


**Rulebook Addendum**
**September 2014**

It is each player's responsibility to read these at the beginning of each session to ensure an understanding of the rules. S*ections or rules that have change will be identified in "RED"*. Thank you for playing in the T.A.P. Pool League. The purpose of this document is to create a complete, clear, concise & fair set of rules, reducing potential discrepancies and allow all players to have fun & shoot pool.

***PLAYER RESPONSIBILITY***

*All players are responsible for knowing these rules.* These addendums to the T.A.P. rulebook are official rules of the North Texas TAP Pool Leagues and override any rule as it is written in the T.A.P. Rule Book, if there is a difference between the two. The League Office has the final say on all League rules and rulings as well as all matters concerning the operation of the league. The League Office 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. If a player has questions or needs clarification, please call a Board of Governors Member (listed at the end of this document).

TEAM COUNTS

It is important that all players realize that TAP Corporate requires that for a league to send teams to Nationals that they must maintain a ratio of 18 to 1. This means for every 18 teams that the league has it may send 1 team to Nationals. Team counts are affected by teams that drop out in mid-session for various reasons which potentially limits the leagues ability to uphold obligations of sending a specified number of teams to Nationals. An example of this would be our league having 36 teams and a couple of teams drop out reducing our team count below the 18 to 1 ratio. The league would be forced to reduce the number of teams that are sent to Nationals that year. The actions of all teams in the league affect the overall performance of the league. We strive to be the league that looks out for the player and for this reason we have decided that **Any player that is part of a team that quits will forfeit his/her eligibility to play in any league qualifying tournament until the next National event is played.** It is not fair to players who have played an entire year trying to qualify a team to go to Nationals to have a team quit and ruin their chances by dragging the league below its required team counts. Any players on a team that quits will be individually accessed to see if they may maintain their eligibility but under no circumstances will players from a team that quit be allowed to join a team that didn't have empty slots available prior to that team quitting.

Any prize money owed to a team that quits will be retained by the league to insure that the league can keep its obligation to send teams to National events. Any players that are active will receive their share of any prize money owed.

***TEAM SCHEDULE CHANGES***

Schedule changes will be sent in the weekly packet with all changes highlighted on a new schedule. It is the responsibility of the team to go by the hard copy schedules the league office sends out. While we do update changes on the website, they may not be posted in the same time line as the hard copies sent directly to each team, therefore, to avoid confusion, do not rely on the website for the most up to date schedule information. If you are not sure, call your Captain or league office.

***PAYMENT OF MEMBERSHIP (NEW & RENEW) AND WEEKLY LEAGUE FEES***

It is the League's responsibility to collect fees, however; a player can call the League Office prior to the start of the match and challenge any unpaid fees. 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. **NEW PLAYERS:** New players must have paid their $20 membership fee, before playing their first match! Any matches played by new players who have not paid their membership fee will go into "Open Stats" the first week. This means that player match will NOT be added to the roster and the match will not count towards that players "6" match minimum. If your team adds a player who cannot pay that first week, either the captain or team members should loan them the money. Weekly dues must be paid for this.

B. **RENEWALS:** Player membership renewal dates (Month/Year) are listed on the right side of the weekly standings next to your name. Renewals are to be paid within the renewal month. If not paid by the end of the renewal month, players will be deemed ineligible and dropped from the team. Player membership renewals may take up to two weeks to be posted on the team roster.

***ADDING OR DROPPING PLAYERS TO A ROSTER***

Adding/dropping players must occur *prior* to the first pick of match play by both captains. Once a player is dropped from the roster, they cannot be added back on the team for the remainder of the session. The purpose of this rule is 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 and Advisory Board may grant approval depending on the specifics of each situation. They will be reviewed on a case-by-case basis.

a. **MONEY DIVISIONS:** (15 straight weeks, with no playoffs) - any player on a roster that does not have (5) matches played by the end of week #14, will not be eligible to play in week #15. Week #10 is the last week to add players and the 15TH week is the last week a team can drop players.

