



TAP Las Vegas Addendum Updated: March 2022

This addendum to the TAP 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 TAP 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 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 702-576-7237 or send an e-mail to taplvpool@gmail.com.

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1. **Weekly League Fee:** *It is up to the team captain to make sure all weekly dues are turned in. Team dues are \$60.00 for standard divisions and \$120.00 for Double TAP divisions. Dues must be paid for forfeits and for matches played under the "Team Survivor Rule", outlined herein. Dues include \$2.00 per match for green fees, that TAP Las Vegas pays to host locations.*

League payments can be made in the envelope provided in the league packet or on-line by PayPal or Venmo. Payments on-line must be made on the night of play. A small convenience fee collected by PayPal will apply. A \$20.00 fee will be assessed for any NSF checks.

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

2. **Membership Dues:** *Annual membership dues are \$20.00 per person. TAP Las Vegas is billed the membership fee for all players on a roster. The following rules are set to support this billing structure:*

- a. **Payment.** *Players can pay their membership dues either on-line, via PayPal or Venmo, or in the league packet with the weekly dues.*
- b. **Renewals.** *Players are required to pay their annual membership dues on or before the renewal date.*
 - *Renewal dates are listed in PoolNet and on the weekly stat sheets provided in the team packets.*
 - *If the membership renewal is not paid on time, the player may be dropped from the roster and any matches played after the renewal due date will go as a loss under Open Stats (see section 2.d.). 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 Operator.*
- c. **New Members.** *If a team is adding a new player, the player **must** complete a membership application and pay the \$20.00 membership fee the first week they play. They will not be added to the roster until they have paid their membership dues. If a new player does not pay the membership dues in a timely manner, any matches they have played will count as a loss in the team standings. If the Stat Retrieval process is followed this can be reversed (see section 2.d.)*
- d. **Stat Retrieval.** *To retrieve their original stats a player must pay their membership dues along with an additional \$10.00 fee and a written request to reinstate their stats. This payment 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:** *Team will be given three (3) reminders regarding the following:*

- *Insufficient funds paid for the weekly dues.*
- *Match score not entered into the app completely or accurately.*

On the fourth reminder the team will be assessed one (1) penalty point, subtracting one point from the teams win statistics. This option is a last resort to ensure that the league can function effectively for the benefit of all members.

4. **Team Handicap Limits:** *The below clarifications apply to the team match limit rules:*

- a. *The standard 5-match team handicap is 25. If a team can only field 4 players, the handicap limit is 21. Subsequently, if a team can only field 3 players, the handicap*

limit is 18.

- b. For Scotch Doubles, the two players cannot exceed 11, the first week of play (for weekly league).

Should a team put a player up that puts them over the handicap limit, 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 different player to keep them under the limit.

If a match is completed with a team exceeding the limit, the match is invalid and cannot be entered, thus no point will be awarded. The teams must still pay the weekly dues for any forfeited match.

5. **New Player Handicap Conversions:** New players start at a handicap 4. For those competing in other leagues or tournaments, the following applies for the first week of their play:

- 2 - 7 Rating System: 2=2, 3=3, 4=3, 5=4, 6=5, 7=6
- 1 - 9 Rating System: 1=2, 2=2, 3=3, 4=3, 5=4, 6=5, 7-8=6, 9=7
- 4 - 11 Rating System: Starts at H/C (-1), with 2 exceptions: H/C's 7-8=6, 9-11=7
- Players returning to TAP play at their most recent handicap in TAP or from another league/ tournament as outlined above.

League operators/ directors have the authority to start players at a handicap level either higher or lower than a four (4), based on personal knowledge of that players ability. If any team allows a new player to start at a handicap lower than what is outlined above, without prior approval, that player will automatically be raised to the appropriate handicap and all matches played at the lower level will be considered losses.

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 picking players for the first match.
- b. Players cannot change teams after the fourth week.
- c. Once a player is dropped from a team roster they cannot be added back to the team for the remainder of the session.
- d. In accordance with the National rules, there must be six (6) weeks remaining to add players. [Covid Update] Until further notice, teams can add players up until the last three weeks of play. The roster of week 13 will be locked through the end of the session.
- e. Players must have six (6) matches played with a team to qualify as a member of the team.
- f. Players must qualify with a team to receive team and player awards, and to compete in any TAP hosted tournaments.

Note: The purpose of the above rules 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 may override these rules depending on the specifics of each situation. They will be reviewed on a case-by-case basis.

7. **Beginning Play:**

- a. All matches for nightly session begin at 7:00 PM, with practice starting at 6:30 PM

(some host locations may allow practice to start earlier).

