



VEGAS MASTERS – AUGUST 2 & 3, 2008

READ THROUGH THIS ENTIRE DOCUMENT! This latest revision was developed to provide clarification to assist the players and captains in finalizing their rosters for the **Vegas Masters 2008**.

NOTE: Due to the number of T.A.P. teams we now have, beginning this session for **Vegas Masters 2009**, the League will be implementing a Title Holder Tournament at the end of each session. Details will be published at the start of the summer 2008 session. Thanks to everyone for helping us grow and participating in TAP Las Vegas!

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. This tournament will be Double Elimination.
2. Teams must have played a minimum of 2 of the 3 sessions prior to the Vegas Masters.
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 must have 6 matches in the summer session on the same team prior to the Vegas Masters.
5. All players must be active members at the time of the Vegas Masters and Nationals. Refer to #5 in the Rule Book Addendums (local by-laws).
6. **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 other qualifications herein, but are playing on a different T.A.P. team 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. ***NO EXCEPTIONS!***
7. Qualified teams must complete the Summer Session. Quitting mid-session is grounds for disqualification from T.A.P. League.
8. 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.

9. Players may be qualified on two different teams from two separate divisions. 8-Team tournament brackets will be set up to separate the common players' teams as much as possible. 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, he/she must 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. The roster(s) for the T.A.P. Nationals will be the roster of the winning Vegas Masters team(s). No players can be added. NO EXCEPTIONS.
12. The number of teams sent to the T.A.P. Nationals is determined by the total team count in the League. On average, based on (3) full sessions for the year, (1) out of (18) teams will qualify.
13. T.A.P. will only pay airfare and hotel accommodations for eligible members on the team that go to the event. If players on the team are unable to go, we will not pay airfare for those players. Teams **cannot** purchase their own airline tickets unless they do so at their own expense. T.A.P. pays airfare, (3) rooms for (4) nights and the entry fee for each team. **All other costs are to be paid for by the team.**
14. Team members (participating in Nationals) on the winning team will be required to pay a \$100 refundable (if player attends Nationals) deposit each to TAP Las Vegas **no later than 2 weeks** after winning the Vegas Masters. If this deposit is not made by this time, TAP Las Vegas reserves the right to award the prize to the team that placed next in the tournament. Once the \$100 deposit per player has been made, non-refundable – non-transferable airline tickets will be purchased by TAP Las Vegas. This deposit WILL BE refunded to each of the players when they ARRIVE at Nationals. If players do not attend, the deposit WILL NOT be refunded and the player will owe TAP Las Vegas the balance of the airline ticket cost and any other non-refundable costs. The balance due must be paid prior to the start of the Spring Session. This money will be put back into the National Travel Fund for future use. 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.
15. 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.

Rev 3 – 5/2008