



## TAP Las Vegas Addendum (Revised June 2011)

This addendum to the T.A.P. rulebook contains the official rules and guidelines for TAP Las Vegas Pool League. All changes from the previous version are in BLUE. The information provided herein overrides any rule or guideline as it is written in the T.A.P. rulebook, if there is a difference between the two. **All players are responsible for knowing the information contained herein.** The purpose of this document is to create a complete set of rules that are fair for everyone and to make these rules clear and concise, reducing potential arguments.

The TAP Las Vegas League Office has the final say on all League rules and rulings, as well as, all matters concerning the operation of the league and also has the right to refuse, suspend or terminate membership of any player if the best interest of the league and its players are served.

For questions or clarifications, please call the office at 702-558-POOL (7665), send an e-mail to [cindy@taplasvegas.com](mailto:cindy@taplasvegas.com) or contact an Advisory Board member. The Advisory Board members and their telephone numbers are listed on all Weekly League Packets and on the About Us web page at [www.taplasvegas.com/about\\_us.html](http://www.taplasvegas.com/about_us.html).

### TABLE OF CONTENTS

Section 1: Weekly League Fees	Page 2
Section 2: Membership Dues	Page 2
<b>Section 3: Penalty Points</b>	<b>Page 2</b>
Section 4: Team Handicap Limits	Page 2
<b>Section 5: New Player Handicap Conversions</b>	<b>Page 3</b>
Section 6: Adding and Dropping Players	Page 3
<b>Section 7: Beginning Play</b>	<b>Page 3</b>
<b>Section 8: Teams Dropping Out/Forfeits</b>	<b>Page 4</b>
<b>Section 9: Rescheduling &amp; Make-Up Matches</b>	<b>Page 5</b>
Section 10: Schedules	Page 5
Section 11: Statistics, Team and Individual	Page 5
Section 12: Continuous Play and Use of 2 Tables	Page 6
Section 13: Team Survival Rule & Burn Out Strategy (TEAM IS SHORT PLAYERS)	Page 6
Section 14: Coaching	Page 6-7
Section 15: Interference and Side Line Coaching	Page 7
Section 16: Sportsmanship Violation	Page 7
Section 17: Protest	Page 7
Section 18: Tiebreaker Formula	Page 7
Section 19: Division Payback and Awards	Page 8
Section 20: The Road to TAP Nationals	Page 8
Section 21: MVP Program	Page 8
Section 22: Recruitment Incentive	Page 8
Section 23: Local Tournaments	Page 9
Section 24: Rule Clarifications	Page 9

1. **Weekly League Fees:** It is the **team's** responsibility to pay \$40.00 per week for standard divisions and \$50.00 per week for money league divisions, *regardless of forfeits or execution of the "Team Survival Rule"* outlined herein. Two consecutive weeks of non-payment of league fees is grounds for termination of the team from the league.

**Each team is responsible for paying the team dues in full each week for the number of scheduled matches including forfeits.** A \$10.00 fee will be assessed for any NSF checks.

NOTE: In a money league, the additional \$10/week/team goes towards cash awards for the teams; all teams receive money back based on where they place.

2. **Membership Dues:** **NOTE: TAP Las Vegas is billed the membership fee for all players on a roster. The following rules are set up to support this billing structure.**
  - a. **Renewals** - Annual memberships expire one year from the date they were paid. Membership dues must be paid no later than a player's renewal due date. If the membership renewal is not paid, the player will be dropped from the roster and their matches will go in as LOSS under "Open Stats" (see section "c" below for "Stat Retrieval"). Player membership renewals may take several weeks to be officially posted on the team roster. If players have a question regarding their payment, please contact the league office.
  - b. **New Members** - If a team is adding a new player, the player **MUST** complete a membership application and pay the \$20 membership fee the **first week** they play. They **WILL NOT** be added to the roster on the official **weekly stat sheets** until after they have played their first week and paid their membership. Matches played by new players who do not pay their membership fee the first week count as a **LOSS** under "Open Stats" in the team standings and the player **WILL NOT** be added to the roster on the weekly stat sheets. If the "Stat Retrieval" process is followed this can be reversed (see section "c" below for details). **NOTE:** A \$10.00 fee will be assessed for any NSF checks.
  - c. **STAT RETRIEVAL** – *Payment of \$10.00 (along with membership payment) and a written request* for stat retrieval in the packet must be made **within two weeks of play**. After this time, the record becomes permanent. Once the stats have been retrieved, match wins and losses will show accordingly for the player and team.

