

TAP Rules: 2009 TAP Duel In The Desert

The Association for P.O.O.L.'s general rules for 8-Ball & 9-Ball shall govern the conduct of each match played in all tournament events. Due to time constraints, some rule modifications must be implemented. These additional rules are also in effect for the duration of the tournament.

Eligibility:

- All participants **must** be current and active T.A.P. members.
- All participants **must** have 10 matches played within 1 year prior to July 2.
- All participants **must** have their T.A.P. ID and a picture ID to register at the event. If you need a duplicate, please contact the membership department in advance. ID's will not be available at the event.
- This is a 3-player team event with a 5-player maximum on the roster.
- Maximum handicap is 15 for the 3 players during each team match. *Exception: If after registration, a player's handicap is increased by one, the team (using that player) will be allowed to participate with a team total of 16.*
- A T.A.P. Duel in the Desert Registration Form must be completed on-line or sent in with payment.
- Participants will be audited prior to the event and handicaps may be adjusted. If you feel you are rated incorrectly, please submit an Audit Form to your league operator prior to the event. See Disqualification Process below.
- Teams should be formally registered and paid prior to Thursday, July 2. After this time, entrance into the tournament is not guaranteed. Entries on a cash basis may be taken at the discretion of the tournament director.
- Roster changes must be received no later than July 3 and must be submitted in writing to T.A.P. Las Vegas by e-mail (jeff@taplasvegas.com). This is to allow time for verifications.

Sportsmanship:

- This league is about Sportsmanship, Courtesy and Respect towards your fellow players and the rules. Unsportsmanlike conduct will not be tolerated. Penalties can range from a warning, to ball in hand foul, to forfeiture of games, matches or disqualification. Everyone is expected to conduct themselves in a professional manner. Rulings made by referees will not be made on petty technicalities. All players should win or lose on the table based on his or her abilities.

Time Outs:

- All players receive (1) one-minute time out **only** per game. If the coach exceeds the one minute time limit, the opposing Captain, after timing the coach, can challenge for excessive use of time. At this point, the coach has 10 seconds to complete their advice to the shooting player. If there is a controversy, a Referee must be called. Remember that real time and perceived time are two different things. Don't be offended if you get called for taking too much time on a time-out. The match belongs to the players on the table, not the coach.
- Handicap 2 players still receive unlimited coaching within the 45 second shot clock however, the Coach CANNOT approach the table to give advice. All coaching during a non-time-out must occur away from the playing area.

Putting up Players:

- To start play only (1) player needs to be present to begin the match at NO LATER than the scheduled **forfeit time, which is 15 minutes past start time (give or take 5 minutes due to clock variations)**. Once that match is over, another player must be present and ready to shoot in (5) minutes or that match is forfeited. For each subsequent match, the team has (5) minutes to field a player or that match is also forfeited.
- Only the Captain or a specific member of the team appointed by the Captain can make player selections for each match. This is to avoid controversy.
- Once a captain has selected their player for a match, they cannot change their selection once the opposing captain has made his/her selection. Once both captains have made their selection – neither captain can change.
- If two teams face one another and the teams have any common player(s), the player(s) are **eligible** to play for both teams without penalty as long as the player(s) meet the following two criteria:
 1. The player(s) have met the proper requirements to be eligible to play in the tournament.
 2. If the Captain elects to put a player up for a match, the other Captain can **never** match the player to play him/herself.

Coaching:

- Only the coach or the player can call a time out.
- Neither the coach nor player can refuse a time out. Once a time out has been called or suggested, it must be taken.
- If the coach or player calls a time out when they have already used their time out for that game, one warning will be given to the team. Any future violations throughout the entire teams matches will result in ball-in-hand foul to the opponent.
- A second player can consult with the coach, but the coach is the only player who can communicate directly to the player or approach the table. Only the (2) shooting players and their coaches are allowed in the playing area.
- Only the coach or the player can ask for a third party to watch a close hit or verify a frozen ball. If another team member asks, one warning will be given. On the second infraction, ball in hand foul.
- The only communication between the player and the coach is during a time out situation by either team or between GAMES.
- The coach CANNOT use any equipment to give instruction to their player. They can only use their finger to point.
- When coaching a handicap 2 level player, the coach must declare when they are taking their one official time out so the opposing player can consult with their coach. The opposing player **cannot** consult with their coach during coaching assistance within the 45 seconds shot clock.

