TAP General Rules & Guidelines

TAP Pool's Amateur Tour, LLC General Rules and Guideline Book for 8-Ball, 9-Ball & 10-Ball shall govern the conduct of each match played in all TAP Tournament Events – Nationals and Rally. Due to time constraints, some rule modifications must be implemented. These additional rules are also in effect for the duration of the Team, Scotch Doubles and Singles events. Some of these rules are reiterated in this section and formats explained, to provide the player the ultimate event experience. THIS IS A CONTINUOUS PLAY EVENT, ALL TIMES ARE APPROXIMATE AND TABLE ASSIGNMENTS MAY CHANGE. Please do not leave the play area unless you have a BYE or have completed your matches for the night and after the tournament staff has confirmed matches are good. Please listen to announcements, if we can start a match prior to starting time posted, we will do that. Please allow push notifications on the APP we send out notifications that way as well.

Sportsmanship:

• This league is about Sportsmanship, Courtesy and Respect towards your fellow players, tournament staff, referees and the rules. Unsportsmanlike conduct will not be tolerated. Penalties can range from a warning, to ball in hand foul, to forfeiture of games, matches or disqualification. Refs will give one warning, second time a player will be asked to leave. Everyone is expected to conduct themselves in a professional manner. Rulings made by referees will not be made on petty technicalities. All players should win or lose on the table based on their abilities. TAP will have security on hand, for elevated situations and assistance in escorting persons from the tournament area should it be deemed necessary and help to enforce management decisions. 3/2014

Time Outs:

• All players receive (1) one-minute time out ***only*** per game. If the coach exceeds the one minute time limit, the opposing Captain, after timing the coach, can challenge for excessive use of time. At this point, the coach has 10 seconds to complete their advice to the shooting player. If there is a controversy, a Referee must be called. Remember that real time and perceived time are two different things. Don't be offended if you get called for taking too much time on a time-out. The match belongs to the players on the table, not the coach.

Putting up Players:

• Only the Captain or a specific member of the team appointed by the Captain can make player selections for each match. This is to avoid controversy. Please let your opponent know who this will be, prior to your match.

• If two teams face one another and the teams have any common player(s), the player(s) are **eligible** to play for both teams without penalty as long as the player(s) meet the following two criteria:

1. The player(s) have met the proper requirements to be eligible to play in the tournament.
2. If the Captain elects to put a player up for a match, the other Captain can **never** match the player to play him/herself.

• You have 5 minutes to put up your player for each match. Time starts when the last ball was made in previous match. The opposing team then has 5 minutes from the time the first team puts up their player. 10/2014

Coaching:

• Only the coach or the player can call a time out.

• Neither the coach nor player can refuse a time out. Once a time out has been called or suggested, it must be taken.

• If the coach or player calls a time out when they have already used their time out for that game, one warning will be given to the team. Any future violations throughout the entire teams matches will result in ball-in-hand foul to the opponent.

• A second player can consult with the coach, but the coach is the only player who can communicate directly to the player or approach the table. Only the (2) shooting players and their coaches are allowed in the playing area.

• Only the coach or the player can ask for a third party to watch a close hit. Players are solely responsible for verifying a frozen ball. Coaches cannot interfere unless a timeout is taken. If another team member asks, one warning will be given. On the second infraction, ball in hand foul.

• The only communication between the player and the coach is during a time out situation by either team or between GAMES. The player cannot talk to anyone but the coach of their team while playing their match. To avoid controversy, the coach should be declared at the beginning of the match by both teams and the player should attempt to sit away from their team if possible.

• A Player can only switch coaches one time per match. Once you switch you cannot switch back. (New 10/2018)

• The coach **CANNOT** use any equipment to give instruction to their player. They can only use their finger to point. First offense is a warning. Then Ball-in-hand Foul.

• When coaching a handicap 2 level player, the coach must declare when they are taking their one official time out so the opposing player can consult with their coach.

• Handicap (2) players get unlimited coaching assistance within the 45-second shot clock, but the Coach **CANNOT** approach the table unless a TIME OUT has been called. The opposing player cannot consult with their coach during coaching assistance. When coaching a H/C (2) player, if the coach approaches the table it is considered a time out and a warning should be issued by the opposing Captain or Referee if the TIME OUT was not declared by the Coach. If it happens a second time after a warning has been issued, it is a Ball-in-hand foul. All coaching assistance during a non-time-out must occur away from the playing area and coaches should be seated /standing the entire time during coaching assistance. Coaches cannot walk or move around to get a better angle of the table. 3/2014

• If your coach has to play a match on another table, you must pick another coach, to coach you for the remainder of your match. Please be sure to let the other team know who your new coach will be.