3. **Penalty Points:** Teams are given three (3) FRIENDLY REMINDERS regarding:
  - a. *Insufficient funds in packet.*
  - b. *Score sheets not filled out completely, legibly and accurately.*
 On the 4<sup>th</sup> reminder, we will assess the team (1) penalty point and your team may lose its standings as a result. We do not like to exercise this option, however, when either of these categories is consistently neglected, we cannot do our job efficiently. This places a burden on the league office, on other players in the division and can result in inaccurate handicaps if not appropriately dealt with.

4. **TEAM HANDICAP LIMITS:** Team handicap limit is 25 for any given team match with 5 players. Refer to the National Rule Book for teams with less than 5 players. The penalty for going over is loss of point(s) for both teams, even if the match(es) is completed and accepted by the opposing team.

5. **New Players Handicap Conversions: Unknown players start as a handicap 4. Under the Known Player Rule, the following guidelines apply:**

- a. 2-7 Rating system – Players start at an equal handicap
- b. 1-9 Rating system – Players start at an equal handicap in 2-7 and 1=2; 7-8 = 6; 9 = 7
- c. 4-11 Rating system starts at their H/C (-1) with 2 exceptions: H/C's of (7-8) = 6, (9, 10, 11) = 7
- d. Players returning to TAP, play at their **most recent** handicap in TAP or from another league/tournament as outlined above in a, b or c.

League operators/directors have the authority to start players at a handicap level either higher or lower than a (4), based on personal knowledge of that player's ability.

If any team allows a new player to start at a handicap lower than what is outlined above (from any system, anywhere, at any time) without prior approval from the league office, that player will automatically be raised to the appropriate handicap and **all matches played at the lower handicap will be considered losses**. This is cheating and will not be tolerated.

6. **Adding and Dropping Players:**

- a. All roster changes (adding or dropping players) must be verbally communicated to the opposing team Captain **prior to the first pick of the match play.**
- b. Players cannot change teams after the 4<sup>th</sup> week.
- c. Once a player is dropped from the team roster, they cannot be added back on the team for the remainder of the session.
- d. Last week to add players: 10<sup>th</sup> week for 15 week sessions. Players can only play in the end-of-session tournaments, Vegas Masters and/or nationals, earn session paybacks and trophies if they have (6) matches played with a team during the session.

**NOTE:** The purpose of the above rules are to prevent teams from abusing the survival rule, disrupting teams, using ringers at the end of the session or unfairly manipulating the system. The League office may override these rules depending on the specifics of each situation. They will be reviewed on a case-by-case basis.

7. **Beginning Play – Also see National Rules**

- a. All matches begin at 7:00 PM, with practice starting at 6:30 PM (earlier at some host locations).
- b. Once a captain has selected their player for a match, they cannot change their selection unless both captains are agreeable.
- c. Although we encourage players and teams to be on time, a 15 minute grace period is given, but should not be abused.
- d. **A team needs 1 (one) player present by 7:15** to begin their match.
- e. If only 1 player shows up, that player can call Team Survival at the end of their match and play a 2<sup>nd</sup> match, however, no other players will be eligible to play should they arrive after that time unless agreed upon by both captains. Any matches not played will be forfeited.
- f. The team will forfeit the 1<sup>st</sup> match if they are not ready to play by 7:20 PM. Thereafter, a team will forfeit a match every 5 minutes. If a team no-call no-shows (less than 2 hours notice), the opposing team that showed up will receive 5 points.
- g. If a team gives at least 2 hours advance notification of a forfeit, see Section 8 below.
- h. A no call no show is grounds for suspension from the league. These *rare* instances and will be reviewed and dealt with by the league office on a case-by-case basis.