- b. A coin is flipped. The winner chooses to either put up a player first or have the opposing team put up first. The appropriate 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.
- 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 one (1) player present by 7:15 to begin their match.
- e. If only one (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 Team Survival is called, unless agreed upon by both captains. Alternatively, the teams may agree to schedule make-up matches, per the rules below. The team that had enough players to play the night has the option to allow make-up matches or force forfeits for any matches not played.
- f. A team will forfeit the first match if they are not ready to play by 7:20 PM. Thereafter, a team will forfeit a match every five (5) minutes. If a team no-call/ no-shows (less than two hours' notice), the opposing team that showed up will receive five (5) points.
- g. If a team gives at least two hours advance notice of a forfeit, see Section 8 below.
- h. A no-call/ no-show is possible grounds for suspension from the league. These rare instances will be reviewed by the League Operator on a case-by-case basis.

8. Teams Starting Late/Dropping Out:

- a. All teams are encouraged to start the first week of the session to have the opportunity to achieve the maximum points for the session. If a new team forms and starts within the first three weeks of a session we will encourage teams to schedule make-up matches for the first two weeks. In certain circumstances make-up matches may not be possible. If the league office determines that it is not possible to schedule make-up matches or if a new team starts after the third week of a session, any missed matches will be treated as forfeits (zero points for the new team). Exceptions will be reviewed on a case-by-case basis by the League Office.
- b. Occasionally, a team will drop out of the league unexpectedly and not show up to play their scheduled match.
 - The team will be dropped from the roster, creating a Bye slot. The team they were scheduled to play will receive a Bye and a 3-2 win (4-4 for Grand Slam) for that match and will NOT be required to pay for that match. Teams scheduled to play the dropped team in subsequent weeks will receive a Bye unless the session already has a Bye. In this case the schedule will be re-worked for the remaining weeks.
- 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.
- d. Players from a team that drops will be responsible for their portion of any unpaid league fees in order to remain in good standing and receive any payouts from other teams they may be on.

9. Forfeits: There are multiple circumstances that can force a team to forfeit a match or a set of matches, as outlined in the National Rules and this Addendum. In the case of a forfeit the non-forfeiting team must select a player for the match(es) and select Forfeit on the scoring app. **Both teams owe the Weekly League Fee for any forfeited matches, including green fees.**

- a. If a team needs to forfeit they will forfeit the last match(es), however, the players

competing must meet the handicap limits outlined in the National Rule Book: 3-players (18), 4-players (21).

10. Rescheduling & Make-up Matches:

- 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. In most cases, teams will use Team Survival when short players rather than rescheduling. In larger divisions, rescheduling is difficult and sometimes impossible. Make-up matches cannot be scheduled for the last two weeks of play, unless approved by the league operator.*
- b. *To request make-up matches a team must contact the opposing team captain and the league office no later than the day before the scheduled matches. The league office will work with the two teams to find the best time to reschedule the matches. This may include playing the matches over a number of weeks. The captains of both teams are responsible for coordinating and agreeing to the make-up matches.*
- c. *Once agreed upon, both captains are responsible for completing the matches and communicating the agreed upon make-up schedule to the league office.*
- d. *If a rescheduled match goes un-played because of either team, by week 14, the team that was willing to play will receive points for the un-played matches and the opposing team will receive a forfeit. If both teams fail to play neither team will receive the points. In either case, **both teams must pay for the un-played matches.***
- e. *All rescheduled matches need to be completed by week 14 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.*

11. 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.

12. Scorekeeping: Both teams are expected to keep score. All scorekeeping will be done via TAP the App, available on Android and Apple devices. Each team must have a device on which to score a match. Each team will score one match at a time, scoring different formats or every other game in single-format divisions. Each team has the option to score every match. In this case, the scoring for each match will be compared by the league office prior to finalizing. If a team has a concern that a match is not being scored accurately by the opposing team, the only recourse they have is to score the matches.

13. 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 that is in the scoring app is the handicap that is used.

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.

14. Continuous Play & Use of Two Tables:

- a. In standard single-format 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 double-format divisions, two tables are used throughout the night. One table is used for each format. If one format concludes early, the second table is to be used for the other format.

15. Team Survivor (Local Rule):

- a. This rule is intended to give players an opportunity to play when scheduled even when challenges limit an opposing team's ability to field a complete roster. This is not meant to be used on a weekly basis. Alternatively, teams may choose to schedule make-up matches for any matches that cannot be played when scheduled. This is for league play only and is not allowed in tournaments.
- b. If a team does not have enough players, the team can play the final match as a survivor match. In this case, the opposing team gets to choose the player to play the final match.
- c. If a team is short players all players that showed up must be available to play the survivor 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 this happens the opposing team can force the team that did this to forfeit the last match.
- d. If a team is short two players, the opposing team has the option to allow the team that is short players to play second survivor match or force a forfeit of the second match.
- e. If both teams need to do a survivor match, each team will pick a player from their *own* team to play twice for the last match, following the rotation selection determined by the original coin toss.
- f. Once a player has been selected for survivor, any missing players from that team that arrive later will be ineligible to play unless both teams agree to let the late player play.
- g. Team survivor may also be used if a team has enough players but cannot field a team under the 25 Rule. In this situation, the opposing team has the option to allow the team to do one survivor match,
- h. Team Survivor cannot be used in conjunction with the Burn-Out strategy.

