

TAP



*Chesapeake Bay Region*  
Titleholders

## ***Tournament Rules of Play***

1. Teams will win by playing pool, not through the interpretation of the rules. League Directors and Referees will be onsite throughout the tournament. In cases of controversy, their decisions are final!!!
2. Team Captains are responsible for checking their team in at the Tournament Desk prior to the start of a match. Teams not checked in before their scheduled start-time will forfeit the match.
3. All matches will be played using the race grid.
4. The tournament is “Single Elimination”.
5. The first team to win (3) matches will advance to the next round of play. Teams that can field a (5) person (25) point roster must do so. If a team can only field a (4) person (21) point roster they will forfeit the 5<sup>th</sup> match. If a team can only field a (3) person (18) point roster they will forfeit the 4<sup>th</sup> & 5<sup>th</sup> matches.
6. Unsportsmanlike conduct will not be tolerated. Unsportsmanlike conduct calls will be made at the sole discretion of the League Directors or Referees. These calls are very serious and will result in penalties from ball-in-hand to loss of games or match. Every player has earned their way here and we expect all of our players to conduct themselves as winners.
7. There will be a 45 second shot clock that will be randomly monitored by the officials. Penalties for slow play can range from ball-in-hand to loss of game.
8. Teams will be allowed (2) minutes to designate a player for their match.
9. Only the player and their coach are allowed in the playing area, all other players and spectators are reminded that they cannot interfere in a match. Any person suspected of “sideline” coaching will be asked to leave the area. Outside interference may result in a team being disqualified from competition.
10. Players will be allowed (1) one-minute time-out per game.
11. Each round has a 3-hour time limit. Any match starting after the time limit will be a “Race to (1)” regardless of handicaps.

The final round will have a 3-hour and 30-minute time limit. If the 5<sup>th</sup> match has not started before time is called an additional table will provided to start another match.

12. Teams are responsible for reviewing their team roster for possible errors. If an error is detected it must be reported to the Tournament Director before the start of that team’s first match. If an error is detected after the start of the team’s first match any changes made will be at the Tournament Director’s discretion.
13. Captains can ask to have a player(s) audited. Players and/or teams may be disqualified based on these results. Penalties are:  
If a player is flagged (2) times they will be disqualified.  
If (3) players on the same team are flagged the team is disqualified  
If (2) players on the same team are disqualified, the team is disqualified.
14. Teams may request that a player on their roster be raised (1) handicap level before the start of the tournament. This rule applies only to players who are currently at a higher handicap than listed for this event.

## ***Game Forfeits***

The following will be considered automatic forfeit of a game if: 1) the opponent offers to shake hands before the 8-ball is shot: 2) the opponent picks up the rack before the 8-ball is shot; 3) a player takes their break cue apart while the opponent is shooting the 8-ball.

## ***Referee Functions***

- 1) Referees are there to resolve disputes. They will not interject themselves into a match unless necessary.
- 2) Have total control of all matches. If there is a situation that cannot be resolved the referee will get advice from the Head Referee. If the dispute still cannot be resolved the Head Referee will bring in the Tournament Director.
- 3) Will randomly monitor player shots. Shots should take no more than (45) seconds apiece. This includes the “unlimited assistance” that all (2) handicap players receive.
- 4) Will monitor the (1) minute time-out.

## ***Rules for Coaches***

- 1) A Referee can declare anything a coach says that can affect the strategy of a game a time-out.
- 2) Once a time-out has been called or inferred by either the player or coach it must be taken.
- 3) Coaches should not leave their chair except for a time-out during a game. If they do a Referee can declare that a time-out.
- 4) Coaches can call out “Mark your pocket”, or “Time-out”. They can also cheer their player on. We ask that encouragement be controlled. Referees will determine if the encouragement is strategy or not. Time-outs or fouls could result.
- 5) Coaches can call fouls. If they do it will be considered their player’s time-out. If a dispute arises, the Referee will make the final call. Should a coach call a foul and not have a time-out left it will be cue ball-in-hand foul to the opponent.
- 6) A coach or player may ask a Referee to watch a shot or make a call.
- 7) If a player has a question, they should ask the opponent or get a Referee.
- 8) The coach must keep score for their player.

## ***Other Rules***

- 1) Anyone can call out “Mark your pocket” including spectators.
- 2) A team can switch coaches during a match only if the coach is needed to play a match on another table.
- 3) Scratch on the Break: It is not a foul for a coach to remind the player that it is cue ball in hand behind the head string.
- 4) Should a player ask if they have high or low balls, it is courtesy to answer.
- 5) Teams may put up a player on their roster who is not present, forfeit the point, and continue play.
- 6) All cell phones & other electronic devices must be turned off while in the playing area.
- 7) Matches will not be held up for smoke breaks.