



North Central Ohio TAP League Local By-Laws for Area 392

Effective Date: July 1, 2018

www.poolohio.com

Revised August 21st. 2018 © 2018

EXCEPTIONS, ADDITIONS, AND/OR CLARIFICATIONS TO YOUR OFFICIAL TEAM MANUAL.

These By-Laws have been read and approved by the TAP National Office in January 2018

PLEASE ADD THESE LOCAL POLICY BY-LAWS TO YOUR TEAM MANUAL

These local By-Laws compliment or supersede rules in your Official Team Manual. They also supersede all previous local By-Laws! ***Please destroy all other local By-Laws.*** Each new team has been given a copy of the "Team Manual". (printed from Nat'l site www.tapleague.com.) Hard Copies can be purchased thru the Nat'l TAP Store or thru your local League Operator for \$30.00 each. ***All division reps (League Directors)*** have a hard copy.

Office Hours/ Contact Info

Address is NCOTAP 20228 Main Street. Upper Sandusky, Ohio 43351, Phone # 614-753-3125
9:00 AM to 6:00 PM, If there is no answer please leave a message and your call will be returned ASAP

Age limit for TAP Players

There is no age limit on TAP members. If a location does not allow under 21 years of age, then the team must abide by the location's rule. In most cases as long as they are with a parent or guardian it should be ok.

Fees

The weekly fee per NIGHT is **\$35.00 per team**. Yearly memberships are **\$20.00** per person. If you choose to be a Captain, **your membership fees are paid by TAP**. If you are selected/ voted in as a League Director (approved by office) then your yearly dues are also paid by TAP. (see League Director)

(Note: All FEES must be paid by the following league night or team will lose points, lose qualification, and/or NOT be in the Playoffs)

League/ Board Directors

League Directors may be asked to Referee at TAP events at a rate of \$10.00 per hour. League Directors from all areas make up the "Board of Directors". The Board of Directors is tasked with disciplinary actions on Teams and/or its league members. The League/Board of Directors is also tasked with growing and promoting TAP League as a whole. League Directors and The Board of Directors are on a volunteer basis ONLY. No compensation(s) is promised. ***The Board of Directors is chaired by the North Central Ohio TAP Licensee or assigned Representative.*** ([see www.poolohio.com](http://www.poolohio.com) for the list of League and/or Board of Directors)

Membership and Weekly Dues

Each Team Captain is responsible for keeping track of their team members' weekly dues as well as the yearly membership dues. It is the team's responsibility to ensure the Captain is getting their dues to the office in a timely manner. **Unpaid weekly dues will disqualify teams from local titleholder tournaments and any other qualifying tournaments.**

Payment Methods

There are several payment methods, cash, check, credit cards and PayPal. There are envelopes behind the bar in a red/orange folder to send payments if needed. If you send cash you are still responsible if the office doesn't receive your payment. On all returned checks there will be a \$30.00 returned check fee payable with the next week's dues. (no exceptions) If you use a credit card there is a 3% charge added. ***The preferred way to pay is using PayPal***, it is easy and secure not to mention it is a record for both you and the office. PayPal accounts are easy to set up. You select friend-to-friend and it is a free service. Our PayPal email is gen1ohio@gmail.com.

Our goal is to be completely paperless, less paper, less expense means more back to the Players.

Score Keeping

During scorekeeping, it is recommended that each team do their own score keeping. This will ensure no manipulation of scoresheets. If you choose to allow someone else to keep score, or only your team is keeping score, before submitting the scoresheet allow the opposing team to visually confirm score sheet. Again it is recommended each team keep their score but not mandatory. ***Any teams or members caught manipulating The Score Keeping App will be suspended for the session and/or Expelled from the league all together. North Central Ohio Tap League has a ZERO TOLERANCE policy with CHEATERS. Any monies paid by the team or players caught cheating will be forfeited.***

Starting Time/ Shot Clock/ Time Outs/ Player Put Ups

All Divisions may have a different start time. Most thru the week start at 7:00 pm. ***Real time and not bar in most Leagues. Some divisions start earlier on the weekends.*** Fifteen (15) minutes after start time a team MAY call a forfeit of a match unless in the first 2 weeks or the last 2 weeks of play. (SEE FORFEITS) Once play starts it is continuous meaning next player should be ready to play when match before is finished. Not going to bathroom, to the juke box, going to the bar, smoke breaks etc. Everyone gets two (2) timeouts. Handicap (2) gets two (2) timeouts plus unlimited sideline coaching from the assigned coach. (see Coaching) The shot clock located on TAP the APP is 45 seconds. Do your best to stay within the 45 seconds. ***You have 2 minutes to put up a player.*** (Local rule not a National Rule). Players need to be at the table and ready to play at start time. ***Keeping with these rules there should be no teams still shooting 5 hours later. The average match is usually 30- 45 minutes. If time is adhered to 3-4 hours is the most any league play should take.***

