



RULE BOOK ADDENDUMS

(23RD Edition – Revision I) MAY, 2011

This 23RD Edition – (REVISION I) replaces all previous editions. Read at the beginning of each session to ensure an understanding of the rules. *Sections 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 arguments 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 Phoenix T.A.P. Pool League and override any rule as it is written in the T.A.P. Rule Book, if there is a difference between the two. The Phoenix League Office has the final say on all League rules and rulings as well as all matters concerning the operation of the league and 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 the league office at 602-268-6067.

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. That is what each team commits to at the beginning of each session.

A. **NEW PLAYERS:** When adding a new player, they **MUST** pay 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. The player will NOT be added to the roster and the match will not count towards that players “6” match minimum. **If that player wants their stats retrieved, it will cost an additional \$20.** Week # 11 is the last week for stat retrieval. If your team adds a player who cannot pay that first week, either the captain or team members should loan them the money.

ADDING EXISTING PLAYERS: **If an existing player is added whose membership is due, that player must become current prior to playing that first match (\$20 can be added in the packet that night). If they play without paying, their match will not be scored.**

B. **RENEWALS:** Player memberships are due **on or before** the renewal dates (Month/day/Year) listed on the right side of the roster each week. Players may get dropped at any time after the renewal date, if not paid. Once dropped, all wins/losses go into “open stats.” Any stat retrieval requests will be assessed an additional \$20 stat retrieval fee if the player is returned to the roster.

PENALTY POINTS

Teams may be given penalty points if any of the following weekly requirements are abused: 1) *insufficient funds in the packet;* 2) *score sheets not filled out entirely or;* 3) *packets dropped off late.* We do not like to exercise this option, however, when any one of these categories is consistently incomplete, we cannot do our job efficiently, interrupting our weekly processing routine.

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 may grant approval depending on the specifics of each situation. They will be reviewed on a case-by-case basis.

a. **ADD A PLAYER:** The 9th week is the last week a team can add players to their roster. Players can only play in the Titleholders

if they have (6) matches played with the team during the session. All players must have a minimum of (6) matches played by the end of the **14TH week** to qualify with the team each session. The **13th week** is the last week a team can drop players. Players cannot change teams in the Same Division after the **4th week**.

b. **MONEY DIVISIONS:** (16 straight weeks, with no playoffs) - Any player on a roster that does not have (6) matches played by the end of week #15, will not be eligible to play in week #16. Week #10 is the last week to add players and the 15TH week is the last week a team can drop players. In week #16 teams can NOT use the team survival rule and play someone twice. (INDIVIDUAL DIVISIONS CAN ALTER THE MONEY DIVISION RULE IF ALL PLAYERS AGREE)

HANDICAPS - NEW PLAYERS

The following rule applies to all new players joining the League:

- a) 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.
- b) Players with an existing H/C from another League with a (2-7) Rating System will start with that rating.
- c) A player with an existing H/C from a League or tournament structure with a (4-10) Rating System starts at their H/C (-1). There are two exceptions: H/C's of 7 & 8 start as a TAP 6: H/C's of 9 or higher start as a TAP 7.
- d) Players with an existing H/C from leagues with a (1-15) Rating System will start as follows:(1-3)=2...(4-5)=3...(6-8)=4 (9-11)=5...(12-13)=6...(14-15)=7
- e) If you have a player from any other system than indicated above, contact the league office for direction. If you are a current TAP member with an 8-Ball rating and join a 9-Ball team, you must start at that rating. The same applies if you have a 9-Ball rating and join an 8-Ball team.

If players leave TAP for more than one year and play in another handicap League and then re-join TAP, ratings are determined by their current h/c rating from the other league. If they have not played in another league, they will come in at the same rating they left TAP.

