

League Owners/Operators

**TAP X 8 BALL RULES:** 1/23/23 - All standard TAP 8 Ball rules will be used with the exception of the attached modifications. The complete list of TAP rules can be found at Threeriverstap.com/scoring/rules/8 ball.

TAP X

# Matches begin at 7:30pm

• The away team shall have the table for practice at 7:15pm

# Putting up a player:

• The home team will put up their player first in the 1<sup>st</sup> and 3<sup>rd</sup> matches

# Playing the games:

- There will be three individual player matches to complete a team match for the night. All individual matches will be races to 5 against the same opponent, no handicap.
- Individual match 1 will play their first game, then individual match 2 will play their first game, then individual match 3 will play their first game, then the cycle starts back at match 1 again with their second game. This cycle continues until a player in their individual match wins 5 games.
- No 3 foul rule

# The Break:

- Scratch on the break will be ball in hand anywhere on the table
- Home team player has the option to flip or lag for the first break vs their opponent. Then it will be winner break the rest of their match.
- No game can be won or lost on the break. During an 8 ball break: If the 8 ball is made on the break without a foul being committed, then the breaking player has the option to spot the 8 ball and continue shooting from where the cue ball lies or rebreak. If a foul is committed when the 8 ball is made on the break, the opponent has the option to rebreak or spot the 8 ball and continue shooting with ball in hand.
- After the break in 8 ball, the table is considered "open" whether a ball(s) are made on the break or not. The 8 ball is neutral until a player establishes their set of balls

# Fouls:

• Any double hit will be considered a foul.

# Scoring:

• All scores will be submitted electronically through "TAP the app". All balls will be put in as LOT (left on Table) for the losing player, then select standard win for the winner of the game.