• SIDE LINE INTERFERENCE…The ***ONLY*** thing ***ANY*** player on the team can say to the shooting player when it is their turn at the table regarding the match is “mark your pocket” when the shooter is on the 8-Ball. Comments such as nice shot, let’s go, etc. are allowed. Use common sense. Don’t clap or yell out YES!!!, when the other player misses. Be quiet and show respect to the shooting players. Excessive outbursts will result in disqualification.

• If any comments are made of any kind that could be considered coaching, by any player on the team, the team will be given one warning. Any further comments will result in a ball-in-hand foul to the opposing player. This applies to the remainder of all matches between the two teams, not just the match where the warning was issued. The match belongs to the players. Let them win or lose on the table, based on their individual skills.

• Any player making comments from the sidelines that is not on either team playing a match will be given one warning to stop. If it occurs again they will be ejected from the tournament area and the event.

Ball-in-hand:

• In a ball-in-hand situation, the shooting player can position the cue ball with ANY part of the cue, including the tip and ferrule. A foul occurs if the shooting player touches the cue ball while in the act of stroking the pool cue to execute the shot. You can move the cue ball side to side with the tip and ferrule but can not move it in a forward motion.

• The coach cannot touch any ball(s) on the table. This is a ball in hand foul.

• You cannot mark the table in any manner to influence the shooting players shot selection. Marking the table is an automatic Ball-in Hand Foul. To avoid controversy, **DO NOT** touch the felt.

Sudden Death:

• Sudden Death will be in effect for the Team event. Matches are set at 4 1/2 hour intervals. We need to adhere to this time frame as closely as possible to stay on schedule for the week. At 3 hours and 30 minutes, any match that is currently in progress (defined as the first rack in the match has been broken) will be allowed to play to its completion. Any additional matches to be played will be determined by one game between the two opponents. This is referred to as Sudden Death. At 3 Hours and 30 Minutes, the PHONE APP will turn Red/Pink. **There is a timer on the App that starts as soon as you select the Lag winner for the first match. When the app changes color, you complete that match and any subsequent matches are sudden death. The tournament referee staff will monitor times; however, it is every team's responsibility to manage your time wisely. We can tell when your match will go into Sudden Death.** Teams that ignore the Sudden Death match and play full matches, will be penalized. Any matches that are to be in sudden death and played in their entirety will be forfeits for both teams. Don't intentionally try to stall matches to ensure sudden death. Play fair and let your players win or lose on the table. Referees will have paper score sheets, in case you have a problem with the Phone App. YOU KEEP THIS EVENT ON TIME BY FOLLOWING THESE RULES AND CALLING REFS ON DELAYS.

• **On TAP the APP, to enter a sudden death match you Select Winning Players Name, leave losing player on Select do not select anything and hit win by forfeit.** Only enter winning players name and leave loser on select.

(Revised 4/2018)

Listening Devices/Cell Phones:

• NO listening devices of any kind will be allowed during the event in order to reduce communication controversies between the two shooting players.

• The use of cell phones, ear buds, Apple Watch, etc. etc. is **NOT** allowed while a player is involved in a match. (Hearing Aids are permitted)

Accidental movement of a ball:

• #1 If the shooting player accidentally moves a ball **prior to their shot**, the opposing player has the option of leaving the ball where it was moved "or" returning it to its original position. If the shooting player grabs the moved ball to replace it, it is not a foul.

• #2 If the shooting player accidentally moves a ball **during the execution of their shot, putting the cue ball in motion** and then touches the moved ball while other balls are in motion "or" another ball on the table strikes the ball that was moved or strikes the cue stick, bridge etc. it is a ball-in-hand foul. If 2 or more balls move it is a foul.

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.

Push Shot:

• If the cue ball is frozen to the object ball, pushing through the cue ball is a legal hit.

• If there is separation between the two balls equal to or less than the width of a piece of chalk, the shooter must make an attempt to keep from double hitting the cue ball. To make a legal hit the shooter must either 1) when shooting directly into the two balls elevate the back of the cue in an attempt to put

draw on the cue ball, or 2) Shoot at an angle not directly in line with the two balls. As long as an honest attempt at either is made, no foul can be called. 3) If there is a distance between the object ball and the cue ball greater than the width of a piece of chalk, any double hit of the cue ball is a ball-in-hand foul. Note: Should the cue ball travel past the object ball a foul has been committed.

Playing Multiple Events:

• If any player has signed up for any other events and is also playing in the Team event, your match will not be held up because you are currently playing in another event. Manage your time wisely. Once your match is called for the Singles or Mini events, you will have 5 minutes to get to the table. For the Team event, the 5 minute rule still applies. The only exception will be in the Semi Finals and Finals, however players must be actively playing in a match, not coaching or about to play. The Tournament Director will make the final call in these cases.