Splitting Tables/ Make Up Matches

If the fourth (4th) match has not started by Official League Time plus two hours it WOULD begin another match on a second table if available. ***THIS CAN BE WAIVED IF BOTH TEAMS AGREE TO STAY ON ONE TABLE. IF NOT THEN MUST BE SPLIT.*** Make up matches are highly discouraged and ***will not be approved at the last minute.*** Exceptions are but not limited to: Bad weather or other catastrophe. In the event a team(s) know(s) they will be short players before League Night, (more than one) the captains can agree to do a make-up but must be done by the following week. In other words if you are in the 5th week, it needs made up by the 6th. Team Captains may consider shooting matches ahead to avoid possible forfeits. (see forfeits). ***Some divisions may choose not to have make up matches at all. This must be voted on by the individual division. If make up matches are prohibited in the division then it will be a "forfeit". 5-0 points (see forfeits)***

Forfeits/ Table Choice

There will be **NO forfeits** with in the first (1st) two (2) weeks or the last two (2) weeks in each session unless approved the office. Teams may not understand the schedule or have difficulties with the online scoring APP.

Teams join to play not forfeit. If a team does not show up to play and arrangements have not been made to make up, prior to game day and (after the second (2) week) that will be 5-0 week for points. **All fees are due from both teams.** ANY teams caught abusing the 5-0 point system will be disqualified and forfeit ALL monies and prizes they may have received. In rare cases neither team may be able to field enough players. In this case if the match isn't made up with in two (2) weeks, both teams receive ZERO (0) points and **Weekly fees are still due by both teams.** See **Player Shortages** for more Info. Home teams are listed on top or first on the schedule. The home team has table choice and either flips the coin or chooses to lag for choice of player put up. Players have the choice of flipping or lagging for break. Lagging is the preferred method.

Bye Weeks

Points for bye weeks are 3-2. Teams do not pay for Bye Weeks.

Player Shortages

Effective January 2018, to help with weekly team player shortages of one (1) to help prevent forfeits, North Central Ohio TAP League will allow the same person to play twice. If team A only has four (4) players then the opposing team B with five (5) players may choose one of team A players to shoot again. (**ONLY in the FIFTH match and the 25 Rule still applies**) If team B chooses a player that has already left, then that match is a forfeit.

If both teams are short one player then each team will choose one from the other team to shoot twice.

This is a Local Rule in North Central Ohio TAP League (not a National Rule)

Coaching

Players can change their coach as they see fit for any reason. **This is a Local Rule and not a National Rule.** Any further questions about coaching please refer to your TAP Rule Book. Only the Coach or the player can call a TIMEOUT.

Qualification Requirements

To qualify for the Rally in the Valley or National Events you must have 10 lifetime plays and 6 local plays during the dates set by corporate. Teams that are Local Tournament Champion (LTC) qualified (**meaning they won their Division Bracket or the Division Playoffs**) must stay in the top **50% of their division every session after they are qualified** or be subject to the Handicap Committee and/or Board of Governor's about their eligibility. Team(s) could be subject to losing eligibility if caught cheating.

Teams must retain Four (4) "ORIGINAL" players to stay qualified for the Titleholders. If qualified they MUST also play in all three (3) sessions within a season. Our season starts in Summer and runs thru Spring of the next year. **Summer Session (June thru Aug), Fall Session (Sept thru Dec) and Spring Session Jan thru May.**

These dates are subject to change as needed to accommodate of events within TAP League.

