

**Rules and Local Bylaws** (Local rules and Bylaws are updated to help make Nebraskatap the best league around and subject to change without notice. By paying dues and participating in the league, you agree to abide by these local rules/bylaws for Nebraskatap and the rules/bylaws for The Association for POOL, Inc. You understand these rules are subject to change without notice. Have fun!)

**Match Information:** All players must play a minimum of **4** matches during each session in order to be eligible to play in the Titleholder tournament. Each session is about 16 weeks long so this is less than half of the matches needed. Captains, please make sure each player

gets their matches in. You must have a **minimum of 10** matches played (lifetime) to compete in any National, Regional, or National Qualifier Tournament. You must also play a minimum of 6 matches in the Spring Session to maintain your qualification in the Nebraskatap National Qualifier Tournament and in the National Event.

**Dues Information: Annual Membership Fees (\$20)**

If you are adding a new player, they **MUST** pay their **\$20** membership fee, **BEFORE** playing their first match! Captains, **do not** add anyone to your roster unless they pay the membership dues and you know they are committed to play on your team. If you have someone who wants to "try" TAP, you may play them once but you must put "Open Stat" on your score sheet for the player name. The match will count towards the team's record, but not towards the player's. That player/team is responsible for the match dues. Adding a player to your roster will result in your team being charged the player's **\$20**, so **do not** add a player to your roster until they pay their dues. It is not fair for teams to expect Nebraskatap to cover the cost of players the team selects to play on their team and then quits. If your team adds a player who cannot pay that first week, either the captain or team members should loan them the money.

**Weekly Team Dues (\$30)** Each week of play the Team Captain or another team member (if the Captain is not present), is responsible for making sure that \$30 is collected from the team and turned in with the weekly score sheet. **(1) Match point will be deducted from your weekly score if the weekly dues are short.** Remember, this match point could be the difference between making or not making the Titleholder Tournament and winning cash. Any team short on team dues may lose their qualification for tournament play. If only four players come to play, **the team is still responsible for the full weekly dues**, which means the other players will need to pitch in extra for that week to make up the difference. If three players show to play and two can't make it, the entire amount is still due. Discuss this with your team and, as a group, decide how you want to handle this type of situation should it occur during the Session. It is important that your team understands the rules concerning weekly dues. **Non payment is not an option.** If a player is short, he should ask his or her teammates for a loan until next week and not expect the League to cover the expense for a week. The money collected each week keeps our League in operation. It pays for the supplies, recruiting expenses, trophies, operations, cash paybacks, travel expenses and tournament money. If teams do not pay, we can not play. Please make sure your team dues are up to date each week. You will continue to lose a team match point until all back dues are paid in full. Any team short on team dues may lose their qualification for future tournament play including Titleholder, National Qualifier, and National Level events.

**Returned Checks** Checks are accepted. Make checks payable to Nebraskatap or TAP. Checks returned for insufficient funds will be subject to a \$30 returned check fee and the person maybe subject to other civil and criminal penalties.

Note: The dues may change without notice. Green fees maybe charged in addition to these charges. By paying dues and participating in the league, you agree to abide by these local rules/bylaws for Nebraskatap and the rules/bylaws for The Association for POOL Inc.

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**Roster additions and changes:** A team must have a minimum of 5 players and no more than 8 players. In some special circumstances teams may have more than 8 players. This is subject to approval from a league operator.

A team may add a player at any point in the session, however that player must complete a minimum of 4 matches that session to be eligible for titleholder play. No players will be added or dropped in the last 4 weeks of a session; all players must be on a roster **prior** to the last 4 weeks of a session.

All roster changes (adding or dropping players) must be communicated to the opposing team Captain **prior to the first pick of the match play.** League approval may be needed. Once a player is dropped from your roster they can not be added back until the next session. Captains, do not add anyone to your roster unless they fill out an

application and pay the membership dues and you know they are committed to play on your team. The team is responsible for the dues of any player who is assigned a player number. So, again do not put a player on your roster until they pay their membership dues.