## 8. Teams Dropping Out/Forfeits:

- a. Occasionally a team will drop out of the league unexpectedly and not show up to play their scheduled match.
  - **If this happens thru week 13**, the team will be dropped from the roster, creating a BYE slot. The team they were scheduled to play will receive a Bye and 3-2 win for that match and NOT be required to pay for that match. It will not be a 5-0 win. A 5-0 win can have a significant impact on the total team points/standings in the division and isn't fair to the rest of the teams because in the following weeks, the other teams only receive a 3-2 for that bye spot created in the schedule and statistically, 5-0's are rare. No league fees are due.
  - For **weeks 14 & 15**, the match is considered a forfeit by the team who is unable to play. An average of the weekly games won will be given to the team that would have played. No league fees are due.
- b. If a team drops mid-session, barring any extreme circumstances, the team will be ineligible for future play. The league office will review these on a case-by-case basis should they occur.
- c. Players from a team that drops will be responsible for their portion of any and all unpaid league fees in order to remain in good standing and receive any payouts from other teams.
- d. If a team chooses to forfeit a match, without dropping out of the division, it would be a 3-0 win for the team that is willing to play. Each team will be given the opportunity to make up the remaining 2 matches only.

If the team that received 3-0 wants the chance for more points, they must notify the League Office of their intentions **within 2 weeks** and arrange a make-up with the other team for 2 matches only **or the 3-0 forfeit will remain**. This gives the team that originally came to play a chance for 5-0, but they will have to earn the two points in match play.

NOTE: If the opposing team refuses to make up the 2 matches, the team requesting the make-up will receive 2 points for the forfeit and the team that refused to make up the matches will become ineligible for all upper level tournaments (barring any extreme circumstances), including the Vegas Masters. **Points should never be given away and it is considered a Sportsmanship Violation to do so. Any exceptions will be reviewed on a case-by-case basis by the League Office.**

If both teams choose not to do the make-up, neither team will get the 2 points. **Both teams are responsible for paying the weekly dues in full.**

- e. If less than a full team (1 or more players) shows up to play and refuses to play with the number of players present, those matches will be considered forfeits towards the two possible make-up matches.
- f. For a team to claim a forfeit in these situations, it must identify that match as "Open Stats" for the winning team and "Forfeit" for the losing team on the score sheet.

## 9. Rescheduling & Make-up Matches:

- a. Teams are expected to complete their matches as scheduled, however, it is understood that *on occasion* rescheduling is necessary when an event or emergency *affects most or all of a team (leaving a team with only 3 or less players)*. In most cases, teams will use Team Survival (#13) when short players rather than rescheduling. In larger divisions, rescheduling is difficult and sometimes impossible, especially towards the end of a session.
- b. Call the league office to submit your request to reschedule with a minimum of 24-hour's notice (barring any unforeseen emergencies) or it will be considered a forfeit (see 8d). In some extreme emergency cases, rescheduling will be allowable even though 24 hours has not been given. It is very difficult to contact players on the same day as play, folders have been dropped and host locations are expecting the teams. The more notice, the better.
- c. If the 2 teams are playing each other again during the session, the rescheduled match will take place at that time at the opposing team's location if possible. There must be two tables available. If 2 tables are not available, the opposing team has the right to request an alternate location in that area or it will be played at the rescheduling team's location.
- d. If the 2 teams do not play each other again, it will be the captains' responsibility to agree to a location, date and time at the opposing team's convenience within reason, which will be determined by the league office if necessary.
- e. All rescheduled matches need to be completed by week 13 barring any extreme circumstances. If matches need to be made up after this time, the league office will determine the outcome on a case by case basis.
- f. Both Captains' must notify the league office to verify the specific decision made by both captains before the agreement is binding. If the agreement has not been clearly defined and verified to the league office by both teams, the ruling will go to the team that has made the proper effort towards insuring the make-up.
- g. If a rescheduled match goes un-played because of either team, the team that is willing to play will receive 5 forfeit points. If both teams fail to play, neither team receives the points. In either case, **both teams must pay for the match** to maintain the proper payback for the other teams in the Division.

10. **Schedules:** Schedules will be included in the weekly folders and posted on the web site. Changes will be sent in the weekly folder highlighted with all changes to the session schedule. It is the responsibility of the team to go by the hard copy schedules in the folder. While we do update changes on the website, they may not be posted in the same time line as the copies in the folder.