***HANDICAPS NEW PLAYERS***
The following rule applies to all new players joining the League:

**TAP**
**NEW/NEVER RATED 4 Men 3 Women**
Players without a rating start at a H/C- (4), unless determined by the league management that a specific player should, in all fairness, start at a handicap level higher or lower than a (4), based on personal knowledge of that players ability. Every effort will be made to insure that all players are ranked fairly.

**Players from other leagues**
b) Players with an existing H/C from another League with a (2-7) Rating System will start with a rating one skill level lower than that rating.

**Note:** If anyone allows a new player on a team to start at a H/C- (4) or less, who has an existing LEAGUE or TOURNAMENT rating higher than a (4) **(from any system, anywhere, at any time, regardless of how long it has been since that rating was issued)**, that player will automatically be raised to the appropriate handicap. This is cheating and will not be tolerated. No excuses will be accepted because the player knows what they are, and the Captain is responsible to find out. Any team points that were won by that player will be deducted from the team total points and awarded to the team they played. Cheating doesn't make a winner -Playing fair does - whether you win or lose. **Don't get burned by a player who isn't truthful and just wants to impress a team with how good they are by beating up on players who are not equally as skilled just to win points for the team.**

***TEAMS DROPPING OUT – FORFEITS – MAKEUP MATCHES***
Occasionally a team will drop out of the league unexpectedly and not show up to play their scheduled match, creating a "Bye" in the schedule. In this case, the team they were scheduled to play will receive a "Bye" and 3-2 win for that match and NOT be required to pay weekly dues that week. 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. *This rule only applies to teams that drop out of the league permanently during the session.* If a bye spot is eliminated as a result of a team dropping out, a 3-2 win will be given and no league fees required. 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 showed up to play
initially. 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 can arrange a

make-up with the other team for 2 matches only. 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. This makes the make-up option easier because it is only two matches. If both teams choose not to do the make-up, neither team will get the 2 points. The two players chosen by each team must follow the 25 Rule guidelines for handicap selection. Both teams are responsible for paying the weekly dues in full.

***Note: If the team that no shows, refuses to make up the two matches and gives their opponent a free 5-0, they will forfeit their rights to participate in the Titleholders for that session. The team Captain will also be issued a Sportsmanship Violation. This decision could an adverse affect on countless teams and cannot be tolerated. Teams that know they cannot field an entire team can call their opponent and suggest a make-up match or have a few players show up and do their best and use the Team Survival rule. The team is still responsible for the weekly dues, so why not try for as much as you can. Giving away free points to other teams creates controversy in the division and can have detrimental effects on some teams. Refusing to play is simply rude to other teams in your division.**

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 described under the 3-0 forfeit rule for teams that no show, but continue to play in the league in subsequent weeks. If only one player shows up and refuses to play, that would constitute two matches due to the Double Play rule. This refusal to play will also result in the Sportsmanship Violation described above. No team winning 5-0 in a match involving a forfeit will be awarded 5-0 patches.

If a team no shows in week #15, it can only be treated the same as a dropped team, resulting in a 3-2 win for the team that showed up to play, due to the statistical improbability of a 5-0. This is one of those unfortunate scenarios that must be viewed as breaks of the game. The team would not have to pay the weekly fees.

***MAKEUP***
***MATCHES - IMPORTANT***

*Both teams are required to notify the league office of their intentions and to set the make-up date. All questions can be clarified at this time. All make-ups need to be completed before week#13. If this situation occurs in week 14 or 15, the league office will determine the outcome on a case by case basis.*

*1)* Both teams will be required to pay their weekly dues because the paybacks, awards, etc. are generated from weekly dues and total team count in each Division. Each team makes the commitment from the beginning of the season to play 15 weeks.

*2)* Once a team agrees to play a make-up match with the opposing team, they cannot change their mind at a later date for any reason HOWEVER, 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. This puts equal responsibility on both teams to make it happen.

If the match goes un-played because either team fails to meet their commitment, the opposing team will receive 5 forfeit points. If both teams fail to meet their commitment, 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. The match still needs to be completed prior to the last two weeks in the session.

• ***TEAM SURVIVAL RULE – IMPORTANT***

All Teams, *regardless of how many players are on the roster*, are allowed to play one player twice if the team cannot field (5) players within the 25 Rule.