Black Out Dates

Black Out dates are subject to change, presently NCOTAP Black Out Holidays are Easter, Mother's Day, Thanksgiving and Christmas

Payment Late Penalty

(Any team that loses two (2) or more points for late payment during a session risks losing LTC qualifications)

From time-to-time there may be teams who for whatever reason cannot get their weekly dues in on time. This causes accounting problems as well as end of session validating of ALL team accounts. When teams are late at the end of session, it holds up ALL teams payout monies. **To combat this, North Central Ohio TAP effective Fall Session 2018 is implementing a point loss penalty.** The point loss will be posted on www.poolohio.com under the point losses TAB. Once a point is lost, it WILL NOT be recovered unless it was a mistake by the office. **What this means is:** If you have lost a point due to late payment, you will lose whatever the point value is per point at that time. For those teams that pay on time every time, **will receive a bonus of \$35.00** added to their winnings check at the end of session. Teams have by the day before next shoot date to have team dues paid via PayPal or if mailed, the next day after shoot date must be on the envelope. It is recommended if possible to drop the envelope off inside the post office. It has happened in the past teams drop in mail on shoot night, and the post office fails to date stamp the envelope. In this case if we receive your envelope with no date stamp, you will not lose a point. **ANY QUALIFIED TEAMS THAT OWE MONEY TO THE LEAGUE AND HAS NOT PAID BY THE END OF SESSION (plus 1 week via PayPal or next day Date Stamped) WILL LOSE THEIR QUALIFICATION TO THE NATIONAL TITLEHOLDERS.**

Player Eligibility

In order for a player to participate in session playoffs and/or Local Titleholder Tournaments a player must have played at least six (6) times with each team they are on **before playoffs**. This rule also applies to the Division winning team. This means to remain eligible for the session playoffs and/or the Titleholder Tournaments all players must have at least six (6) plays per session per team. League Operator has final authority on games played on a case by case basis. Players MUST also be current in their membership to play in High Level Tournaments (HLT).

Travel Assistance

Current travel assistance fund is based on the amount of teams in each division. There is no guarantee on travel fund from year to year as it's based on team count. This money MUST be used to go to the National Tournament. **It is not a prize fund for winner of local titleholders' tournament.** It is at the discretion of the League Operator to decide how the money is distributed. The League will pay the entry fee to the National Tournament. The Rally in the Valley fees is paid by the Teams going.

Playoff Requirements

ANY Team(s) that owes money to the League at the end of session play will not be eligible for Division Playoffs.

Eight Ball Division Playoffs
Sudden Death time for 8 Ball is 3.5 hours

10 to 16 Team Divisions:

Two (2) teams qualify for the Best of the Best Board.

1. First Place 1st team receives entry into Local Titleholders
2. Second Place 2nd vs Fifth 5th.
3. Third Place 3rd vs Fourth 4th.
4. Winner of 2nd and 5th / 3rd and 4th Plays for the second spot on The Best of the Best Board.

Two (2) teams qualify for the Best of the Rest Board.

1. Sixth 6th vs "Lucky Draw"
2. Seventh 7th vs Eight 8th.
3. Ninth 9th vs Tenth 10th.
4. Eleventh 11th vs Twelfth 12th.
5. Winner of 6th vs LD, and 7th. vs 8th. Will play for the one spot on The Best of the Rest Board.
6. Winner of 11th vs 12th. and 9th. vs 10th. Will play for the second spot on The Best of the Rest Board.

8 to 9 Team Divisions:

Two (2) teams qualify for the Best of the Best Board.

1. First 1st Place team receives entry into Local Titleholders.
2. Second 2nd will have a bye round.
3. Third 3rd will play Fourth 4th.
4. Winner of 3rd and 4th will play 2nd place for the 2nd spot in Local Titleholders.

One (1) team will qualify for the Best of the Rest Board.

1. Fifth 5th place has a bye
2. Sixth 6th vs "Lucky Draw" (LD)
3. Winner of 6th and LD will shoot for the second spot on the Best of the Rest Board.

6 to 7 Team Divisions:

Two (2) teams qualify for the Best of the Best Board.

1. First 1st Place team receives entry into Local Titleholders.
2. Second 2nd and Third 3rd compete for the second spot on the Best of the Best Board.

One (1) team qualifies for the Best of the Rest Board.

1. Fourth 4th vs the "Lucky Draw"
2. Winner wins the spot on the Best of the Rest Board.

5 Team Division:

Two (2) Teams will qualify for the Best of the Best Board.

1. First 1st Place team receives entry into Local Titleholders.
2. Second 2nd vs "Lucky Draw" (LD)
3. Winner wins the 2nd spot on the Best of the Best Board.

No teams qualify for the Best of the Rest Board.

4 Team Divisions:

One Team qualifies for the Best of the Best Board.

1. First 1st place will have a bye
2. Second 2nd vs “Lucky Draw” (LD)
3. Winner of 2nd vs LD will play 1st place for the spot on the Best of the Best Board.