If you have someone who wants to "try" TAP, you may play them once but you must put Open Stat on your score sheet for the player name. They may only guest once and, the guest rule is limited to non TAP members only. Keep in mind guest players cannot play in a match after week 9 of a session. The match will count towards the team's record, but not towards the player's. The stats from their "open match" will not be added to their personal stats. That player is responsible for the match dues. If the player then decides to continue playing they must pay their \$20 annual membership, and fill out a membership application. No players will be added to a roster without membership dues and a completed application.

A player must have a minimum of 4 played and recorded matches to play in any titleholder event locally. You must have 10 played and recorded matches lifetime to play in any regional or national TAP tournament. Players on a Nebraska TAP National Qualifier team must play a minimum of 6 matches in the Spring Session to remain eligible. Substitutes are not allowed in TAP.

The purpose of the above rules are to prevent teams from abusing the survival rule, disrupting teams, using ringers at the end of the session or unfairly manipulating the system. The League office may override these rules depending on the specifics of each situation. They will be reviewed on a case-by-case basis.

## **Other Rules and Local Bylaws**

### **New Teams and Bye Weeks**

New teams may be added to a division up to week 2 if space in the facility allows for more teams. The team is responsible for all dues required to play. Each player must still get their minimum of 6 matches in during the session.

Bye teams - Each Bye team will be awarded a 3-2 record for the bye week. Any team added late to a division will start out with the following bye week records: wk 1 3-2, wk 2 2-3

### **Makeup Matches**

If a team should have to reschedule a match, and they are the home team the visiting team will have the right to decide if they wish to play the match at there home location or not. You are inconveniencing the other team so they deserve the right to host the makeup match if they choose. This rule does not apply in the case of inclement weather. All makeup match rules stated in the national rule book also apply.

### **Forfeits**

Teams will not be allowed to forfeit in the last 4 weeks of a session. Should a team forfeit in the last 4 weeks of a session, they may be subject to disciplinary action, up to suspension. All rules on forfeits in the national rule book apply.

### **15 Minute Rule**

In the event that a team is without a player, they have the option of using the "Survivor Rule" or can wait up to 15 minutes for a player to show up. If they elect not to use the Survivor Rule and a player on the team does not show up within 15 minutes, the match is forfeited to the opposing team (note not the entire night of matches). If there is another match to be played the team will have another 5 minutes to get another player available either by waiting for another player to show up or immediately putting up a Survivor Rule player. Note in the Titleholder and Masters Tournaments teams are not allowed to use the Survivor Rule unless otherwise stated on the tournament rules passed out at the time of the tournament. In these tournaments, teams will be granted 15 minutes to come up with a player in the event they are out of players for the very next match. If there is a situation like this occurring, teams must make clear up front that they are out of players to the opposing team and both team captains must get a referee, league operator or division rep to put the team missing a player on the clock.

The 15 minutes starts the moment the team is put on the clock by a referee, division rep or league operator. Teams failing to comply with these rules are subject to loss of points or disqualifications from play.

### **Declaration of coach before a match**

The Rulebook states--- "A player is allowed to receive coaching from a fellow teammate who has been designated

as the coach prior to the start of the match. Only ONE coach may be designated for each player's match and may not be changed during the match unless approved by the opposing team" Simply put, declare a coach before you start your match. Do not change coaches. In the event that an opposing team calls a foul due to more than one coach used and it is BEFORE the very next shot when the timeout is called, the opposing team will receive ball in hand.

### **Survivor Rule, Guest Players, and Substitutes:**

The Survivor Rule exists to help a team field 5 players and avoid forfeiting matches. This rule is simple, if you do not have 5 players available to play, then you may play up to 2 players twice. In order to use the survivor rule you must tell the other team before the end of the first match. The players/teams are responsible for the dues associated with the matches.

During the first 3 weeks of a session (when rosters are being finalized) a team may use this rule without it counting towards the limit for survivor rule. After week 2 (weeks 3-13) in a session each team is limited to using the survivor rule 2 times. The player used for the survivor rule must play that match at 1 skill level higher (If the player is a skill level 4, then on their survivor match they would play as a 5). If that player is a seven, then the opponent will play at 1 skill level lower. If the opponent is a Skill level 2 and the survivor player is a 7, then the skill level "2" player will only have to win 1 rack in order to win the match. The survivor rule may not be used the last 2 weeks of a session. DO NOT send players home to play a strong player twice in an attempt to win an extra match. Teams caught doing this will earn a forfeit and be subject to loss of qualifications in any Titleholder or National Qualifier event.

