



Rules and Addendums

Thank you for playing in the Arkansas T.A.P. Pool League.

These addendums to the T.A.P. rulebook are official rules of the Arkansas 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.

All players are responsible for knowing these rules. The Arkansas 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. 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 and allow all players to have fun and shoot pool.

Rule Book Clarifications:

1. (Page 11, “Stalemate Game”...Reminder)

If both players are in a stalemate situation they have two options:

- a. Play the game out until someone wins.
- b. Both players agree to Re-rack and start that game over.

If the game is re-racked, make a note on the back of the score sheet indicating that a re-rack has occurred. Do not make any adjustments to the score sheet.

(Page 12, “Scratch/Ball”) in addition:

If a player executes a skill shot and then scratches, the shot is considered complete and the ball stays down, but the opponent is awarded cue ball in hand. If this occurs at the beginning of the game in an open table situation the table is no longer open. The player that scratched now has that category of balls. There are two parts to every shot. The first part is making the shot called. The second part is controlling the cue ball.

2. (*)Page 13, “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.

Scenario #1... The shooting player moves a 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.

Scenario #2... The shooting player moves a ball with their hand, cue or bridge while making 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).

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.

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.

Scenario #5... “The Cue Ball.” 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.

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.

Scenario #7....If there happens to be (2) two pockets marked for the 8 ball, because one of the players did not pull the marker off, that can be considered a loss of game, if the opposing player so chooses to call it.

Scenario #8.....The cue ball is always live, and if you touch the cue ball and it is still moving, there is no warning, that is a ball –in-hand foul. If the cue ball is accidentally or purposely moved to avoid pocketing the 8 ball, that is an automatic loss of game. If that kind of conduct persists during that match, it could result in the loss of that match.

a. 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. (Page 13, “Coaching Foul”)

If the coach touches any of the balls, or marks the table in any way, it is a ball-in-hand foul to the opponent. Any objects, including chalk, will be considered markers. To avoid any controversy over whether the table was marked or not, the coach cannot touch any portion of the felt. The coach can only point at the position on the felt or ball they want their player to hit. If the coach touches any part of the playing surface on purpose, it is a 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.

The coach cannot place the cue ball in a ball-in-hand foul situation.

- **When coaching a level 2 player, the coach cannot approach the table. They can talk to their player on the sidelines only. Should the coach walk to the table during their coaching, that then becomes a time-out. It should be limited information such as shoot the 6 ball, bottom English. If you need to be more specific, take a time out.**

More on Coaching: During a time out, the only people allowed at the table are the player and the coach. Only the coach or player can call a time out. Once it has been called or suggested it must be taken. 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 two shooting players and their coaches are allowed in the playing area.

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. 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. 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.

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. **Players are solely responsible for verifying a frozen ball.**

WHO CAN COACH: **During regular league play we will allow the player to have a different coach each GAME. It is better to keep the same coach for consistency, but that is the players choice. During any other Higher Level Play, one coach will be designated for the entire match and only can be changed if that coach has to play a match of their own.**

Only players that are on the roster can coach a player on the team. Anyone that is not on the roster for that event cannot coach, offer advice or interfere in any way that would influence the player or the team. If this happens refer to the rules for Sideline Interference.

Sideline 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” or “chip it up” 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. Saying “Play smart, or take your time” can be an indicator that the player is making the wrong shot. 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. **This means no one can call a foul except the player.** If they don’t see that a foul was committed, that is their fault for not paying attention.

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.

Ball Interference: Tapping the table while balls are rolling can cause a vibration and can affect the path of the cue ball or other balls. If this is done while shooting your set of balls, it is considered interference as well as unsportsmanlike conduct, and first offense will be a warning, after that ball in hand foul. If this is done on the 8 ball shot, and either the 8 ball or the cue ball is still in motion, it will be considered loss of game.

Hand in pocket: Do not stick your hand in the pocket as to catch the cue ball if it is scratching. Players should never touch any moving ball for any reason. The opposing player can give a warning the first time this occurs, and take ball in hand anytime it occurs again after the warning has been made. If a player sticks their hand in any pocket on the 8, after they have shot or while the cue ball is still moving, it is loss of game.

4. (Page 16, “Adding and Dropping Players”)

The 8th week is the last week a team can add players to their roster (unless approved by the league director due to a shortage of players), which will also make that player eligible for playoffs or higher-level play. 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 session to qualify with the team each session. No player will be allowed to “switch teams” after week 4 (unless approved by league director because of extenuating circumstances.) The whole point is to build the league with new players, not sabotage teams by recruiting from existing ones.

