



TAP Las Vegas Addendum (Revised August 2015)

This addendum to the T.A.P. rulebook contains the official rules and guidelines for TAP Las Vegas Pool League. 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 or contact an Advisory Board member. The Advisory Board members and their telephone numbers are listed on the About Us web page at www.taplasvegas.com/about_us.html.

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1. **Weekly League Fees:** *It is the **team's** responsibility to pay \$50.00 for standard league and \$80.00 for Grand Slam divisions, regardless of forfeits or execution of the "Team Survival Rule" outlined herein.*

League payments can be made in the envelope provided in the league packet or on-line by credit card or PayPal. Payments on line must be made no later than the night of play. A small convenience fee collected by PayPal applies.

Two consecutive weeks of non-payment of league fees is grounds for termination of the team/player from the league. A \$20.00 fee will be assessed for any NSF checks.

All league fees must be current for players to register and compete in any and all TAP tournaments.

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. Payments can be made on-line by credit card or in the league packet with the weekly dues.

b. Renewals –

- **Renewal dates** are listed in PoolNet on the rosters. As a courtesy, TAP distributes invoices. However, it is ultimately the player's responsibility to renew on time.
- 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.

c. **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 \$20.00 fee will be assessed for any NSF checks.

d. **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 4th 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:**

- a. 5 Player team handicap limit is 25; 4 to 21 and 3 to 18. For example, the 5 players who compete in any given night must not exceed 25.
- b. For Scotch doubles, the two players must not exceed 11 the first week (for weekly league).

Should a team put up a player that puts them over handicap, technically, they would forfeit, as a team cannot change their player. However, should both team captains agree, the team going over may put up a player to keep them within 25, so 5 players from each team are provided the opportunity to compete.

If a match(es) is completed with a team exceeding the limit, the match is invalid and cannot be entered, thus no point will be awarded.

5. **New Players Handicap Conversions: Unknown players start as a handicap 4. For those competing in other league or tournaments, the following applies as a base (1st week):**

- a. 2-7 Rating system – 2=2; 3=3; 4=3; 5=4; 6=5, 7=6
- b. 1-9 Rating system – 1=2; 2=2; 3=3; 4=3; 5=4; 6=5; 7 & 8=6; 9=7
- c. 4-11 Rating system starts at 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. **Qualifying, 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 4th 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. Players dropped are ineligible for awards and if inactive, they cannot participate in the tournaments.
- d. In accordance with the National rules, there must be 6 weeks remaining to add players. This can occur in the 9th or 10th week depending on if there is a bye.
- e. Players must have 6 matches played with a team to qualify and be a legitimate member of the team.
- f. Players must qualify with a team to receive team and/or player awards and/or compete in any and all TAP hosted tournaments.

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. *A coin is flipped. The winner chooses to put up a player first or have the opposing team put up. ¹The applicable **team captain** puts up a player, after which, the opposing team captain puts up a player. This process alternates with each match. With this process followed as outlined, neither captain can change their put up unless agreed to by both captains. If a team captain puts up out of turn and there is controversy, the process will reset to “1”.*
- 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 2nd 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 1st 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 Starting/Dropping Out/Forfeits:

- a. Teams are encouraged to start the first week of the session for the opportunity to achieve the maximum number of points. Any missed matches will be treated as a forfeit (as outlined in “e” below), barring any *extenuating/unique circumstances*. Exceptions will be reviewed on a case-by-case basis by the League Office. Make up matches are difficult and sometimes impossible, especially in a larger division.
- b. 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 (4-4 for Grand Slam) win for that match and NOT be required to pay for that match. It will not be a 5-0 (8-0) win. A 5-0 (8-0) 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 (4-4) for that bye spot created in the schedule and statistically, 5-0’s (8-0’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.
- c. 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.
- d. 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.
- e. 1) A team can choose to forfeit a match, without dropping out of the division or 2) a team that starts late in the session will forfeit the matches missed barring any extenuating circumstances (see “a” above). The score will be a 3-0 (4-0) win for the team that was willing to play or the team that started the 1st week, as applicable. Each team will be given the opportunity to make up the remaining 2 matches only.

