



VEGAS MASTERS

Road to Nationals

Revised 9/2009

Vegas Masters 8 & 9 Ball Tournaments are the local TAP National Qualifiers where the best of the best come together to compete in the summer each year. *On average*, based on the previous 3 full sessions (Summer, Fall and Spring) for the year, 1 out of 20 teams will qualify for the complete prize package. Partial prize packages may be offered to give more teams an opportunity to compete at Nationals. TAP Nationals is held in a new and exciting city every year.

The complete prize package includes airfare, 3 hotel rooms for 4-5 nights (depending on the scheduled dates along with the start and end times) and the entry fee to TAP League Nationals for eligible members of the winning team(s) or players. **All other costs are to be paid for by the team.** Teams/players **cannot** purchase their own airline tickets unless they do so at their own expense.

To protect the National Fund, each member (participating in Nationals) on the winning team receiving a pre-paid airline ticket will be required to pay a \$100 **refundable** (if player attends Nationals) good faith deposit each to TAP Las Vegas **no later than 2 weeks** after winning the Vegas Masters. If the deposits are not made by that time, TAP Las Vegas reserves the right to award the prize to the team that placed next in the tournament. Once the deposits have been made, airline tickets will be purchased by TAP Las Vegas (airline tickets *are non-refundable and non-transferrable*). The deposits WILL BE refunded to each of the players when they ARRIVE at Nationals.

If players do not attend, the deposit WILL NOT be refunded. Any deposits not refunded due to a lack of participation will be added to the National Travel Fund for future use and the player will owe TAP Las Vegas the balance of the airline ticket cost to be paid by the end of the current year.

This rule is in place to insure we have a full team in attendance and to preserve the National Fund for TAP Las Vegas league players. These requirements can be waived under extenuating circumstances, however, league office approval and/or advisory board approval is required and will be decided on a case-by-case basis. Requests for a waiver must be submitted in writing.

TAP Las Vegas reserves the right to take away a team's National spot and give it to another team, if the team in question is unable to field a complete team for the National event.

Vegas Masters Eligibility:

1. Teams placing 1st through 3rd and winners of the Wild Card drawing in each division have the opportunity to compete in this tournament provided they meet all requirements below.
2. Teams must have played a minimum of 2 of the 3 sessions prior to the Vegas Masters. Exception: A new team that joins in the Spring Session can participate if they complete the Summer Session and the players meet the minimum match requirements outlined below in #4.
3. Teams must have a minimum of 3 original members (from the qualifying session) in order to maintain their qualification.
4. Players must have (6) matches with the same team during a minimum of two of the three sessions prior to the Vegas Masters. Exception: members who join a team in the Spring Session must have 6 matches in the Summer Session on the same team prior to the Vegas Masters.
5. All players must be *current and active* members at the time of the Vegas Masters and Nationals. Player's memberships must be current and the player must be active on the qualified team's roster (see #6 below). Current members with 0 matches are considered *inactive*.
6. If a situation arises whereby a player(s) from your team is unable to play with the qualified team in a session, but is able to play with another TAP team during a session, they may be able to maintain their qualification with your team under specific circumstances. Special circumstances may be considered however, **league office approval is required** to ensure eligibility and will be decided on a case by case basis. Requests must be submitted in writing by the team Captain for consideration.
7. **Vegas Masters Rosters: The *qualified members* from the team roster 2 weeks prior to the Masters event will be used as the "original" team roster.**
 - a. Should any changes to the "original" team roster be needed, the Team Captain's are solely responsible for notifying the league office **in writing** 3 weeks prior to the tournament.
 - b. The Team Captain may add players to their "original" roster who have met all qualifications herein, but are playing on a different T.A.P. team in the same division for the summer provided there is space available on the 8-person roster.
 - c. Unless agreed upon by the player(s), the Team Captain may not drop qualified members of a team from the "original" Vegas Masters roster in order to add players who are on another team. The League Office must have verification of this agreement with any player(s) being dropped.
 - d. **Absolutely no roster verifications or changes will be made at the Vegas Masters event. It is the captain's and team's responsibility to review the rosters on-line in advance of the tournament. NO EXCEPTIONS!**
8. Qualified teams must complete the Summer Session. Quitting mid-session is grounds for disqualification from T.A.P. League.
9. Players may be qualified on two different teams from two separate divisions. However, should the teams with common players compete; it is at the team captain's discretion whether or not to play the common player. Should the team captain be the common player, it is highly recommended that he/she temporarily appoint another player on the team as captain to minimize any controversy. Upon completion, the original captain resumes his/her position.
10. All Captains are responsible for notifying the league office of ANY team or player conflicts of ANY kind at least (3) weeks prior to the first scheduled Master's event to avoid potential problems.
11. At times, there may be players who are qualified on the winning team to play at Nationals, but not qualified for the Vegas Masters to receive their expenses paid. Requests must be made through TAP Las Vegas and will be reviewed on a case-by-case basis. If approved locally, they will be submitted to corporate for approval. If approved by corporate, said player will be added to the roster and simply pay their travel expenses.
12. The roster(s) for the T.A.P. Nationals will be the roster of the winning Vegas Masters team(s). Under extenuating circumstances and with special requirements being met, team players who are ineligible to play and win in the Vegas Masters may be eligible to participate in Nationals at their own expense. These requests must be in writing and will be reviewed on a case-by-case basis by the league office and if approved, submitted to the corporate office for final approval.

Rules

The Association for P.O.O.L.'s general rules for 8-Ball and 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.

1. **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.
2. **Time Outs:** All players receive **one 1-minute time** out 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.