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. This is about fairness.**

ROSTER HANDICAPS

Some players shoot on multiple nights. Occasionally a player will show different ratings in different divisions. This occurs because the player is on the bubble between ratings. It is impossible to monitor all players on a weekly basis and insure 100% accuracy. If this occurs, the **player will shoot at the rating listed on the roster for that weeks play** whether it is higher or lower than their rating in another division. No protests will be allowed in this situation. Ratings can also vary depending on the size table you play on.

PLAYER AUDITS

PLAYERS AUDITING PLAYERS MUST PROVIDE THE LEAGUE OFFICE WITH THE PROPER INFORMATION AS TO WHY THE AUDIT IS REQUESTED. USE THE OFFICIAL FORM OR USE THE BACK OF THE SCORESHEET. AUDITS WILL NOT BE PREPARED WITHOUT THE PROPER DOCUMENTATION – AND, REASONABLE JUSTIFICATION. The audit form can be found on www.phoenixtap.com.

Player audits are encouraged if a player is truly believed to be over/under rated. DO NOT SEND IN AN AUDIT JUST BECAUSE YOU PLAYED SOMEONE ONCE AND GOT BEAT! The purpose of an audit is to ensure the accuracy of a player's handicap based on a CONSISTENT level of play over time. Shooting above the posted handicap for 3-5 weeks does not necessarily justify a player's handicap should go up, because that same player may suddenly have 3-5 bad weeks of play. To determine whether an audit is needed, the player in question should be shooting at least 1 ½ levels above their posted handicap on the roster. Remember that the computer sees statistical data ONLY and that is where the handicaps are derived. To understand the handicap system thoroughly,

please read “How are the handicap ratings determined,” under FAQ and “Handicaps Explained” in the “Schedules & Stats” section at www.phoenixtap.com to help you understand how the handicap system formulates your handicap before submitting and audit.

PROTESTS

If your team wants to protest a match or challenge a team for any reason, the following must occur:

- 1) Written notification and explanation must be turned in with the packet that night or e-mailed the following day.
- 2) All matches must be completed – no exceptions!
- 3) \$15 protest fee must be in the packet by the protesting team only. (The fee will be refunded if the protest is proven valid)
- 4) If the score sheets are turned in without the protest documented, and/or the \$15, the match is considered final, and a protest will not be reviewed by the league office.
- 5) Any protest made by a team for week #14 or #15, other than the two teams whose match is being protested, must be submitted no later than 3 days after that match has been completed.

TEAMS DROPPING OUT – FORFEITS – MAKE-UP 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 any higher level play including Playoffs and Titleholders for that session. The team Captain will also be issued a Sportsmanship Violation. This decision has repeatedly had an adverse affect on countless teams and is unacceptable. 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.

If a team no shows in week #14, 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.

MAKE-UP MATCHES

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 by the end of week#12. If this situation occurs in week 14, 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, trophies, 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 and pay their weekly dues in full.
- 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**

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 play 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. Don't let any of your players leave.

- 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 apply to all 14 weeks of regular play. The Team Survival Rule does NOT apply in Titleholders, Masters or any higher level play.** Under no circumstances can a player play twice. **In Titleholders or Masters only, for tiebreaker purposes**, if both teams only have 4 players, both teams will pick their own fifth players according to the original pick rotation and follow the 25 Rule. **This rule does not apply for 9-Ball Money League.**

- 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 if 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 bonus 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.

Starting with the Fall 2010-2011 session – regarding the “Alternate” Wild Card Spot:

After the Wild Card team has been drawn – all remaining teams are in contention for an “alternate” spot based on their final point count at the end of the 14-week session.

This means that if ANY of the eligible Titleholder's teams (1st, 2nd, 3rd, or W.C.) cannot attend the tournament, their spot will be replaced by the next team in line. This change insures maximum team participation in the Titleholder's event and gives all teams more incentive to fight for every point during the session, and have a chance to go to the Masters and Nationals.

End of Session Paybacks and Awards

PART 1: PLAYOFF FORMAT

Each session will be 14 weeks with Playoffs in the 15th week. The Final Four (1st, 2nd, 3rd, & Wild Card) will all play in week #15.

