



**Rule Book Addendums**  
**Revised: September 2007**

**Membership Dues**

We are changing the membership dues process due to the problem of uncollected memberships. Too often players get added to teams, play once or twice or not at all, and then quit without paying. In all these cases our Corporate Office bills us for these players and we have to pay for them.

***Solution***

If you are adding a new player to your team they **MUST** pay their membership dues **BEFORE** playing their first match. Any matches played by a new player who has not paid their membership fee will go into “open stats” the first week. The player **WILL NOT** be added to the roster and the match **WILL NOT** count towards that players “6” match minimum. If that player wants their stats retrieved, it will cost \$25.00. If the player drops without paying the \$25.00 a penalty point will be given for every week the \$25.00 is not paid.

It is not fair for teams to expect TAP Canada to cover the cost of players the team selects to play on their team who then quit. If your team adds a new player who cannot pay that first week, either the captain or team members should loan them the money.

**(\* On the right hand side of the roster, next to each players name is a membership renewal date. If you do not pay your membership renewal by that date, the corporate office will drop you from the team roster. The cost to have that players stats retrieved is \$25.00.**

*Please note: It is so much easier to follow the procedure for paying new and renewing memberships.*

**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.

- The shooting player moves an object ball “before” making their shot, with their hand, cue, 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 players option to leave the ball(s) where they were moved or return them to their original position.

- The shooting player moves an object 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**)
- If the cue ball or 8-ball is touched while in motion on an 8-ball shot, it is a **LOSS** of game. Touching another ball accidentally while making the 8-ball is **NOT** a foul, unless that moved ball is then touched by the player or equipment while balls are in motion.
- If the shooting player accidentally knocks a ball into a pocket, the opponent has the option of leaving the ball down or returning it to the original position. If the 8-ball is knocked in and the opposing player chooses to leave it down, it is a loss of game.
- The cue ball in all cases is always live. **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.
- 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, 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.

### **New Rule regarding double hits/push shots**

- If the cue ball and object ball are frozen together, it is legal to shoot straight through the two balls without it being a foul.
- If there is any separation between the cue ball and object ball, the shooter **MUST MAKE** an attempt to avoid double hitting the cue ball with their cue

stick by either elevating their cue stick at a 45 degree angle “or” shooting at the cue ball from an angle. As long as the attempt is made, it is not a ball in hand foul.

- The standard width between the two balls where this rule applies is the width of a piece of chalk. If the width is greater, no matter if an attempt is made, a double hit is now a ball in hand foul.

### **Rule regarding Balls off the table**

If a player drives one of his own balls off the table, the ball is spotted, and the opponent is awarded ball in hand. If a player drives his/her opponents balls off the table the ball stays down, and the opponent is awarded ball in hand.

### **New Player Rule**

The following rule will now apply to all new players joining the League.

- Any player with an existing handicap from another League with a (2-7) Rating system will start with that rating.

Any player that is entirely new to **ANY** league system will start as a 3 race to 3 (first week only)

**Note:** If anyone allows a new player on a team to start at a H/C of 3 or less, who has an existing league or tournament rating higher than a 3, that player will automatically be raised to the appropriate handicap. Plain and simple this is **cheating** and will not be tolerated. No excuses will be accepted because the player knows what they are, and the Captain is responsible to find out. Any team points that were won by that player will be deducted from the teams total points and awarded to the team they played. Cheating doesn't make a winner, playing fair does, whether you win or lose.

### **Forfeits**

Please note if your team forfeits, your team is responsible for paying league fees for your forfeit as well as the opposing teams forfeit. This rule was voted in at the September 2005 Players Meeting. This rule will now be strictly enforced. Any team that has a balance owing of \$25.00 or more in any given week, (this includes Membership fees) must pay their owing balance **before** play the next week. **NO EXCEPTIONS!** If dues are not paid your team will be removed from the league. Any team that encounters this situation will receive a 3-0 for the night. If the team does not resolve their financial predicament, your team will owe no money for that night. Subsequently if the team resolves this problem, you will have the right to play the

remaining 2 matches to earn maximum points, and your team will be responsible for their own dues for all 5 matches. (forfeits included)

### **Second Player Rule**

A team will be allowed to play a second player twice during the session. If your team has 4 or less players show up, the opposing team has the right to pick any player to play twice, from your team. This rule was implemented to try and stop forfeits, so players that have shown up to play, will have that opportunity. Most of our league play takes place at night, so some players have to play early due to work constraints or for other responsibilities, and may not be able to stay. If your team encounters this situation and a player leaves for whatever reason from the opposing team, your team has the right to take the forfeit, but your team will now be responsible for your dues for that match. Otherwise pick a different player to play twice. **NEW – This rule is allowed except in the last 4 weeks of play during any session. All teams MUST have 5 players present to play, or they will suffer a forfeit, and must pay for their teams forfeited match(es) as well as the opposing teams forfeited match(es)**

### **Make up Matches**

Each situation can be different as to why a make up match(s) is required. All make ups will be reviewed and allowed/disallowed at the discretion of the League Operator. **NEW – There will be no Make Up Matches allowed in the last 4 weeks of play during any session unless in extreme circumstances, at which the League Operator must be contacted, and will decide if the Make Up Match can occur in the last 4 weeks. If the team can't field a team in the last 4 weeks, they will suffer forfeits as stated above.**

### **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 a 3-2 win for that match. In this scenario this match will be considered a bye and no money will be owed or collected. 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. This rule only applies to teams that drop out of the league permanently during the session.

If a team chooses to forfeit a match, without dropping out of the division it would be a 3-0 win for the team that showed up to play initially. Each team will be given the opportunity to make up the remaining 2 matches only. If the team that got a 3-0 win wants the chance for more points, they can arrange a make-up with the other team for 2 matches only. This gives the team that originally showed up to play a chance at a

5-0, but they will have to earn the 2 points in match play. Irregardless both teams will be responsible for the full amount owing for that weeks match.

If one team chooses not to do the 2 match make-up, the opposing team will receive 2 points for a forfeit. If both teams choose not to do the make-up neither team will receive the 2 points.

You must notify the league office of your intentions, and to set the make-up date.

### **Qualifying for the Regional Tournament**

Each team must play 2 out of the 3 sessions in order to play at the Regional Tournament held in your area in the fall. IE: If you join the league in the Summer Session and qualify for Regionals, you will not be allowed to play at the Regionals of that year. If you qualify in the Summer, but then play 2 out of the 3 sessions in the following year, you will then be allowed to play at Regionals, using the qualifying position from the following year.

Teams that play only 1 session, can however, qualify and play in that sessions Provincial tournament.

### **Provincials and Players Prize Fund**

TAP Canada reserves the right to implement to their discretion, how the Players prize fund and Provincial entrance fees are distributed.

**Please note:** Any uncollected monies from within the Divisions structure, will come out of the Players prize fund. TAP Canada to the best of their ability, will try and collect any and all monies owed during session play, but will not be held responsible for teams that quit or leave and have not paid their dues.

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