• ***"25" RULE – FIELDING A TEAM (see rulebook for detailed information regarding this rule)***

Exceeding the FIVE PLAYERS TO 25; FOUR PLAYERS TO 21 or THREE PLAYERS TO 18 rule for teams that cannot field a legitimate team within these boundaries is not an option for ***either team***. The penalty is loss of point for both teams even if the match is completed and accepted by the opposing team. This is for the protection of teams that follow the rule.

• **Note:** Each team plays for the points, cash awards, MVP's, trophies and a chance for the T.A.P. Nationals. It wouldn't be fair to those players who fulfill their commitment to show up each week if teams are allowed to potentially manipulate their rosters, shoot two players twice and gain team points that might affect other teams point standings.

1) The opposing team has the option of picking *any* one of the players that came to play or a player used in a Burn Out Strategy. The player chosen to play twice must keep the team within the (25) rule.

**Burn Out Strategy:** This is not a rule, but a strategy within the rules. It is only necessary when a team is short players, but can be used at any time providing the player chosen is an eligible member of the team. The strategy is to put up one of your players not present in order to burn out one of the opponent's players. The opposing team gets the win for that match. It is recorded as a Forfeit
for the losing team and Open stats for the winning team. This is a legal strategy within the TAP rules. Once you use that player, they become an eligible member of your team that can be picked twice to play, but only if it keeps the team within the 25 Rule.

2) Under no circumstances can (2) players play twice. The Captains **DO NOT** have the option to play two players twice. If the two teams play two players twice and the League office catches it, or any T.A.P. team member within that Division challenges within (2) weeks from the date of the violation, that match will be voided, neither team will receive the point.

**Note:** If only (1, 2, or 3) players show up to play, (1) player is allowed to play twice and the remaining matches are forfeited.

• 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.

• 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 your 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. 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 option for double play of one player, those declared players are now considered ineligible for all matches. REASON; the opposing team may now use a different pick strategy, knowing specific players will not be playing. *Note:* To avoid this potential problem, DON'T TELL THE OPPOSING TEAM ANYTHING ABOUT YOUR ROSTER. It is not required to reveal your roster to the opposing team.
• **The Team Survival Rule does not apply in the Titleholders or any higher level play**. Under no circumstances can a player play twice in any of these events unless both teams only have 4 players, in which case, both teams will pick their own fifth players according to the original pick rotation.
• If a team only has, for example, 5 players present that exceed the 25 rule, and they can use the Team Survival Rule to double play one player or use the Burnout Strategy, the player that puts them over the 25 limit is allowed to be present for the matches and is allowed to coach if the team chooses.
• *You CANNOT use the Team Survival strategy is you have 5 players present that keep you within the 25 rule. You cannot sit one of those players and force the opposing team to choose one of the remaining 4. If you can field a 5 player team to 25 points or less, you must play those players.

***WILD CARD DRAW***
All teams in a division who did not come in 1st, 2nd, or 3rd at the end of the session are invited to attend the draw. Two bonus chips, in addition to the number of chips your team earned based on Division placement will be given to each team that has one player present. Two chips maximum per team. If your team does not have representation, two chips for your team's placement in the draw must be drawn to win the Wild Card spot. This is to reward the teams who invest their time in the league and participate in the draw. This rule was voted in by the players. If no one from your team can participate, you can send someone to represent your team, but you must notify the league office as to who that person will be prior to the draw. That individual cannot be someone from another team in your division. All weekly dues and memberships must be current to be eligible for the Wild Card draw. Wild Card Teams are invited to the Titleholders tournament.

****End of Session Paybacks and Awards***
Cash payback is awarded at the end of the (15) week session for the 1st, 2nd, 3rd place teams.
(Checks & awards will be distributed at the end of each session)
1st Place, 2nd Place, and 3rd Place teams receive cash paybacks
All teams that tie for 3rd Place are eligible for the Titleholders

All payouts will occur around WEEK 6 of the session and will be subject to the rules regarding TEAM COUNTS and teams that quit the league.