Sideline Interference:

- The **ONLY** thing **ANY** player on the team can say to the shooting player when it is their turn at the table regarding the match is “mark your pocket” when the shooter is on the 8-Ball. Comments such as nice shot, let’s go, etc. are allowed. Use common sense. Don’t clap or yell out YES!!!, when the other player misses. Be quiet and show respect to the shooting players.

- If any comments are made of any kind that could be considered coaching, by any player on the team, the team will be given one warning. Any further comments will result in a ball-in-hand foul to the opposing player. This applies to the remainder of all matches between the two teams, not just the match where the warning was issued. The match belongs to the players. Let them win or lose on the table, based on their individual skills.
- Any player making comments from the sidelines that is not on either team playing a match will be given one warning to stop. If it occurs again they will be ejected from the tournament area and the event.

Ball-in-hand:

- In a ball-in-hand situation, the shooting player can position the cue ball with ANY part of the cue, including the tip and ferrule. A foul occurs if the shooting player touches the cue ball while in the act of stroking the pool cue to execute the shot.
- The coach cannot touch any ball on the table and cannot position the cue ball for the shooter. These are ball in hand fouls. The coach may touch the table but cannot mark the table in any manner to influence the shooting players shot selection. Marking the table is an automatic Ball-in Hand Foul. To avoid controversy, **DO NOT** touch the felt.

Sudden Death:

- Sudden Death will be in affect for the Team event. Matches are set at 2.5 hour intervals. We need to adhere to this time frame as closely as possible to stay on schedule for the week. At 1 hours and 45 minutes, any match that is currently in progress (defined as the first rack in the match has been broken) will be allowed to its completion. Any additional matches to be played will be determined by one game between the two opponents. The tournament referee staff will monitor times; however it is every team's responsibility to manage your time wisely. Don't intentionally try to stall matches to insure sudden death. Play fair and let your players win or lose on the table. The Referees or Tournament Directors have the final say on calling Sudden Death.

Listening Devices:

- NO listening devices of any kind will be allowed during the team or singles events in order to reduce communication controversies between the two shooting players.

The 45 second shot clock/Slow Play:

- If you have timed the opposing player and verified they are exceeding the 45 second shot clock consistently, you must first notify a Referee and report the violation. The Referee will notify the opposing Captain or Coach that their player is under watch. The Captain or Coach should then tell the player after they complete their turn at the table. This is not an official warning, only a notification. The Referee will time the player to determine if a violation has occurred. If so, the Referee will issue the warning to the Captain or Coach and let them tell the player that a warning has been given. The Referee will continue to time the player. The next violation will result in a ball-in-hand to the opposing player unless that shot is considered by the Referee to be of extreme difficulty or critical to the match. The Referee has the final say.

Maximum handicap 15:

- A team can have up to 5 players on their roster. It is the captain's responsibility to keep his/her 3 players for each team match at or under the 15 handicap maximum (*reference Eligibility above for the exception*). The team must be able to meet this handicap maximum on the roster. If a team can make handicap according to the roster, but they are missing a player that will keep them at or below handicap, they may choose to forfeit a match. For instance, if a team has two 6's and a "3" and only the two 6's are present, they can choose to forfeit the match that would be played by the "3".

Accidental movement of a ball:

- #1 If the shooting player accidentally moves a ball **prior to their shot**, the opposing player has the option of leaving the ball where it was moved "or" returning it to its original position. If the shooting player grabs the moved ball to replace it, it is not a foul.
- #2 If the shooting player accidentally moves a ball **during the execution of their shot, putting the cue ball in motion** and then touches the moved ball while other balls are in motion "or" another ball on the table strikes the ball that was moved or strikes the cue stick, it is a ball-in-hand foul.

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.

Push Shot:

- If the cue ball is frozen to the object ball, pushing through the cue ball is a legal hit. If there is any separation between the two balls equal to or less than the width of a piece of chalk, the shooter "**should make an attempt**" to not double hit the cue ball by elevating their cue to at least a 45 degree angle to avoid being called for double hitting the cue ball with their cue stick. As long as the attempt is made, there is no foul. If there is a distance between the object ball and the cue ball greater than the width of a piece of chalk, any double hit of the cue ball is a ball-in-hand foul.