5. (Page 19, “New Player”)

Ignore all wording under this heading. The following rule will now apply to all new players joining the League:

New player handicaps must be approved by the league director before they play their first match. If they are not approved and you try to play that player, your team will lose a point. Players must pay their \$20 membership fee before playing or the team will lose that point. Players have different skills depending on what games they play and what leagues they have played. A handicap in one league does not constitute the same in T.A.P. Notify operator before putting any player on your team.

- a. As a guideline, we will look at an existing handicap from another league and our knowledge of their skills.
- b. Any player without a rating will most likely start at a H/C- (4) but must be approved by the league director.

Addendums: (These are additional rules and provisions not covered in the rule book)

1. TEAM SURVIVAL RULE:

A. 6 OR LESS PLAYERS ON THE ROSTER: If a team has (6) or less players listed on their roster and only (4) players show up to play, they can play one of those (4) players twice. The opposing team has the option of picking *any* one of the (4). The player chosen to play twice must keep the team within the (25) rule. Note: This rule also applies if only (1, 2, or 3) players show up to play. In this case, (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.

B. 7 OR 8 PLAYERS ON A ROSTER: If a team has (7 or 8) players listed on the roster, no player from the team is allowed to play twice unless the opposing team agrees. A lot of teams would rather see someone play than take a forfeit, but it is entirely up to the opposing team.

1. If two teams with (7 or 8) players on the roster each only have (4) players, and the opposing team chooses not to let them play a player twice, both teams forfeit the fifth match and no point is awarded for that match. This also applies if both teams only had (1, 2, or 3) players, in which case, both teams would forfeit all remaining matches. If both teams cannot field a player, score it as double forfeit.

C. THE 25 RULE: Exceeding the 25 rule is not an option for either team. The penalty is loss of point for both teams. This is for the protection of teams that follow the rule. (4) players must not exceed 21 and (3) players must not exceed 18.

Handicap 7's - Only one match per night or per round in tournaments can be played by a player with the handicap of a 7. Even if your team is short players, only one can play.

D. TEAMS THAT ARE SHORT PLAYERS: 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 you know you are going to be short, you can play the person twice at any time during the league match, if they need to leave early. Matches can be played in any order. Note: Each team plays for the points, cash awards, MVP's, trophies, etc. It wouldn't be fair to those players that fulfill their commitment to show up each week if teams are allowed to potentially manipulate their rosters, shoot a player twice and gain team points that might knock out another team. With (7 or 8) players on a team, at least (5) should be able to make it each week. If you think you are going to be short and tell the other team that you will not have enough players, you cannot play a player that comes in late unless the other team agrees (reason: the other team will have put up players different once you told them you are short) Best to not say anything until the last possible minute.

DURING THE MATCH:

1. Bridge Availability: If there is no bridge available at the host location the shooting player must still make the shot with one foot touching the floor.

2. Loss of Match Point: If a team commits any infractions listed below, the League office will issue a "Friendly Reminder" notice in (5) categories. After (3) violations combined, (1) match point will be deducted from the total team points. It is the responsibility of all team Captain's to insure proper paperwork and weekly fees are turned in on time each week.

(1) Weekly fees were short (2) Past due fees were not paid (3) Incomplete score sheet (4) Late packet (5) Packet was not received.

3. 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.

4. Tiebreaker formula: If two teams tie at the end of the session, the tiebreaker will be the outcome of the match they played against each other. If the teams played each other more than once 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. 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.

5. Protest: If your 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 packet that night.

b. All matches must be completed – no exceptions!

c. \$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.

d. Note: If the score sheets are turned in for that week without the protest documented, the match is considered final, and the league office will review no protest.

e. Any protest made by a team for week #13 or #14, other than the two teams whose match is being protested, must be submitted no later than 5 days prior to the Playoffs/Final 4

6. Teams Dropping Out: Occasionally a team will drop out of the league unexpectedly and not show up to play their scheduled match. 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 for that match. 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 bye and a 3-2 win. This rule only applies to teams that drop out of the league permanently that session.

If a team chooses to forfeit a match, without dropping out of the division, it would be a 5-0 win for the team that showed up to play. 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 the full session.

ADDITIONAL TEAMS RULES & STRATEGIES

• **Burn Out Strategy:** This is not a rule, but a strategy within the rules. It is only necessary when a team is short players, but can be used at any time providing the player chosen is an eligible member of the team. The strategy is to put up one of your players that are not present in order to burn out one of the opponent's players. The opposing team gets a forfeit for that match. It is recorded as a Forfeit for the losing team and Open stats for the winning team. This is a legal strategy within the TAP rules.

• **Continuous Play & Use of Two Tables:** The teams will play on one table at the beginning of the night until 9:00pm. At this time, 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.

Putting up players: Do not put up a player that is not in the building. Once both teams have named their players, play must commence playing.