For “e1” above: If the team that received 3-0 (4-0) 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 (4-0) 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. For “e2” above: Matches for teams starting late will be arranged by the league office.

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.

- f. 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.
- g. 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 for standard divisions:

- 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 for standard and 2 or less for Grand Slam)*. 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. For standard divisions, 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 or within the Grand Slam division, 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.
- h. Format: Complete first night on two tables, start the second night at the conclusion. The teams will follow “Beginning Play” above, except the 1st and 2nd match must start by 7:15. Any variations to this must be agreed to by BOTH team captains.
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.
11. **Scorekeeping:** Both teams are expected to keep score. We currently have both paper and a scorekeeping application that is fully integrated with PoolNet. Download the FREE app at: www.taplasvegas.com/scorekeeping.
12. **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. From here players, can request a login ID and passcode to obtain their individual stats. No passcode is needed for team stats.
13. **Continuous Play & Use of Two Tables:**
- a. Standard divisions: If the 4th 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.**
- b. In Grand Slam Divisions, continuous use of 2 tables throughout the matches. On table is used for 8-ball and the other for 9-ball. If 9-ball concludes, the second table is to be used for 8-ball.
14. **Team Survival, Burn Out Strategy and Match Forfeit (What to do if a team is short players or cannot make handicap with the players present):**
- a. **Team Survival (for league play only – not allowed during tournaments)**
- This rule is designed purely with the intent of giving as many players who have come out to shoot in a night, an opportunity of doing so. It is not to be abused or used on a weekly basis. Should the league office determine that a team is using this rule to manipulate the outcome of a league night or uses it more than twice in a session, it may no longer be available for said team or team captain to use in the future, as determined by the league office.
 - All Teams, regardless of how many players are on the roster and how many players are present, are allowed to use team survival, which allows one player to play twice if the team cannot field (5) players within the 25 rule.
 - 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.”

- **At that time within 5 minutes**, 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.**
 - 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.
 - 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.**
 - 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.
 - 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.
 - *Team survival CANNOT be used in conjunction with the Burn out Strategy.*
 - 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.
 - 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.
- b. **Forfeit:** A team can forfeit any match, however, the players competing must meet the team handicap limits outlined in the National Rule Book: 3 players – 18 --- 4 players – 21.
- c. **Burn Out** (see details of this strategy in National Rule Book)
- Although the National rule book states that Burn Out is for upper level competition only, we do allow limited use of it during regular league play, twice per session. Any teams using this strategy more than twice in one session will be subject to the 3 player or 4 player handicap maximums and forfeit matches accordingly.
 - If the league director determines a team is abusing the strategy, they will be prohibited from using it. “Abuse” will be determined on a case-by-case basis.
15. **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.
16. **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.
17. **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.
18. **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.**
19. **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.
20. **Awards & Benefits** – TAP Las Vegas awards on average more than \$70,000 annually. This amount varies based on the number of teams. All teams in all divisions win cash back based on where each team places.

Grand slam division match wins are combined for 8-ball and 9-ball to provide the final standings for each team in the division. Cash back is based on where each team places.

Other awards include trophies or polo shirts or something similar to all divisions to the top team(s), patches for accomplishments and custom plaques.

Teams and players are awarded travel packages and entry fees into Nationals through the [Vegas Masters State Championship tournament series](#). Our annual average budget for our members going to Nationals is \$15,000!! Actual amount is based on the number of teams/players competing.