In the 15th week, all four teams will play at one bar. For travel teams, all four teams will play at one of several billiard rooms where there are sufficient tables to accommodate four teams. The 1st Place team will have that choice. If the 1st Place team's home bar has four tables, the finals can be held there providing the 1st Place team makes ALL the arrangements, in advance, with the Bar Owner/Manager and communicates the confirmation with the TAP office. This needs to be confirmed NO LATER than 3 days prior to the Playoff event, to allow enough time to contact the other teams. If the 1st place team does not make arrangements, the TAP office will choose a bar and notify the four playoff teams where to go.

Round #1 of the Playoffs, the 1st Place Team plays the Wild Card Team. The 2nd Place Team Plays the 3rd Place Team. This round will NOT be a full match. It will be a one-game, race-to-three, “sudden death” match. This means that your Captains make their player picks just like normal, but the match winner will be determined by one game only. The first team to win three games advances to the second round of the Playoffs.

Round two of the Playoffs will be a FULL match, race to three between the two winning teams AND the two losing teams. The two losing teams will play each other for Third Place prize money, in a FULL MATCH RACE, just like the two winning teams from Round #1. The first team to win three matches out of 5 wins their respective bracket.

PART 2 :Paybacks/Awards

The session payback and awards program gives all teams in the division a chance to win the cash payback at the end of the session and keeps teams competing for higher placement all session long.

At the end of the 14 week session, the team that finishes in 1st Place will win 30% of the total Cash payback for that division. The other % is up for grabs in the Playoffs. The teams that finish 1st & 2nd Place in *round two* of the Playoffs will split that money 50% to 1st Place, 30% to second Place and 20% will go to 3rd Place. The payback amounts are always determined by the number of teams in the division.

In addition, the 1st Place winner of the Playoffs will earn a Team trophy. This trophy can be shared by the team in your own homes or given to your home bar, so every time you come to play you can look at your prize, remember your victory and give you bragging rights for eternity.

For convenience, during playoffs, there are no dues collected – the dues for this week are subtracted from the total payback. This will make the Playoff experience a little bit easier. A portion of the Playoff dues will be left in the payback to increase that payback number.

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 determining variable will be the percentage of games won compared to the number of games needed to win in the player match ups. If the two teams are still tied, A Playoff match, “Sudden Death” format will be used to determine the winner. Sudden Death is race to 3, one game per match, 5 games maximum if all 5 matches are required. The tiebreaker match must be completed prior to the start of the Playoffs in week 15. If either teams refuses to play, the opposing team automatically wins.

The formula is total “Games Won” divided by total “Race To” games. If three teams tie and have played each other an uneven number of times, the tiebreaker will be the average of matches won per the number of team matches played. The formula is total match points divided by total team matches played.

CAPTAIN’S “BONUS” PROGRAM

Captains receive a onetime merchandise credit for each year they Captain a team (3 sessions, 9 session maximum). (Year 1 = \$50.00; Year 2 = \$75.00; Year 3 = \$100.00) Total possible credit = \$225.00. This credit is only good for one team per session. If a player is a Captain of more than one team, they do not receive double credit. The credit can be cashed in each year or it can accumulate for (3) years. A player does not have to be a Captain for consecutive sessions in order to receive the credit. The Captain will be credited for each session they Captain a team. Credits will be applied to the retail value of merchandise sold at G Cue Billiard Store – located on the NE Corner of Priest & Warner, Tempe.

MVP PROGRAM

For trophy divisions we offer (3) MVP’s per Division: (2’s & 3’s), (4’s & 5’s), (6’s & 7’s). Each MVP receives an MVP 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 should agree to a playoff 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. for Divisions playing 14 weeks

(9) matches minimum are required to win the M.V.P. for Divisions playing 16 weeks

Note: MVP lists will be in the weekly packet starting in week #8, since 8 matches are required to make it on the list. 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.