16. Burn Out (Local Rule): See the details of this strategy in the National Rule Book.

- a. 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 per session will be subject to the 3-player or 4-player handicap maximums and forfeit matches accordingly.
- b. If the league operator determines that a team is abusing the strategy, the will be prohibited from using it.

17. Coaching (Clarification):

- a. If either player of the coach suggests or asks for a time out, it **MUST** be taken.
- b. Once the coach has delivered their advice to the player and walks away from the table, they can re-approach the table to offer additional advice, provided 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 the second timeout provided the coach is warned by the opposing team prior to approaching the table the 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 team's player regardless of what match in which the violation occurs.
- c. Walking up to the table during a non-time out situation is disruptive to the players at the table and against the rules. Remember, the match belongs to the two players, not the spectators. One warning will be given, after that it is a ball-in-hand foul.
- d. Players cannot have a conversation with a shooting player while they are at the table (HC

2 is the exception – see the rule book). During league play, talking is allowed in between shots. This is not allowed 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. Violations 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 or 9-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 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.

18. **Sportsmanship Violation:** If a sportsmanship violation occurs, that player needs to be written up on a Sportsmanship Violation form. It must be submitted to the league office for review. If a violation is issued, the first infraction results in a warning. The second is a one-week suspension, the 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 Operator.

19. **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 completed for that week without the protest documented and the \$15 fee, the match is considered final, and the league operator will review the protest.

20. **Tiebreaker Formula:** If two teams tie at the end of the session, the tiebreaker will be the outcome of the matchups (nights) between the two teams. If the teams split the matchups evenly, they will split the prize money for the two spots and both will qualify for Vegas Masters, if they tied for a qualifying spot.

21. **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 every division win cash back based on where each team placed at the end of the session. Grand Slam divisions are paid separately for each format, based on where each team places in each format.

Additionally, first place teams are given additional cash, shirts, trophies, or something similar. The top MVP's of each division, for each HC bracket, are provided either shirts or MVP 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!!The actual amount is based on the number of teams/ players competing.

22. **MVP Program:** The MVP program provides players with the opportunity to earn spots at

Nationals.

- a. Three (3) players per division will be awarded MVP's, based on handicaps – 2/3, 4/5, and 6/7's.
- b. A player's MVP number is determined by the match win percentage plus H factor.
- c. Players must have a minimum of 8 matches played to qualify for MVP.
- d. Each player who earns first place MVP in their bracket receives a plaque (or similar award) and a paid entry into the Vegas Masters MVP Singles State Championship tournament.
- e. The top 10 players will receive an invitation into the Vegas Masters MVP Singles State Championship tournament.
- f. If a player's handicap changes in the last two weeks of a session, changing brackets, they will be eligible for MVP based on the bracket they were in prior to the final two weeks.

23. New Team/ Player Incentives:

- a. Periodically, TAP Las Vegas offers incentives to players that recruit new players or teams to TAP. Talk to your League Operator to see what incentives are available.

24. Rule Clarifications:

- a. Shooting the Wrong Balls (8-Ball):
 - *If Player 1 shoots Player 2's ball 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.*
- b. Mark the Pocket in 8-Ball & 9-Ball: *League rules state a player must mark the pocket for the 8 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.*
- c. Shooting the 9-Ball: *If a player calls the pocket for the 9-Ball and misses, but another ball pockets, the player continues shooting.*
- d. 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 the cue. To avoid controversy, it is recommended a third party watches the shot.*
- e. 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 the cue. To minimize controversy, it is recommended that a third party watches the shot.*
- f. 9-Ball Break: *If there is a foul on the break the opposing player gets ball in hand. In this situation the ball in hand shot is not considered a break shot. If the player pockets the 9-ball on this shot, unless the pocket is marked, the 9-ball gets spotted.*
- g. Spotting a ball on the spot: *If there is a ball on the foot spot and a player is spotting a*

ball, the spotted ball will go directly the ball on the spot or the closest place behind the foot spot that is not occupied by a ball.

- h. 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.*
- i. Marking the Table (Local Rule): Marking the table is not allowed by the shooting player or their coach. 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.*
- j. Four-second Rule: If a ball hangs on 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. The shooting player's turn is over and the opposing player can take their shot. Alternatively, if both players agree the ball can stay down and the opposing player takes their turn. Use your best judgement when determining whether the four-second rule applies to a shot.*
- k. Speaking Another Language: During a time out, a player and his coach (or the coach consulting with another player) may speak in any language. If done during any other circumstances as outlined in the National Rule Book, a warning is given, and any subsequent violations result in a time out.*