Guest players: A player may try TAP any time during a session up to week 9. **Guest players cannot play in a match after week 9 of a session.** They are responsible for the \$6 for the match, but do not have to pay the \$20 annual membership. You must put **OPEN STAT** in the name field. If you put the player's name, then your team will be responsible for the membership dues and that player will be added to your roster. The OPEN STAT match will count for the team's stats, but not towards the individual's stats. The stats will not be added to the player if they decide to join at a later time. Substitutes are not allowed in TAP.

### **Coaching Rule Clarification**

**Coaching:** The rule book says: "A player is allowed to receive coaching from a fellow teammate who has been designated as the coach prior to the start of each match. Only one coach may be designated for each player's match and may not be changed during that match unless approved by the opposing team. The player or team coach for each team is entitled to call two (2) "time-outs" per game, lasting no more than one-minute each. Once a time out has been called, both players can communicate with their coach during that time out. Players with a two (2) level handicap, receive two (2) one (1) minute time outs and unlimited assistance with their coach. Any other assistance has to be within a 45-second shot clock. (NOTE: You should remember that the game belongs to the player and the player can refuse any time out). During a time-out, the coach may not disrupt any balls on the table or mark the playing area of the table. Doing so constitutes a foul and the opponent is entitled to cue ball-in-hand. Touching the table is not a foul." The ruling from nationals is: A coach can touch the table, but **may not** place the cue ball during a "ball in hand" situation. A player or coach may not mark the table with chalk or anything else in an attempt to aid a shot.

### **Fouls or situations**

All fouls, disputes, or violations must be called immediately. Once your player continues play, you are accepting the situation. No match or rack will be over turned on a technicality. The game is won on the table, the results of any rack or match played to completion will over rule any technicality. Any rule call made by a league operator, referee, or division rep during league or tournament play is final even if later on the ruling is found to be different than the official ruling from nationals.

### **Skill Levels and sandbagging:**

Skill levels are determined by a national computer system. It consists of over 80 mathematical formulas based on a player's performance over the life of their play. We **do not** make adjustments on the local level. It generally takes 8 - 12 matches for a player's skill level to stabilize and to be accurate. New player skill levels may not be entirely accurate. New players come in as a skill level 3 and must win 3 racks their first match. If you have a known skill level in another league, you will be assigned a TAP skill level based on this. This assignment is at the

discretion of the League Operators. After this, skill levels are in the hands of the computer.

It is extremely important that score sheets are marked properly. Failing to mark score sheets properly will cause skill levels to be inaccurate. TAP skill levels are generally harder to obtain than in other handicapped leagues. If you are a skill level 5 in another league, then you maybe a 4 in TAP. TAP is a harder format, so skill levels may be lower. **Do not compare another league's skill levels to TAP.**

There are plenty of examples across the country of sl 6s in another league being 4s and 5s in TAP. Many TAP sl 5s and 6s can "smoke" sl 7s in the other leagues. It is important to remember in order for a player to move up to another skill level, then that player has to play at or above that skill level constantly for multiple weeks. So, a sl 3 may have to play like a 4 or 5 for several weeks in order to move up to a 4.

All stats affect your skill levels, not just victories. It is possible for a player's skill level to move up even after a loss. The computer looks at: victories, strength of opponent, completions, misses, made on breaks, left on table, defensive shots, win loss %, timeouts and so on over several weeks of stat data. Your table size is also a factor. A good rule of thumb on skill levels:

Skill level 2: runs 1-2 balls, needs help with shot selection. Beginner or recreational player. Most likely new to league play. Has issues with mechanics and stroke.

Skill level 3: runs 2-4 balls, occasionally can run out more. Needs some help with difficult situations. Can break and run on occasion but is inconsistent. May have some issues with stroke and mechanics.

Skill level 4: runs 3-5 balls, can run more, not always consistent. Occasional break and run. Only needs help with difficult situations. Sometimes has difficult finishing. Has little issues with stroke and mechanics.