TEAM M.V.P. PATCH

A "Team M.V.P." Patch will be included in the packet to each Trophy Division team in week 13, and the team will decide who should receive this award for the session. The MVP patch can be given for any number of reasons...most improved player, best scorekeeper, top performer, sportsmanship, etc.

THE ROAD TO THE NATIONALS - (3) TIER PROCESS

- 1) Win 1st Place, 2nd Place, 3rd Place or Wild Card and qualify for the "Titleholders Tournament" at the end of each session. Three yearly sessions: (1) Summer, (2) Fall and (3) Spring. ****All teams that tie for 3rd Place are eligible for the Titleholders**
- 2) Win the "Titleholders Tournament" and qualify for the "AZ State Masters" in September.
- 3) Win the "AZ State Masters" and go to the "T.A.P. Nationals" in Oct/Nov.
- 4) Some rules may be modified for these events, but will be discussed prior to the start of the event.

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. *Due to the newest handicap adjustments by Corporate with different handicaps for different table sizes we want to give all teams the fairest possible chance to compete in higher level tournament play, and therefore are changing the Titleholders format to the following:*
*****All 9ft. Table Divisions will play against each other at their 9ft. table ratings on Barbox Tables. All Barbox and 8ft. Table Divisions will play against each other on Barbox tables at their respective ratings. This will give each division maximum opportunity to earn a qualifying spot in the AZ State Masters. (See AZ State Masters for additional tournament modifications).**

We are fully aware of the conflict that this may create; however, we believe this is the "Fairest" approach. No matter what we do, someone will not agree with the decision so we are doing what is in the best interests of "ALL" players as a whole. If you have any questions please contact Robert for further explanation or if you would like to present & discuss an idea you believe is better. We are open to suggestions.

- 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) *Handicap ratings from the rosters after scoring week 14's play at the end of the session will be used.* It is the Captains responsibility to plan ahead to insure eligibility of all your players.
- d) This tournament will be divided into two different weekends, depending on location availability. To determine when your division will play, see the Calendar of events on the TAP website at www.phoenixtap.com.
- e) All teams should be able to compete on an (8) team board. Each (8) team board, would consist of two 1st Place, two 2nd Place, two 3rd Place and two Wild Card teams providing equal team participation. Two teams from each (8) team board will advance to the Phoenix Masters – **plus one bonus team from each weekend.**
- f) If the exact team roster from the same Division qualifies more than once throughout the year, they **can play** in the Titleholders in order to eliminate competition, reduce the number of Masters Teams participating in the Masters or for additional experience and practice in higher level play.

- g) A team would also need to play if they won a previous Titleholders and a player on that roster did not have their (6) matches played during that winning session, or the team qualifies with a different team roster than their original qualifying team's roster from the same Division.
- h) If a team wins a second or third Titleholder with the same team roster, they can only bring one team to the Masters. 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.
- i) The Wild Card Team. Since this team is drawn by chance, the alternate W.C. team will be given the "Titleholders" slot if the W.C. Team chooses not to participate. **New program: If the 1st, 2nd, or 3rd place teams in a division choose not to play titleholders, this spot will now be offered to the next team with the highest points in the division if the 1st place Wild Card team chooses to play. This now offers more incentive for all teams throughout the session because both Wild Card teams have an opportunity to make it to the Titleholders.**

ADDITIONAL QUALIFICATION OPTIONS

- a) If there is a tie for 3rd Place, all 3rd Place teams will be given a spot in the Titleholders.
- b) If a player has qualified on two different teams from two separate Divisions, those teams will be guaranteed spots on two separate boards whenever possible. The common player(s) have earned those multiple spots and should not have to choose between the teams. This guarantee does not apply to the any second chance tournaments. Captains are responsible for notifying the League Office of any common player issues. No adjustments will be made to the Board at the event if the League office was not given prior notification.
- c) If a team wins the Titleholders they can split into 2 different teams and maintain their qualification for both teams providing both teams have three to four original members respectfully at a minimum. This means, that only teams with 7-8 players will be eligible to exercise this option. Only (2) additional players will be allowed to qualify with the team and must play at least one complete session and/or the "Spring" session with the team to establish qualification and a minimum of (6) matches with the team in the Spring session, plus (6) matches in the Summer Session on *the same team*. All other match requirements apply. League office approval is required and will be determined on a case by case basis. This option will only be considered if the team has exceeded the 25 Rule with their 5 lowest rated players and roster selection is severely handicapped as a result.