3. **Putting up Players:**
 - a. 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.
 - b. 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.
 - c. 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.
 - d. **NOTE: TEAM SURVIVAL CANNOT BE USED.**
 - e. 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:
 - i. The player(s) have met the proper requirements to be eligible to play in the tournament.
 - ii. If the Captain elects to put a player up for a match, the other Captain **cannot** match the player to play him/herself.

It is suggested to avoid controversy over favoritism, that if the common player is the captain, that he/she appoint another player to be captain for that match.

4. Coaching:

- a. Only the coach or the player can call a time out.
- b. Neither the coach nor player can refuse a time out. Once a time out has been called or suggested, it must be taken.
- c. 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.
- d. 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.
- e. 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.
- f. The only communication between the player and the coach is during a time out situation by either team or between GAMES.
- g. The coach CANNOT use any equipment to give instruction to their player. They can only use their finger to point.
- h. 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 sideline coaching within the 45 seconds shot clock.
- i. Should the coach see a foul and a time out remains for their player, they may call the foul. This basically burns the player's time out. Should there be controversy over whether or not the foul occurred and the player did not see the foul, shot goes to the shooter. In general, players need to pay attention to the game and call their own fouls.

5. Sideline Interference:

- a. 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.
- b. 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.
- c. 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.

6. Ball-in-hand:

- a. 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.
- b. 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.

7. Sudden Death: Sudden Death will be in effect for the Team event. Matches are set at 4-hour intervals. We need to adhere to this time frame as closely as possible to stay on schedule for the week. At 3 hours and 30 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.

8. 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.

9. 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.

10. Accidental movement of a ball:

- a. 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.
- b. 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.

11. Referees: Referees will be provided during the tournament. If the player or coach 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.

12. 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.

13. Miscellaneous rules:

- a. Avoid controversy and/or show good sportsmanship when shooting by:
 - i. Clearly identifying the ball & pocket you are attempting to shoot at.
 - ii. Clearly announcing your foul's and defensive shots.Players who are verbally warned more than once by a referee will be subject to Sportsmanship Violations, which can result in a ball in hand foul, to forfeiture of games, matches or disqualification.
- b. 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.
- c. The house cue ball will be used unless agreed upon by BOTH players. Any game started with a different cue ball without this mutual agreement will be allowed to its completion and all subsequent games will be played with the house ball.
- d. 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.
- e. Unscrewing a jointed cue into two pieces is a concession of your match, unless you notify your opponent that you are changing shafts.
- f. Two-piece Jump cues are allowed. Use of a shaft only is **NOT** allowed.
- g. 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.
- h. Once a match has ended, each team has 5 minutes maximum to field a player.
- i. 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 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: Day 1 - Round Robin / Day 2 - Single Elimination

- 1. Each team will be on a 4-team board. Teams will consist of a 1st place, 2nd place, 3rd place and wild card from different divisions whenever possible. Each team will play a round robin format with the other (3) teams on their board. A total of 5 individual matches will be played in each team match. The total possible points attainable per team are 15.
- 2. The top 50% plus ties will advance to the **Championship Team Board**. The remaining teams will play in the **Best of the Rest Team Board**. These tournaments are single elimination.

3.

4. Teams will be seeded for placement on the tournament board with a few exceptions, as NCAA seeded tournaments do not include common players on teams. Because we allow common players to be on teams, every effort will be made to allow both teams the opportunity to place in the tournament. If common players exist on the two opposing teams when seeded, the second team will be moved to the next available position on the chart where they will not be competing with themselves *whenever possible*. There may be situations where this is not possible and common players may meet at some point to compete. It will be the captain's decision as to play the common players as outlined herein under "Putting Up Players."

5. If a team refuses to play a team match in the Round Robin, the opposing team will get an average of what the team gave up in points with a .5 going to the next number. For instance:

1st team beats said team 5-0

2nd team beats said team 4-1

Team then doesn't show up to play final round, opposing team would get

$(5) + (4) \text{ Divided by } 2 = 4.5$ Total of 5 points to opposing team

6. If a team drops in the round robin without completing their matches or it is determined by the referee or tournament director that they are losing on purpose, said team will not be allowed to move on to the next level, Best of the Rest or Championship Boards. If you suspect a team is cheating by throwing their match, notify the referee or tournament director during said match.

Note: During the Team Semi-Finals & Finals, Sudden Death **will not** decide a winner. If the 4th match has not started at the 3 hours and 30 minute mark, the subsequent matches must be played on two tables at the same time.

Disqualification Process

Note: We Do Not Raise Handicaps During the Event

1. 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.
2. *All teams are instructed to flag any player who is shooting 2 levels above their current rating. The Captain is to bring the score sheet to the tournament director at the conclusion of the individual match. Do not wait until the entire team match is over. If this happens in the middle of the team match, the tournament director will give you another score sheet to continue scoring the remainder of the matches.*
3. 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 score sheets* will be pulled on that player and reviewed by the Tournament Directors. The first violation will be result in a silent warning (no notification will be given to the offending player). If a second score sheet is discovered or presented with the same statistical data violation, that player will be officially disqualified from all events. The Captain of that players 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.
4. Disqualified players cannot play in any other events.
5. 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.
6. If a team is disqualified, the players not disqualified on the team can still participate in other events.
7. 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.
8. 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.
9. Any disqualified players will forfeit any and all monies won.
10. *For a team that lost to a team that was disqualified during the single elimination Championship and/or Second Chance rounds, they will move the next round provided the next match has not completed. If the next match has completed, the team will place in the next highest round and receive a payback if applicable.*