewed by both teams. To submit the score sheet, click the **SUBMIT MATCH** button.

Both teams are encouraged to score the match and compare score sheets at the conclusion of the match for accuracy. Both teams may submit the scores.

The Statistician will see the match results in LMS and your league data will be automatically reported to FargoRate. If any part of a score sheet is incorrect, the Statistician can correct it in LMS.

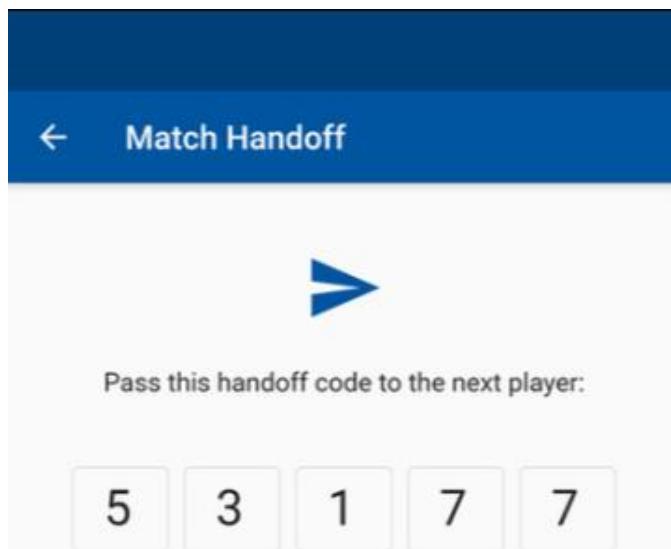


**Reminder:** Pay your \$40 weekly dues to the Treasurer prior to ending the night.

## Match Handoff

While we don't encourage this, you can "handoff" score keeping duties to someone else in the league with the Handoff feature.

To handoff 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.



# Frequently asked questions

- I already have the FargoRate App and can't remember my password to log into the BCA Pool League scoring app.** Use the password reset link in the FargoRate App to reset your password. Use your new password for the BCA Pool League scoring app.
- I no longer have the email address I used when I created my FargoRate account or I did not receive the password reset email.** Email [support@fargorate.com](mailto:support@fargorate.com) to have your email address updated.
- I'm in the FargoRate App but it indicates the wrong robustness and/or rating.** You may have multiple profiles. Email [support@fargorate.com](mailto:support@fargorate.com).
- I'm in the BCA Pool League scoring app but do not see any of my upcoming matches.** You need to be on a team to see upcoming matches. Your League Operator may not have added you to a team or you may have a duplicate profile. If your League Operator is unable to help, email [support@fargorate.com](mailto:support@fargorate.com).
- I'm in the BCA Pool League scoring app but the player ratings do not match the FargoRate app.** A great feature of the BCA Pool League scoring app is that it does not need cellular data or Wi-Fi to score a match. You can download a scoresheet when you have service, score the match without service, and submit the results once you have service. However, because ratings are updated every day, downloading the scoresheet too far in advance can cause the scoresheet to contain ratings from a previous day. The best practice is to only download a scoresheet on the day of the match. However, if you have cell or wifi service and want the most current ratings, reload the scoresheet by dragging down on the page to refresh the data.