QUALIFICATIONS FOR THE "AZ STATE MASTERS" – WINNERS OF THE TITLEHOLDERS EVENT

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 2010 AZ State Masters will be held over two weekends this year on Saturday & Sunday*

Teams who have qualified for the AZ State Masters will compete in a Round Robin Format. During this segment of the event, 9ft. Table Divisions will be grouped together and Barbox/8ft. Table Divisions will be in different groups. Since Barbox Ratings will be used at Nationals, and this is the event that determines National teams, ALL players must compete at their Barbox rating, if they have one. If you have a Barbox rating in the system that is reflected in your stats History, even though you no longer play on a Barbox you must play at this rating. We will make this determination based on "ANY" Barbox scores still remaining in your history. It will be the responsibility of the "Team Captain" to contact Peggy and review your teams handicaps prior to the Masters event so there are no surprises. Absolutely NO verifications will be done at the event. If a Captain was not aware of this stipulation, that means they did not bother to read the Addendums. If a Captain did not bother, they are not doing their job as a Captain, so as a player reading this, we suggest you bring it to your Captains attention as a safeguard against missing it. Thanks.

The top 16 Teams from the Round Robin, (both groups combined), will advance to the Championship Board. This means that those teams that make this Board are the BEST in your table size bracket. The remaining teams will go to the Second Chance Board. Both boards will be Single Elimination.

If your team makes it to the Championship Board, you are automatically qualified to attend the 2010 TAP Nationals. The amount of money you win to cover your expenses will be determined by how well you do. The Final 2 Teams on the Second Chance Board will also qualify for the 2010 TAP Nationals. Since the event will be held in Las Vegas for 2010 & 2011, we want to give as many teams as possible the opportunity to experience a National event.

In addition to the cash paybacks, travel vouchers will be given from any additional money remaining over and above the cash payback to cover the cost of Hotel and entry fees into the TAP Nationals. This voucher cannot be redeemed for cash – it must be used to defray hotel & entry fee costs at the TAP National event. Phoenix TAP will pay these costs for you with the value of the voucher once you have committed to go by showing proof of airline ticket purchases **or confirmed arrangements with the league office. Vouchers will be offered to the top teams in the order in which they finish. If that team chooses to keep the cash winnings and not attend the National event, the voucher will be offered to the next placing team. This process will continue until all vouchers are accepted. If any vouchers are remaining, that money will roll over into the following year’s National players fund. All Teams that get into the cash qualify for the TAP Nationals. We believe this format is the most fair, respecting the concerns of all players from all divisions. If you have any questions please contact Robert for further explanation or if you would like to present & discuss an idea you believe is better, we are open to suggestions.**