Referees:

• Referees will be provided during the Team portion of the tournament. Referees will be wearing black, grey and white striped/TAP jerseys. If anyone sees potential for controversy, please stop the match and request a referee. The referees' ruling is final. In a controversial situation the referee has the option of referring the matter to the Head Referee for further review. The Head Referee's decision on all rulings is final. To signal for a Ref raise your cue in the air.

Handicaps:

• There will be no changes of any kind made to any formats once the event begins unless a typo in the program has occurred. All players' membership status and handicaps have been verified prior to the start of this event and are not subject to change during the event.

8 Ball –

• When shooting your shot, be sure to clearly identify the ball & pocket or defense to avoid controversy.
• Any attempt to break the balls resulting the cue ball not hitting the rack, is a foul. Even if the cue ball does not cross the head string. It's opponents option to take or give back the break.
• In a open table situation, if a legal hit is made, the called ball goes in the called pocket and the cue ball scratches or is driven off the table, the shooter is now that category of balls. The table is no longer open.
• Once the category of balls has been determined and a player shoots the wrong category of balls, the opponent must immediately notify the player, that a foul has occurred. Should the opponent not inform the shooting player and another ball is pocketed, the shooting player now has that category of balls.

9 Ball –

• You are not allowed to call out patch or mark the 9 ball, unless it is the last ball on the table or unless you're a skill level 2 and your coach calls it otherwise it's an automatic ball in hand foul.

10 Ball –

• Making the 10 ball on the break does not constitute a win, however you can combo the 10 ball as long as you mark the pocket.
• If the player pockets the called ball (lowest numbered) in a pocket -other than the called pocket, that ball stays down and the opponent has the option to play the table as is, or have the shooter shoot again.
If only the 10 ball was made on the break, it is spotted and the breaker continues to shoot.

Miscellaneous rules:

• You must "MARK THE POCKET" on all 8-Ball 9-Ball and 10-Ball shots. Not marking the pocket on a completed 8 Ball shot is loss of game. Not marking the 9 or 10 ball is not a loss of game. The 9 or 10 gets spotted and cue ball stays where it lies and the opponent shoots. You may use the TAP patch or anything accept currency, weapons or provided chalk to mark a pocket.

• All matches are considered final when the Tournament Staff has completed their review and found nothing to restrict the advancement of the winning team.

• Once a match has ended, each team has 5 minutes maximum to field a player.

• Once ***either*** Captain has made their pick for the next match, they cannot change their pick.

• Every player MUST ask for their opponents Photo ID for identification. Any player attempting to misrepresent their own identity or the identity of another player by giving them his/her tournament badge will be immediately disqualified from competition and banned from the TAP, Pool Amateur Tour, LLC for a minimum of (1) year. In addition, the entire team will be disqualified. NO EXCEPTIONS**. NEW Rally 2019 and all events after.**

• Teams that are leaving a pool table, must make sure with the captain of the next team all pool balls are accounted for, including the cue ball. Please be aware, if balls are missing the last team on that pool table will be disqualified. (New for 2011)

• All score keepers should mark defense as they see it to be. All players should call defenses if a defense is being played and make sure the opposing player and scorekeeper hear you. If the player does not call a defense and you feel as the score keeper they made no attempt to shoot a legal shot, you should mark as you see it.

• Once you rake the balls or grab the rack to start racking you cannot dispute the game you have conceded.

TAP reserves the right to add/delete/modify it's rules at any time without notice. TAP reserves the right to review all participants in it's events and adjust participants handicaps and eligibility accordingly.

TEAM EVENT FORMAT: Round Robin

Each team will be on a 4-Team board. Each team will play a round robin format with the other (3) teams on their board. A total of five matches will be played in each match. The total possible points attainable per team are 15. If a board has a BYE as one of the teams in the round robin, each team that competes against the BYE team, will automatically be awarded 3 points for that round of play. Starting Rally 2024, 5 Rounds are Scheduled at the event, each team will play three of the five rounds with two rounds being a break. The Bracket System is programmed to determine seeding in all round robin boards based upon the performance displayed in the round robin groups on POOL NET and the PHONE APP.

The Team Brackets will be determined by the highest point totals of all teams. The final spots on the single elimination brackets are determined by the bracket system, there may be multiple teams tied with the same number of points, trying for those spots. If the number of tied teams exceeds the number of available spots, those teams will be seeded by the POOLNet Bracket System, based upon team performance, to determine which teams will fill the last available spots for all event and all brackets. The seeding formula will be used for team placement on all brackets.

Note: During the Team Semi-Finals & Finals, sudden death will not decide a winner. If the 3rd match has not started at the (2) hour mark, the 3rd match and subsequent matches must be played on two tables at the same time. At the 3 hour and 45 minute mark, if the 5th match has not started, all remaining matches will be played on two tables at the same time.