Breaking: If the breaking player does not execute a legal break, the rack can be played out if both players agree.

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.

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 can not 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 pockets another ball, 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.

Player eligibility: To play in any Tap Team tournament, or any Tap sanctioned event, you must be a current player (currently on a team roster, current on memberships dues, and have in the correct amount of matches required for that event).

Only current playing members are allowed to play in any T.A.P. event, regardless of whether they played the last session. You must be current and playing at the time of the event.

Cost of Products & Services

a. NSF checks are a \$25 service fee per deposit. *Don't write bad checks.* Make checks payable to: Sheri Elliott

b. Extra Rule Books can be printed off the national website – www.tableleague.com,

c. Patches & Pins: 8-Ball & 9-Ball, "On The Break" & "Break & Run", Game Stealer, Rackless and 5-0 patches & pins are available for \$2.00 each during League night. Submit payment with the weekly packet. Patches & Pins are provided free at all Tournaments. These are collectible pins and patches that are redesigned each year. So every year they will be different, and once they are gone, you cannot get them again. *Arkansas T.A.P.* will provide you with your first 5-0 every session for the 5 players that played. Five matches must have been played, forfeits do not count.

New!!!! The "BEAST" patch – This is when a player makes an 8 on the Break, a Break n Run and has a Rackless night all in the same match. This patch is FREE!

Outline of the road to Titleholders/Masters:

3 sessions per year

At the end of each session, the High Point team, 2nd and 3rd highest finishing teams and 2 wildcards from each division will be eligible to play in our Titleholder tournament. The High Point team gets an automatic bye to day two of the Titleholder

Tournament. The six teams with the most points coming out of the Round Robin tournament will advance to day two with the two teams with the highest points seeded highest for day 2 in the Single Elimination Rounds. Two (2) teams from each Titleholder will qualify to play in the Masters Tournament (This number could change if team counts increase significantly).

To be eligible to play in Titleholders, the players must meet the criteria listed above in the addendums. Should any team or player that intentionally stays to play and then quits, will be banned for a year. This is to protect the players that have invested so much time and energy into this league from players that just try to play for a short time and are just here for the money or to go to Nationals.

The **Masters Tournament** is our year end tournament where the teams that qualified at Titleholders for this event, come together to play for Cash Prizes larger than the ones at Titleholders. Teams must have played at least 2 sessions to qualify for the Masters Tournament. They can however qualify for Titleholders as long as they meet all the rest of the players criteria.

Teams in Titleholders are not only playing for a spot in the **Masters**, but for **Cash Prizes** as well. If a team that has already been qualified for Masters wins one of the spots for Masters while they are playing for the Cash Prizes, that spot will go to the next highest finishing unqualified team. If it becomes an issue where two teams go out at the same time and they are the next in line to qualify for Masters, because the teams that finished above them are already qualified, those two teams will need to play a team match to make that determination.

(The number of eligible teams for Titleholders and Masters may change should team counts or divisions change in number.) Once a team is qualified for Masters, they must continue to play and stay current to remain eligible.

Be sure to ask about the Dream Team events at Nationals and at the **Rally** every year. They are now adding a new Dream Team Event in Vegas in January or February of 2019, which will be a yearly event as well. You can put a team of any eligible players that play Tap from your own league or any league in the United States or Canada and compete! You and your teammates can also pay your entry and play in the Singles Events at Nationals and the **Rally**.

Fun stuff every session!

*Each session we will hold two (2) individual **Invitational Tournaments** for players with above average stats. These will be separated with one tournament being for handicaps 2-4, and the other tournament for handicaps 5-7. Arkansas Tap will add money to each of these tournaments as well.

* **MVP Program:** We offer (4) MVP's per Division: (2's & 3's), (4's), (5's), (6's & 7's). Each MVP receives a trophy. MVP is determined by match percentage and then adding the handicap of the players on matches won. The highest total is the winner. So it benefits you to continue to play the entire session and to not only play lower handicapped players. No MVP trophy will be awarded if the highest percentage is 50% or under. **MVP trophies will only be awarded to the players with high integrity, regardless of scores.**

M.V.P. Number. In the event of an exact tie, it will go by match percent, then game percent..

***Team M.V.P. Patch:** Each team can award an MVP patch to one of their players at the end of the session The MVP patch can be given for any number of reasons...most improved player, best scorekeeper, top performer, sportsmanship, etc.

***Awards!** – We will present all our awards the beginning of the next session. Several of our new awards, players will be able to vote on.

Thank you for being part of our Arkansas Tap Family!

Any questions please contact Sheri Elliott 501-860-1455
Or email – sheri@kromebilliards.net

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Website: www.kromebilliards.com
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