- a. A team must play in the Masters with the same roster that won Titleholders. **Team Captain’s** are solely responsible for letting the league office know if any qualified player is playing on a different team (2) weeks prior to the Master’s event or player conflicts of ANY kind for verification purposes. ***Absolutely no roster verifications will be made at the AZ State Masters event. NO EXCEPTIONS!***
- b. In order to maintain a team’s qualification to play in the Masters, they must play together as a team at least two out of the three sessions each year and players must have (6) matches with the *same* team in the Spring Session and (6) matches with *any* team in the Summer session prior to the T.A.P. Nationals to maintain qualification because the Summer session will be completed prior to the T.A.P. Nationals. Qualified players must also have a minimum of 3 matches played at the time of the Masters if they are NOT planning to attend the TAP Nationals should the team earn a National spot. If your team is planning to attend the TAP Nationals, all players must have a minimum of 6 matches played by the end of the Summer session. Players, who do not get 6 matches in, will lose their eligibility to play in the TAP Nationals. Don’t take chances. Get your matches in prior to the Masters because this event occurs around the 12th-13th week of the Summer session. NO EXCEPTIONS can be granted.
Note: If a situation arises whereby a player(s) from your team is unable to play with the qualified team in the Spring session, but is able to play with another TAP team during the Spring 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.
- c. Qualified teams cannot start the Summer session and quit before completing the session. This would constitute disqualification from the T.A.P. Nationals. All players must be active members at the time of the National event.
- d. Teams that join the league in the Spring Session will be exempt from playing two sessions but must meet all other match requirements for their players including (6) matches in the Summer Session.
- e. Phoenix TAP has put several programs in place to generate additional money for the Players National Travel Fund to raise additional money for cash paybacks and travel vouchers.

- f. Any new players added to the team after winning the Titleholders are not qualified to play in the “Phoenix Masters.” No substitutions are allowed.
- g. The team rosters and handicaps for the Masters will be from no later than two weeks prior to the Masters event to maintain consistency and fairness for all competing teams. All rosters will be verified by the league office prior to the event.
- h. If a player has qualified on two different teams from two separate Divisions, those teams will be guaranteed spots on two separate Round Robin boards when possible. The common player(s) has earned those multiple spots and should not have to choose between the teams. For the Single Elimination Board after the Round Robin, teams with multiple players will not have to play each other in the first round, but no other guarantees can be given since we are using the NCAA seeding charts for team distribution on this Board. No guarantees can be given for the Second Chance Board, however, we will do our best.
- i. Phoenix TAP 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. 4 Players minimum are required to be considered a complete team,

Titleholders or Phoenix Masters: These are run as continuous play events from the start of the tournament due to time constraints. The one table rule does not apply except for the following situation. If two teams with common players are participating, the team can go to one table only if the common player(s) is shooting for another team and only if there are no other players available to pick for the next match other than the common player(s). In other words, the common player(s) would have to be the only player(s) left on their other team’s roster.

Cost of Products & Services

- a. NSF checks are **\$20** service fee per deposit. The banks raised the fee. *Don’t write bad checks.*
- b. Extra Rule Books with Addendums are \$2 each. Submit payment with the weekly packet.
- c. Patches & Pins: 8-Ball & 9-Ball, “On The Break” & “Break & Run” “5-0 Pins & Patches”, “Crybaby Patches” and “A-Rack-N8-Tor” Pins or Patches are available for \$2.00 each during League night. Submit payment with the weekly packet. Patches & Pins are always provided free at all Tournaments.
- d. Protests are \$15 for the protesting team only. It must be submitted with the weekly packet for the specific week of the protest. The money will be refunded if the protest is proven to be valid and correct.
- e. **If a player doesn’t pay their \$20 membership, and are dropped from the roster as a result of non-payment or late payment, there is a \$20 stats retrieval fee if that player is placed back on the roster and wants their stats back.**
Those stats will remain in “open stats” and cannot be used for qualification purposes. League Office approval required.

RULE CLARIFICATIONS

- 1) **Accidental Movement of Ball:** Some scenarios are ball in hand fouls and some are not fouls. Scenarios are provided below to help you determine whether a foul has been committed.
- a. ***Scenario #1...*** The shooting player moves an object ball **“before”** making their shot with their hand, cue or bridge. This is “NOT” a foul. Even if the shooting player touches the ball after they accidentally moved it; Even if the moved ball hits another ball. In either case, it is the opposing player’s option to leave the ball(s) where they were moved or return them to their original position.
- b. ***Scenario #2...*** The shooting player moves an object ball with their hand, cue or bridge **“during”** the shot, putting balls in motion. This is “NOT” a foul unless any of the following occur: The shooting player grabs the moved ball and attempts to return it to the original position (FOUL). A ball in motion hits the shooters cue (FOUL). A ball in motion strikes the ball or balls that were moved accidentally as a result of the shot (FOUL).