Effective with Rally /Dream Team Events
8 and 9 Ball Platinum/A Bracket Winners for All Rally Dream Team Events.
The 8 player team roster will have to split up for ALL Rally Dream teams' going forward. 3 Original Players from that teams' roster can stay together for the next Dream Team event. This affects only the one team that wins this event in each format. Revised 3/2019

SINGLES TOURNAMENT FORMAT
8 Ball & 9 Ball Singles will be broken down into five brackets: 2's/3's, 4's, 5's, 6's, 7's & 8's for Nationals and for Rally. All Singles & Scotch Doubles Boards will be Round Robin to Single Elimination. All formats limited to 64 players on bracket unless an increase exception is made. All matches, times and table assignments will be posted on the Tournament Brackets. It is the player's responsibility to get to the assigned table within 5 minutes of the starting time. If the assigned table is still occupied, both players must come to the Tournament desk and wait there until a different table is available. We will announce for players who do not show up at their table and they will have an additional 5 minutes to get to the table. At the expiration of this time a forfeit will be awarded to their opponent.
Players involved in team matches and Singles should advise your team captain of the time for your Singles match. Matches will not be held up for players shooting in other events.
Scoring must be completed for all singles matches, for all handicaps, in all formats. If scoring is not completed the winning player will not advance in the bracket. NO Sign Ups will be taken at the event. You must be active and qualified in the format (8, 9,10 Ball) you are competing in. Example if you play 8 ball but do not play 9 ball, you cannot sign up for 9 ball singles and vice versa. The Phone APP will be used to keep score for Singles, as well**. Players should login and have their assigned score keeper keep score for them. Both players matches should be submitted through the phone app.** If only one player scores the match you are automatically agreeing to whatever information they enter.

Disqualification Process
Note: We Do Not Raise Handicaps During the Event
• Reminder: Everyone here is planning to bring their "A" game so don't be surprised to see some players shooting 1 to1½ levels higher than their rating simply due to the intensity of this tournament, excessive play for three days straight and personal focus.
• All team and single match stats will be entered through POOLNET's Automated Flagging Program by entering all scoring for all events, except minis. Match scores will be processed as soon as possible after completion of the match. With the implementation of electronic scoring teams will automatically advance on the elimination brackets, however, are still subject to review by Tournament Staff for accuracy and DQ's. No manual flags will be done by players or teams. Teams will keep score, and Pool Net Auto Flagging Report will be generated after each round of play. All Players playing two levels over their handicap will be listed on this report. No one will officially be a winner until data entry done and flagging report ran and points posted in round robin, or team name advanced on the single elimination brackets. Team Captains and Players will be notified as quickly as possible if a DQ is to take place. Teams / Players should not leave the tournament area until the official points or advancement on the bracket has taken place.
• When a player is flagged by POOL-Net and verified by the Tournament Directors, all previous and future scores will be reviewed by the Tournament Directors for that player. No notification will be given to the offending player. If a second score is discovered or presented with the same statistical data violation, that player will be officially disqualified from all events of that game type. The Captain of that players team will be notified by the Tournament Director and be responsible for delivering the decision to the player in question. No further discussion will be considered. It is final.
• Once a player has been disqualified from an event, they can no longer participate in any events in that game type. (8 ball, 9 ball, 10 ball etc.) This does not apply to Scotch Doubles.

• If one player is disqualified, the team remains in the tournament. If a second player on that team is disqualified, the entire team will be disqualified.
• If a team is disqualified, the players not disqualified on the team can still participate in other events.
• If the team is disqualified before finishing the Round Robin event, all matches will be recorded as a 3-2 win for teams that would have played the disqualified team.
• Any points won by a disqualified player during the Round Robin event will be reversed for all teams in that bracket prior to the seeding of the single elimination boards. The same point reversal will occur during single elimination prior to advancing a team to the next round.
• If Disqualified, there are no refunds of registration fee.
• Going into Pool Net, Display Standings, Under Event Name, you will be able to see the round robin and single elimination brackets for each event, throughout the entire event. Also, TAP the APP displays all events and brackets each player can see as well.
• New for 2016, If a DQ is done on a team a licensee is on, the ENTIRE team gets disqualified.

• NOTE: <u>THIS IS A CONTINUOUS PLAY EVENT.</u> ALL TIMES ARE APPROXIMATE AND WILL BE ADJUSTED AS NEEDED, AS WELL AS ADDITIONAL OR SUBSTITUTE TABLES ASSIGNED TO A MATCH, AS DIRECTED BY THE TOURNAMENT DIRECTORS AND/OR EVENT DIRECTOR / HEAD REFEREE.

Revised 04.02.25