11. **Statistics, Team and Individual** – Score sheets are entered into PoolNet (computerized statistics program) on a weekly basis, typically no later than Sunday of each week. Each time a score sheet is entered into PoolNet, handicaps adjust accordingly. At times, there will be slight handicap variations between what is shown on line vs. the stat sheet in the weekly league packet. This is typically due to the timing of score sheet entry and the printing of stat sheets and people who play multiple nights. The handicap for players *printed* on the stat sheet in the weekly league packet is the handicap that is to be used for players if there is a difference.

Team and individual statistics are available on line at [www.taplasvegas.com/statistics.html](http://www.taplasvegas.com/statistics.html). From here players, can request a login ID and passcode to obtain their individual stats. No passcode is needed for team stats.

12. **Continuous Play & Use of Two Tables:** If the 4<sup>th</sup> match has not started by 9:00 PM, a second table (if available) will be opened to complete the matches. **This is not optional unless agreed upon by both teams.**
13. **Team Survival Rule & Burn Out Strategy (TEAM IS SHORT PLAYERS):**
- a. There are two rules/strategies that can be used when a team is short players: Team Survival and the Burn Out Strategy. Teams are encouraged to use the Team Survival rule during league play, as this allows more players to participate in league play.
  - b. Teams are encouraged to read more about the Burn Out Strategy in the National Rule Book. This strategy can be used to a team's advantage or used against a team at any upper level tournament. **Team Survival CANNOT be used during tournament competition.**
  - c. All Teams, *regardless of how many players are on the roster*, are allowed to use team survival, which allows one player to play twice if the team cannot field (5) players within the 25 rule.
  - d. At any point during the night if a team is short players, they can announce to their opponent that they are utilizing the "Team Survival Rule."
  - e. At that time, the opposing team must select any one of the team members that came to play. He/she will play twice and must keep the team within the (25) rule. **Under no circumstances can (2) players play twice.**
  - f. If both teams only have 4 players, each team will pick a player from their *own* team to play twice for the fifth match, following the rotation selection determined by the original coin toss.
  - g. If either team has less than 4 players, the team with the most players has the option of picking any one of the players that came to play on the opposing team. The player chosen to play twice must keep the team within the (25) rule.
  - h. If a team is short players, all players must be present for the pick of the double play match. This prevents the team that is short players from sending their lowest ranked players home and forcing the other team to pick a higher ranked player.
  - i. Once a player has been chosen to play twice for the last match, any missing players from that team that arrive later will be ineligible to play unless both teams agree to let the late player play.
  - j. *Team survival CANNOT be used in conjunction with the Burn out Strategy.*
  - k. If two teams play two players twice, the match will be voided and neither team will receive a point. All violations must be reported to the league office within two weeks.
  - l. If a team declares that a specific player(s) will not be coming to play and/or declares they will be using the "Team Survival Rule" for double play of one player, those declared players are now considered ineligible for all matches. The reason is; the opposing team may now use a different pick strategy, knowing specific players will not be playing. Teams are not required to reveal their roster to the opposing team.
  - m. The Team Survival rule cannot be used in tournaments, such as, the Vegas Masters. Teams CAN use the Burn Out Strategy (see the National Rule Book for details).
14. **Coaching - Refer to the National Rule Book. The following are clarifications:**
- a. *If either the player or the coach suggests or asks for a time out, it MUST be taken.*
  - b. Once the coach has delivered their advice to the shooting player and walks away from the table, they can re-approach the table to offer additional advice **providing there is still time left in the (1) minute timeout**. If the coach returns to the table and offers additional advice after the time limit has expired, the player will be **charged with their second time out** if that coach is warned by the opposing team prior to approaching the table a second time. If no timeouts remain, the coach will be given a sportsmanship warning. Any further infractions will result in a ball-in-hand foul to the opposing teams' player regardless of what match the violation occurs.