- c. **Scenario #3...** If the cue ball or 8-ball is touched while in motion on an 8-ball shot, it is loss of game. Touching another ball accidentally while making the 8-ball shot is “NOT” a foul, unless that moved ball is then touched by the player or equipment while the balls are in motion.
- d. **Scenario #4...** If the shooting player accidentally knocks a ball into a pocket, their opponent has the option of leaving the ball down or returning it to the original position. In this case the financial responsibility belongs to the player that knocked the ball in. If the 8-ball is knocked in and the opposing player chooses to leave it down, it is loss of game.
- e. **Scenario #5...** In all cases, the cue ball is always alive. ANY accidental movement of the cue ball while in a stationary position with your hand, cue, bridge, chalk, clothing, another ball etc. “IS” a ball in hand foul. Touching another ball while positioning the cue ball with the cue ball or the hand holding the cue ball, in a ball in hand situation, “IS” a foul. Touching the cue ball with the tip or ferrule of your cue while positioning the cue ball in a ball in hand situation is “NOT” a foul. Touching another ball with the pool cue while positioning the cue ball in a ball in hand situation is “NOT” a foul unless the touched ball hits the cue ball.
- f. **Scenario #6...** If the shooting player is accidentally bumped by another player, bar customer or bar server and they miscue or miss hit their shot as a *direct result* of being bumped or ANY ball(s) are moved on the table, including the cue ball as a *direct result* of being bumped, it IS NOT a foul. The opposing player and the shooting player should mutually agree to the repositioning of any moved balls and the bumped player continues shooting.
- 2) **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. Both players must share the cost of bringing a ball out, however, if both agree to leave it down...so be it! The match belongs to the players.
- 3) **Coaching Foul:** Once the coach has delivered their advice to the shooting player and walks away from the table, they can re-approach the table to offer additional advice providing 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 their second time out if that coach is warned by the opposing team prior to approaching the table a 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 teams’ player regardless of what match the violation occurs. This also applies to a coach or player who calls a time out when they do not have one left. The coach or the player can however ask the scorekeeper if they have any timeouts remaining without penalty.
- a. The coach cannot place the cue ball in a ball-in-hand foul situation.
- b. The coach can use any equipment (balls not included) or say anything to their player during a time out situation to instruct their player because the player still has to execute the shot. All other coaching rules still apply.
- c. The coach must be an active member of the team.

More on Coaching: During a time out, the only people allowed at the table are the player and the coach and one other player from the team that may want to give advice on that particular shot to the coach. This is the only time a third person can be at the table. Other members from the team are NOT allowed to walk up to the table. Walking up to the table during a non-time out situation is disruptive to the two players at the table – and ILLEGAL. Remember, the match belongs to the two players, not the spectators. One warning will be given – then “Ball in Hand” foul.

You cannot have a conversation with your player while they are at the table. You can, however, talk to the player when it is not their turn. As soon as the cue ball comes to rest that player’s shot is officially over, and officially the next players shot. There are only TWO things that any player on the team can communicate to the shooting player during their shot at the table. They are:

- “Mark your pocket”
- “Ball-in-hand foul”

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. In this case, the opposing team must allow a change of coaches if needed.

THIRD PARTY ASKED TO WATCH A HIT

Only the coach or player can ask for 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. Another teammate can tell the coach to ask for a third party to watch a hit or make a ruling.

If the shooting player goes ahead and makes a shot even though his opponent clearly stated he/she wanted a third party to watch the hit, then it is a ball-in-hand foul. Calling for a third party to watch the hit must occur before the shooting player has begun his/her stroke or as soon as you see a potential foul. DO NOT wait until the shooter is in mid-stroke before making the request. The request must also be made in a sportsmanlike manner so the shooting player is aware of your request.

Only the Coach or Player can call a time out.