21. **The Road to the TAP Team National 8-Ball & 9-Ball (2) tier process**
- a. Top teams as outlined in the Vegas Masters Road to Nationals are provided the opportunity to compete in the annual Vegas Masters team State Championship tournament.
 - b. 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.)
22. **MVP Program:**
- a. Three (3) MVP’s per Division will be awarded: (2’s & 3’s), (4’s & 5’s), (6’s & 7’s).
 - b. A players MVP number is determined by the match win percentage plus H factor.
 - c. Players must have a minimum of 8 matches played.
 - d. Each player who earns 1st place MVP receives a plaque (or a similar token) and a paid entry into the Vegas Masters MVP Singles State Championship tournament series. See Vegas Masters Road to Nationals document for details.
 - e. The top 10 will receive an invitation into the Vegas Masters MVP Singles State Championship tournament series.
 - f. 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.
 - g. 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.
23. **Recruitment Incentive – Up to \$100.00 Value**
- a. Any “active TAP member” who recruits a “new team” may play free in weeks 9 through 15 when competing on that team.
 - b. 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.
 - c. 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.
 - d. A “**new team**” consists of a minimum of 3 **new** T.A.P. members.
 - e. 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.
 - f. This promotion is available upon request during the session where the new team became active through the recruitment. It cannot be collected retroactively.
 - g. Bonus promotion may be offered for some sessions.
24. **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. 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.
 - b. Players must play at their *current* 8-ball or 9-ball rating at the time of the tournament.
 - c. Players may be assigned a “tournament handicap” at the league director’s discretion.

25. Rule Clarifications

- a. **Cue Ball**: Unless both players agree otherwise, if an Aramith red circle or symbol cue ball (has a small red circle or Aramith symbol on the ball) is available, it will be used during league play and tournaments in place of the house ball.
- b. **Shooting The Wrong Balls (8-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.
- c. **Mark the Pocket in 8-Ball & 9-Ball** – League rules state a player must mark the pocket for the 8-ball or 9-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.
- d. **Shooting the 9 Ball** – If a player calls the pocket for the 9-ball and misses, but another ball pockets, the player continues shooting.
- e. **Push Shot** – Pushing through a shot is when a player's tip of the cue maintains contact with the cue ball as it hits the object ball. When the balls are less than a chalk distance apart, it is recommended that the player shoot at an angle or elevate their cue. To avoid controversy, TAP recommends a referee or third party watch the hit.
- f. **Double Hit** – This can occur when the cue ball and object ball are less than a chalk distance apart and the player shoots directly into the object ball. This is because at this distance, the cue ball stops when it hits the object ball, but the cue continues to travel forward, quickly hitting the cue ball a second time. To avoid the double hit, the player can shoot at an angle or elevate their cue. To minimize controversy, TAP recommends a referee or third party watch the hit.
- g. **9-Ball - On the Break**
 - A player **must hit the one-ball first** on the break shot. If they do not, it is a *ball in hand foul*. One of the basic rules of 9-ball dictates that a player must hit the lowest numbered ball on the table or it is a ball in hand foul. On the break, the one-ball is the lowest numbered ball on the table.
 - If the breaking player **misses the rack** in its entirety, it is a ball in hand foul.
 - If a player has **ball in hand after an unsuccessful "break shot"** (even if the rack is missed), it is **not** considered the "break shot." Hence, unless the applicable pocket is marked, sinking the 9-ball is **not a win**. If the 9-ball goes into an unmarked pocket, it is spotted.
 - When taking the initial break shot, the player **must drive 4 balls (can include the cue ball) to a rail or pocket a ball**. If the player does not accomplish one of these two tasks, it is a re-rack and the other player has the option of breaking.
- h. **Spotting the 9-Ball when the Foot Spot is Occupied by Another Ball** - If there is a ball on the foot spot and a player is spotting the 9-ball, the 9-ball will go directly behind the ball on the spot, with the *balls touching*.
- i. **Cue Ball in Hand Behind the String** – If a player has ball in hand behind the string, places the ball in front of the string, a warning will be issued before the shot is taken. If this happens after the shot, the player is still issued a warning. A second infraction will result in ball in hand.

- j. **Hitting a ball other than the cue ball first** – This can result in loss of game and is considered a sportsmanship violation. On a first offense, the opponent will determine if the balls moved will be moved back or stay where they are. The opponent will be awarded ball in hand. If it is determined that the balls cannot be moved back, it will be a loss of game. All subsequent violations will result in loss of game. If escalated to the league director, a decision will be made on a case-by-case basis.
- k. **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.
- l. 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.
- m. **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.
- n. **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.*