

STEEL VALLEY TAP POOL LEAGUE

BYLAWS

1. Player Eligibility

All players must have 4 scored matches in a session to be eligible to play at Titleholders or Nationals. This does not supersede the eligibility requirements for any TAP-sanctioned event, including Nationals. Each event has its own eligibility requirements.

2. Regular Session — “Ghost” Player

Forfeits are to be avoided as much as possible. With that in mind, if a team only has 4 players on a given night, they may ask the opposing team if they may “ghost.”

If the opposing team agrees, the opposing team gets to choose one of the 4 players to shoot a second match.

A player may not be chosen if doing so would put the team over the 25 maximum team handicap. This rule applies only to regular session play.

3. Best of the Rest / Titleholders — Fifth Match

At Best of the Rest or Titleholders, if a situation arises where the score of a match is 2-2 and both teams do not have a 5th player, each team shall choose a player from the opposing team who has already played to shoot the 5th match. They may not choose a player if doing so would put the team over the 25 maximum team handicap.

This situation, however, may be avoided if one or both teams use the “burnout” strategy.

4. Timeouts and Coaching

All players with a skill level of 4 and up receive one timeout per rack.

Skill levels 2 and 3 receive two timeouts per rack.

For 3s and above, a coach does not need to be designated. A player may only receive information from one coach per timeout, but may use a different coach for each timeout.

For 2s, a coach must be designated, as 2s may receive unlimited coaching so long as the coach does not approach the table.

If the team needs to change who the coach is during a 2's match, they must inform the opposing team.

Only the coach may speak to the player. The coach may get advice from other players on the team, so long as the player shooting the match does not hear that advice.

5. Coach Contact With the Cue Ball

During ball-in-hand, a coach is not prohibited from touching the cue ball. The coach is prohibited from “placing” the cue ball.

Therefore, if the player is the last person to touch the cue ball before a shot occurs, no foul may be called.

This will be handled differently at Nationals or other higher-level tournaments.

Best practice would be for coaches to make it a habit not to touch the cue ball at all and avoid the issue.

6. New Players and Skill Levels

All new players will shoot their first match as a HC 4.

After their first match, their SL may go up or down based on their performance.

The only exception will be for players who are known to be of a high skill level in other leagues or otherwise. Those players will shoot their first match as a HC 5.

No skill levels will vary based on gender.

If a player is joining an 8-ball team and has an established TAP 9-ball or 10-ball rating, they will start in 8-ball at that rating.

7. Titleholders and Session Payouts

At the completion of each session, all teams will advance to Titleholders for a chance to win the trip to Nationals.

1st-place teams will receive 2 byes in the Titleholders bracket. Last-place teams will not receive a bye. The rest of the teams may receive 1 bye or 0 byes, depending on their record at the end of the session.

Prize money will be paid to the top teams based on their placement in the regular session standings.

8. Tiebreakers

Ties in the standings will be decided by the following:

1st Tiebreaker — Games Lost

2nd Tiebreaker — Games Won

3rd Tiebreaker — Head-to-Head from the Most Recent Matchup