When coaching a handicap 2 player, the coach cannot approach the table unless a timeout is taken. They can talk to their player on the sidelines only and the shooting player must shoot within the 45-second shot clock. Should the coach walk to the table during their coaching, that then becomes a time-out.

ADDITIONAL TEAMS RULES & STRATEGIES

a. **Beginning the match:** 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.

To start play only (1) player needs to be present to begin the match at NO LATER than the scheduled forfeit time. 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. An eligible member of the team can be chosen to play even if they are not present as a forfeit to burn out a player from the opposing team. This would be done to buy time if needed.

b. **Continuous Play & Use of Two Tables:** Most teams play on two tables simultaneously to avoid a very late night, respecting the work schedules of all players. A team may need to play on one table at the beginning of the night because some players are not capable of getting there early. A team can play on one table for (1) hour from the official forfeit time listed in the upper left hand corner of the Division schedule. At this one hour mark, two tables must be used. Holding up play, waiting for additional players is not an option unless both Captains agree to continue on one table.

c. **Tournaments:** If a player signs up for a tournament and DOES NOT pre-pay, and “no shows” at the tournament, that player will be billed for the entry fee on the next weeks score sheet. The number of prepaid entries determines the size of the board. An accurate pre-count is needed to prepare and “no shows” affect the board positioning since they are pre-drawn in a random fashion. A variety of tournaments are offered each session. Check the “Calendar of events” for details. To participate in any T.A.P. Tournament, you must have a minimum of (6) match scores entered in the data base. This is to ensure that all participants have an established handicap, making it fair for all players. This refers to 6 matches total in the database within the last 6 months.

During all tournaments shooting players are not allowed to use headsets, IPODS, or any other listening devices. The use of such devices can cause rule disputes and communication controversies between the two players.

- d. **Sportsmanship Violation:** If a sportsmanship violation occurs, that player needs to be written up on a Sportsmanship Violation form. It must then be submitted to the league office for consideration. If issued, the first infraction results in a warning. Second is a (1) week suspension. Third is a (3) week suspension. Fourth is indefinite suspension from the league. Physical abuse or fighting may result in a more severe action depending on the severity of the incident.
- e. **Marking the Table:** Marking the table is NOT ALLOWED by the shooting player. To avoid any unnecessary arguments, keep the following in mind: 1) if you think a player has marked the table, politely tell them it is not allowed. 2) Marking the table "IS NOT" a "Ball-in-Hand" foul on the first warning by the opposing team. If the shooter marks the table, a second time, it will be a "Ball-in-Hand" foul. 3) Laying a cue on the felt to line up a shot is not necessarily marking the table. Use good judgment in this case.
- f. **Bridge Availability:** If there is no bridge available the shooting player must still make the shot with one foot touching the floor.
- g. **A Player cannot use an object ball as a measuring device.** One warning should be given. The next infraction is a ball in hand foul. The cue ball can be used in a ball in hand situation.
- h. **Table Assignments:** If the home team designates specific tables for use in the weekly match, one must be available for the Visiting team to practice on prior to the match. If not, and the Visiting team is forced to practice on a different table, they have the option of using that table as one of the two used for the match. Specific seating in a bar does not belong to the Home team. Seating is on a 1st come basis. Use common sense and exercise common courtesy.
- i. **Player Age Limit:** T.A.P. has no restrictions on age, however, some bars do. If a player is added to the team roster that is under (21), it is at your own risk. Please confirm with your bar.
- j. **On The Break; Ball In Hand Rule:** If the breaking player knocks a ball off the table on the break, it is Ball In Hand to their opponent "In The Kitchen" or they can play the cue ball where it lies. The launched ball(s) are dropped in the pocket. If a ball is also pocketed, that ball stays down as well. In either case, the breaking player loses their turn at the table.
- k. **Shooting The Wrong Balls:**
- If Player #1 shoots all Player #2's balls 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. Player #2 or any member of that team 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 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.

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