Skill level 5: runs 4-6 balls, capable of break and runs. Rarely needs help with shots. Consistent with play.

Skill level 6: runs 5-7 balls, has break and runs, very consistent. Advanced level. Almost never needs help.

Skill level 7: runs 7-8 balls, break and runs multiple times per match. Does not need help. Cream of the crop, could compete in professional tournaments if they wanted to.

After a player has played **10** matches and you feel like their skill level is not accurate, you may fill out an audit form and submit it with your weekly packet. **If you or your team captain feel like your skill level is not accurate you may fill out an audit on yourself at anytime.** It is important your skill level is accurate.

Remember, when you lose your match, your opponent is under ranked. If you win then you are under ranked in your opponent's eyes.

Bottom line, play hard and have fun. Don't worry about skill levels. Win on the table.

Sandbagging is defined as intentionally losing a match or missing shots in order to hold down your skill level.

The TAP computer system has an anti sandbagging component built in to detect sandbagging. This component will flag you as a player and prevent you from moving down in skill level. Due to the number of stats and formulas used to determine skill levels, it is extreme difficult to trick the system. So, don't bother trying. Play hard and try to win every match. It is much more fun this way. Remember, sandbagging and a player being under ranked are not the same.

Sandbagging will not be tolerated. There are plenty of team points available to encourage you to play hard. If you are caught sandbagging, then you are subject to penalties up to suspension and banishment from the league.

Cheaters will find themselves out. If you have to cheat in Amateur pool, then you are a sad person.

### **Penalties:**

Violation of rules and failure to pay dues can result in various levels of penalties. Any player engaging in unsportsmanlike conduct or teams/players failing to pay dues can be suspended by a league operator.

Unsportsmanlike conduct is defined as:

- Verbal or physical abuse towards other players, patrons, people in general or bar owners/operators
- Verbal or physical abuse towards the league or league operators.

Sexual Harassment of others

- Sandbagging - intentionally losing or missing shots in order to hold down your skill level
- Theft of property such as sticks, packets, league dues and other stuff
- Abusing the facility, tables, etc in the host location
- Sharking players - this is talking loudly during a shot with the intent of disrupting the shooters concentration, walking in front of a shot, rude behavior towards the other team during a shot, etc.

Basically anything that interferes with a shot

Any player or team suspended or banished from league play will forfeit any dues paid and will be charged the remaining dues for the session.

### **Common Players**

Important info about common players. This is the ruling from Nationals on common players. We will abide by this decision with no changes.

After careful review of many shared opinions from Licensees and Players, a decision has been made regarding common players that are on teams facing one another. This rule will be in affect immediately at all National events and may be subject to change in YOUR LOCAL

AREA ONLY IF YOUR LICENSEE should so choose. The rule is as follows for National Tournaments.

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, and
2. When a Captain elects to put a player up for a match, the other Captain can **never** match the player to play him/herself.

The team's Captain will decide to play or not play player(s) based on their personal pick strategy, but the player (s) should not be penalized for being on multiple teams and should not be responsible for choosing sides. If someone is worried about that player throwing a game (this is a maybe), then that Captain should choose **not** to play that player.

### **Notice of picture and video taping during TAP league events**

Nebraskatap reserves the right to take photos and/or videos of players during matches/TAP events for the purpose of providing a great website full of pictures and/or videos to create a **FUN** community for the pool players here in the area. If you are uncomfortable with this, please feel free to contact the Nebraskatap League Operators. As always Nebraskatap will notify players ahead of time that we will be taking pictures/videos of them.

### **Quitting TAP**

It is our hope that you would enjoy playing pool through TAP. It is important to remember that pool is a game and it is to be played for fun.

If you are not having fun, and would like to quit, you may do so at anytime. There are some things to consider before you decide to quit.

1. You will not be refunded any monies you have paid to the league.
2. You will only maintain your individual qualification if your team allows you to. If an entire team quits, they may lose eligibility for regional and national play.

### **Prizes**

If you or your team does well enough to win a prize, you maybe subject to taxes on your winnings. Consult your tax advisor about your tax situation.

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