The league is run for the players who maintain the league and that is the reason that teams that come in, win money, and quit will no longer receive payouts.

***TIEBREAKER FORMULA FOR PAYBACKS***

If two teams tie at the end of the session, the tiebreaker will be the outcome of the match(s) they played against each other during the session. If the teams played each other twice and are still tied, the team captains will face off in a match to determine the winner of the tiebreaker.

***MVP PROGRAM***

For 8 Ball divisions we offer (3) MVP's per Division: (2's & 3's), (4's & 5's), (6's & 7's). Each MVP receives a patch and a cash award. Players, who may shoot twice in one night, thereby creating the potential of more than 14 matches played for the session, are still eligible for the MVP since the *calculations are based on match win percentages plus H/C points of the players you beat.* Playing twice is a risk because it may result in a double loss: thereby lowering a players M.V.P. Number significantly. In the event of an exact tie, Game Win % will determine the winner. If Game Win % is identical, both players will play a playoff match to determine the true MVP Winner.

A players' M.V.P. *Number* is determined by the Match Win percentage plus the total handicaps of all players they beat. *(8) Matches minimum are required to win the M.V.P.* 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. The Advisory Board has discussed this and has determined this to be the fairest way to conduct this program. Sometimes breaks of the game come into play. The program is what it is. Nothing more …nothing less. It was developed to create additional excitement in the league. There is no way to control the handicap changes during any part of the session and sometimes it just happens.

***THE ROAD TO THE NATIONALS***

1) Win 1st Place, 2nd Place, 3rd Place or Wild Card in a session and qualify for the "Titleholders Tournament" in August each year.

Three yearly sessions: (1) Summer, (2) Fall and (3) Spring. Note: Spring is the last chance to qualify!

**Titleholders Tournament: All teams will play on Barbox tables.** Our objective is to structure this tournament to prepare all teams for the TAP Nationals since that is what you are playing for and the Nationals are played on Barbox tables. The new TAP handicap system now incorporates factors that adjust handicaps based on table size. All

players will now have one handicap even if you play in different Divisions on different size tables. All teams are responsible for weekly dues for this event.
a) This tournament will be Double Elimination
b) Minimum match requirement with your team during the regular session is (6) matches prior to the playoffs in order to play in the Titleholders.
c) Rosters from week #10 will be the official rosters of this tournament. It is the Captains responsibility to plan ahead to insure eligibility of all your players.
d) This tournament will be continuous once it starts. To determine when your team will play, see the website at www.ntxtap.com or our Facebook site. A bracket will be put up on the Facebook site.
e If the exact team roster from the same Division qualifies more than once throughout the year, they reduce the number of Teams participating in the Titleholders. The team captain would have to let the league office know which team will be participating in the tournament.
f) If a team wins a second or third Division title with the same team roster, they can only bring one team to the Titleholders. **In order to bring multiple teams, they must have qualified a separate team from a different Division**. This would require playing multiple nights with the same team roster. Switching Divisions with the same team does not constitute a different Division or separate team.

**Players who no-show for Nationals**
North Texas TAP is a fun league and our mission is to send as many players as possible to Nationals each and every year. It is for this reason that we are instituting a rule about players who no-show (meaning you won your way to Nationals and did not tell the league office that you were not going to participate until after airfare was purchased and your entry fee was paid). At the conclusion of the qualifying tournaments, Cindy calls or uses Facebook Messenger to contact all the qualified players to arrange booking flights, rooms, and entry fees. Players who choose to waste the league funds are keeping other players from being able to experience our National events.

In the event that a player won their way to Nationals and chooses not to participate and doesn't notify the league office, they will fall into a category where they have to pay for their airfare prior to the league paying for their hotel room and their tournament entry fee. The player will be given the dates for the tournament and an entry form to send in. When the player arrives at the tournament site for Nationals, the league will reimburse that player for what the average airfare was for all other players and the costs of their entry fee.

Tournaments are run well in advance of these events so that players can make arrangements to go and play. It is not fair to those who want to go to have someone win and then not keep the commitment to go. There will be no exceptions to this rule. We will keep list of the players who have done this for future reference.