Referees:

- Referees will be provided during the tournament. If anyone sees potential for controversy, please stop the match and request a referee. The referees' ruling is final. In a controversial situation the referee has the option of referring the matter to the Head Referee for further review. The Head Referee's decision on all rulings is final.

Handicaps:

- There will be no changes of any kind made to the team rosters once the event begins unless a typo in the program has occurred. All players' membership status and handicaps have been verified prior to the start of this event and are not subject to change during the event.

Miscellaneous rules:

- When shooting your shot, be sure to clearly identify the ball & pocket you are calling to avoid controversy.
- All matches are considered final when both score sheets have been turned into the tournament desk. No protest or challenge will be considered after this occurs.
- When shooting a defensive shot, be sure to clearly announce your intentions to the opposing player to avoid controversy.
- You must “MARK THE POCKET” ON ALL 8-Ball shots. Not marking the pocket on a completed 8-Ball shot is loss of game. Any marker is acceptable **except** a standard piece of chalk. Be sure to clearly identify which pocket you are marking.
- Unscrewing a jointed cue **into two pieces** is a concession of your match, unless you notify your opponent that you are changing shafts.
- Two piece Jump cues are allowed. Use of a shaft only is **NOT** allowed.
- If you shoot the wrong category of balls and your opponent does not call a ball in hand foul after the first ball is pocketed, the shooting player is now that category of balls for the remainder of that game, unless they admit a ball in hand foul.
- Once a match has ended, each team has 5 minutes maximum to field a player.
- Once **either** Captain has made their pick for the next match, they cannot change their pick.
- Every player has the right to ask for their opponents Photo ID for identification. Any player attempting to misrepresent their own identity or the identity of another player by giving them his/her tournament badge will be immediately disqualified from competition and banned from the Association for P.O.O.L. Inc. for a minimum of (1) year. NO EXCEPTIONS.

TEAM EVENT FORMAT: Round Robin

Each team will be on a 4-Team board. Each team will play a round robin format with the other (3) teams on their board. A total of 3 individual matches will be played in each team match. The total possible points attainable per team are 9.

The top 50% plus ties will advance to the **Championship Team Board**. The remaining teams will play in the “**Best of the Rest**”**Second Chance**.

The Team Boards will be determined by the highest point totals of all teams.

Note: During the Team Semi-Finals & Finals, sudden death will not decide a winner. If the 2nd match has not started at the 1.75 hour mark, the 3rd match must be played on two tables at the same time.

Disqualification Process

Note: We Do Not Raise Handicaps During the Event

- Reminder: Everyone here is planning to bring their “A” game so don’t be surprised to see some players shooting 1 to 1½ levels higher than their rating simply due to the intensity of this tournament, excessive play for three days straight and personal focus.
- All teams are instructed to flag any player who is shooting 2 levels above their current rating. The Captain needs to bring the score sheet to the tournament desk as soon as the match of the flagged player has been completed. DO NOT wait until the entire team match is over. The Tournament Director will give you another score sheet to continue scoring your next match.
- When a player is flagged and verified by the Tournament Directors as being in danger of exceeding the 2 level cap, all previous and future scoresheets will be pulled on that player and reviewed by the Tournament Directors. The first violation will result in a silent warning (no notification will be given to the offending player). If a second scoresheet is discovered or presented with the same statistical data violation, that player will be officially disqualified from all events. The Captain of that player’s team will be notified by the Tournament Director and be responsible for delivering the decision to the player in question. No further discussion will be considered. It is final.
- If a flagged player is competing in the singles event, a committee member or qualified Licensee will be assigned to watch and score that player’s matches for the protection of the other singles players.
- Disqualified players cannot play in any other events.
- If one player is disqualified, the team remains in the tournament. If a second player on that team is disqualified, the entire team will be disqualified.
- If a team is disqualified, the players not disqualified on the team can still participate in other events.
- If a team is disqualified during the round robin event, the teams they played will receive a 2-1 win unless their actual points were more than 2. If the team is disqualified before finishing the Round Robin event, all matches will be recorded as a 2-1 win for teams that would have played the disqualified team.
- Any points won by a disqualified player during the Round Robin event will be reversed for all teams in that bracket prior to the seeding of the single elimination boards. The same point reversal will occur during single elimination prior to advancing a team to the next round.
- Any disqualified players will forfeit any and all monies won.
- For those teams that lost to a team that was kicked out during the single elimination Championship and/or Second Chance rounds, they will receive the payback from the next highest round.