- c. Walking up to the table during a non-time out situation is disruptive to the two players at the table – and ILLEGAL. Remember, the match belongs to the two players, not the spectators. One warning will be given – then Ball in hand foul.
  - d. Players cannot have a conversation with shooting player while they are at the table (H/C 2 is the exception – see rule book). During league play, talking is allowable in between shots. This is not allowable during upper level tournaments. (As soon as the cue ball comes to rest, that player’s shot is officially over, and officially the next players shot.)
  - e. **A FOUL can only be called by the coach if a time out remains! Violation of this falls under Interference and Side Line Coaching (see below).**
  - f. **ANYONE CAN REMIND A PLAYER TO MARK THEIR POCKET FOR THE 8-BALL.**
  - g. A player cannot be shooting their own match and coaching a different table unless their opponent agrees to let them do so. This can be disruptive to that player’s game. If the opponent disagrees, **the opposing team must allow a change of coaches** if needed.
  - h. **Only the coach or player can ask for a third party to watch a hit.** If another teammate requests a hit to be watched, a warning will be given. The next offense is ball in hand.
15. **Interference and Side Line Coaching (see Rule Book) – Basically, be quiet, be courteous, and be a sportsman while the players are shooting.** The match is between the 2 players. Making comments to distract a player’s opponent is considered SHARKING. Sharking is a form of cheating.
16. **Sportsmanship Violation:** If a **sportsmanship violation** occurs, that player needs to be written up on a Sportsmanship Violation form. It must then be submitted to the league office for review. If a violation is issued, the first infraction results in a warning. Second is a (1) week suspension. Third is an indefinite suspension from the league. Any **fighting or verbal abuse** will not be tolerated and may result in a more immediate harsher penalty depending on the severity of the incident, as determined by the League Operators and/or Advisory Board.
17. **Protest:** If a team wants to protest a match or challenge a team for any reason, the following must occur:
- a. Written notification and explanation must be turned in with the folder *that night*.
  - b. All matches must be completed – no exceptions!
- \$15 protest fee must be included in the packet by the protesting team only. The money will be refunded if the protest is proven valid and correct. **If the score sheets are turned in for that week without the protest documented, and/or the \$15, the match is considered final, and the league office will review no protest.**
18. **Tiebreaker formula:** If two teams tie at the end of the session, the tiebreaker will be the outcome of the match(es) they played against each other. If the teams played each other twice and are still tied, the determining variable will be the percentage of games won compared to the number of games needed to win in the player match ups. If the two teams are still tied, the outcome of the last match played will determine the winner. The formula is total “Games Won” divided by total “Race To” games. If three teams tie and have played each other an uneven number of times, the tiebreaker will be the average of matches won per the number of team matches played. The formula is total match points divided by total team matches played.

19. **Division Payback and Awards (beginning in 2010)** – Paybacks vary depending on the number of teams in each division. Paybacks, trophies, certificates and patches are awarded at the league party. Paybacks are given to the captain only unless prior arrangements are made.
- Divisions with 7 teams or less receive payouts to 50% of the teams. 1<sup>st</sup> Place trophies only are awarded.*
  - Divisions with 8 teams or more – receive payouts to 50% of the teams rounded down and - 1 plus a wild card. For instance, if there are 8 teams, 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> place and a wild card are paid for placing. Teams with 11 teams: 1<sup>st</sup> thru 4<sup>th</sup> and a wild card are paid. 1<sup>st</sup> & 2<sup>nd</sup> Place trophies are awarded.*
  - Wild cards also qualify player and earn a position in the Vegas Masters. See more info below.*
20. **The Road To The T.A.P. Nationals 8-Ball & 9-Ball (10-Ball will be added to Nationals in 2013): (2) tier process**
- Win the Division in either 1st thru 3rd Place or win the Wild Card drawing and qualify for the Vegas Masters to be held in the summer each year.
  - Win the “Vegas Masters” and we send the team to the “T.A.P. Nationals” in Oct/Nov. (See Vegas Masters Rules for more information.)
21. **MVP Program:**
- Three (3) MVP’s per Division will be awarded: (2’s & 3’s), (4’s & 5’s), (6’s & 7’s).
  - A player’s MVP number is determined by the match win percentage plus H factor.
  - Players must have a minimum of 8 matches played.
  - Each MVP receives an achievement certificate (or a similar token) and a cash award.
  - Players that may shoot twice in one night, thereby creating the potential of more matches played for the session, are still eligible for the MVP since the calculations are based on match win percentages. In the event of an exact tie, the players will have a playoff match.
  - If a player’s H/C goes up and moves them to the next highest bracket, they must play at least one match in the new bracket to be eligible for the MVP in that bracket, otherwise they will be considered as part of the previous bracket. There are scenarios where this may not be fair, however, working together, the TAP Las Vegas league and Phoenix Advisory Board (which sports 100+ teams!) have determined this to be the fairest way to conduct this program. Sometimes breaks of the game just come into play. The program is what it is. Nothing more ...nothing less. It was developed to create additional excitement in the league.
22. **Recruitment Incentive – Up to \$100.00 Value**
- Any “**active T.A.P. member**” who builds and is captain of a “**new team**” will receive \$25.00 at the end of the session at the League Party and TAP Las Vegas will pay their membership when due after the session is complete.
  - An “**active T.A.P. member**” is someone who played a minimum of 6 matches in the previous session and remains current with their membership.
  - A “**new team**” consists of a minimum of 3 **new** T.A.P. members.
  - The new members must play 6 matches during the new session on the new team and remain on the team through the end of the session.
  - Bonus promotion may be offered for some sessions.**

23. **Local Tournaments:** All tournament entry fees must be paid during sign up to secure a position in the tournament. The number of prepaid entries determines the size of the board. An accurate pre-count is needed to prepare for the tournament and board positioning.
- A variety of tournaments will be offered each session. Check the Tournament schedule on the web site or flyers in the league packets for dates, times, locations and formats.
  - Players must play at their *current* 8-ball or 9-ball rating at the time of the tournament.
  - Players may be assigned a “tournament handicap” at the league director’s discretion.
24. **Rule Clarifications**
- Shooting The Wrong Balls (8-Ball or 10-Ball):**
    - If Player #1 shoots all Player #2’s balls and legally pockets the 8-Ball, Player #1 wins the game because the game is now over. Player #2 cannot reverse the outcome. He/She should have called a foul after the first ball was pocketed.
    - If Player #1 shoots Player #2’s ball(s), and switches back to the correct balls and makes a legal shot before Player #2 calls a foul, Player #1 is allowed to continue shooting. He/she should have called the foul after the first infraction.
    - If a foul is not called after the first wrong ball has been pocketed and the player continues shooting until they miss, they are now that category of balls for the remainder of that game. The only option would be if both players agreed to re-rack the game due to the error.
  - Mark the Pocket in 8-Ball, 9-Ball & 10-Ball** – League rules state a player must mark the pocket for the 8 ball, 9 ball or 10 ball, as applicable. However, it is acceptable if both players verbally agree to call the pocket. It is recommended that players get into the habit of marking the pocket, as this is required in upper level tournaments.
  - Shooting the 9 Ball** – If a player calls the pocket for the 9-ball and misses, but another ball pockets, the player continues shooting.
  - Marking the Table:** Marking the table is NOT ALLOWED by the shooting player. To avoid any unnecessary arguments, if it appears a player has marked the table, politely tell them it is not allowed.
    - Marking the table “IS NOT” a ball in hand foul.
    - Laying a cue down on the felt to line up a shot is not necessarily marking the table. Use good judgment in this case.
  - Bridge Availability:** If there is no bridge available at the host location, the shooting player must still take the shot with one foot touching the floor.
  - A Player cannot use an object ball as a **measuring device**. One warning should be given. The next infraction is a ball in hand foul. The cue ball can be used in a ball in hand situation.
  - Four-second rule:** If a ball hangs in a pocket for longer than four (4) seconds, then drops - that ball must be brought out and placed as close to where it was before it dropped. Both players must share the cost of bringing a ball out, however, if both agree to leave it down...so be it! The match belongs to the players.
  - Speaking Another Language:** *During a time out, a player and his coach (or the coach consulting with another player – see coaching rules) may speak in any language. If done during any other circumstance as outlined in the National Rule Book, a warning is given and any subsequent violations result in a time out. If a time out does not remain, the opponent receives ball in hand.*