No teams qualify for the Best of the Rest Board.

Nine Ball Division Playoffs

Sudden Death for 9 Ball is 2.5 hours

6 Team an above Divisions:

Two Teams qualify for the Best of the Best Board.

1. First 1st Place team receives entry into Local Titleholders.
2. Second 2nd vs Fifth 5th
3. Third 3rd vs Fourth 4th
4. Winner of 2nd vs 5th and 3rd vs 4th Shoot each other for the second spot on the Best Board.

5 Team Divisions:

Two Teams qualify for the Best of the Best Board.

1. First 1st Place team receives an entry into Local Titleholders.
2. Second 2nd Place has a bye.
3. Third 3rd vs Fourth 4th
4. Winner of 3rd vs 4th shoots 2nd place for the 2nd spot on the Best of the Best Board.

4 Team Divisions:

One Team receives a spot on the Best of the Best Board.

1. First 1st vs Third 3rd.
2. Second 2nd vs Fourth 4th.
3. Winner of 1st and 3rd and 2nd and 4th shoot each other for the entry into Titleholders.

Venues on Playoffs

The playoffs will be held at the Local League area. Titleholders will be held in Columbus Ohio on Diamond Tables, location to be determined by the League Operator. The team having the higher score at the end of session will have the choice of Venue, to shoot at during Playoffs.

“Lucky Draw”

The Lucky Draw is drawn at the League Office by using a Bingo Ball method. The corresponding balls are put into the roller, rolled for Thirty (30) seconds then a ball is released giving us the Lucky Draw winner.

Loss of “Lucky Draw” Eligibility

1. Being late with weekly dues three (3) or more times during the session in question.
2. Team(s) that owe the League Money at the end of regular session.
3. Forfeiting four (4) or more matches during the session. (first 2 weeks do not count)

Titleholder Tournament Format

National Titleholder tournaments are modified single elimination tournaments. With this format you are guaranteed at least two (2) plays. This may change in the future when we reach sixty four (64) divisions. This format is subject to change depending on divisions and team counts.

Payback at Titleholders/ End of Sessions

Payback is determined by team counts. At this time North Central Ohio TAP League isn't large enough to list known payouts. Once we hit the fifty (50) team mark. This will be re-evaluated. There will be end of session payouts in the form of point money based on points earned by each team (***LESS Bye Points***). The value per each point is determined by the number of teams per division. The point value is set by the League Office and is not guaranteed from session to session. Payback of point money may take up to 21 days after PLAYOFF session ends due to validating points earned by each team, and waiting on cost of MVP plaques and winner trophies. ***The goal of North Central Ohio TAP League is to have the point money checks, (trophies and plaques if any) within 14 days after playoffs.***

If you forfeit out of any North Central Ohio TAP Leagues or events, you will forfeit any prizes or money you could have won. Team Captains is responsible for collecting monies on forfeits

Tournaments in the Coming Future

1. North Central Ohio TAP League (NCOTAPL), Marysville Moose Tournaments twice a year. Date TBD
2. NCOTAPL MVP Tournament one per year. Date TBA
3. NCOTAPL Captains Tournament two to three per year, depends on participation. Date TBD
4. NCOTAPL State Tournament, This tournament is open to all TAP Members who are qualified from *within North Central Ohio TAP League.* This will be the largest tournament available thru NCOTAPL.
5. Jack and Jill Tournaments three times a year, depends on participation. Date TBD
6. ***Yearly Titleholders to be held every year in September, exact dates TBD.***

Equipment

1. Jump Cues Allowed
2. Can change cues at anytime
3. Music Ear buds and Ear plugs are permitted, (***this is a Local Rule not a National Rule, no listening devices allowed at National Events***) anyone caught using Bluetooth devices to gain an edge over their opponents will have severe consequences, i.e. suspension and/or revoked from league. All monies and prizes will be forfeited.

Concessions

Anyone who breaks their cue down before the match is over, (except to change shafts, opponent must be notified), says good game before opponent shoots the 8 or 9 Ball, shakes the opponents hand before opponent shoots the 8 or 9 Ball has conceded the match.

Handicaps

All new players to TAP League will start as a 4, unless they are a known player and their handicap will be set accordingly. League night play can shoot two 7's as long as they can field the 25 rule. Two 7's are allowed at the National Team Events, but for the Dream Team event at National's and the Rally in the Valley only one 7 can be on a scoresheet.

Sharking

Distracting your opponent by chat or sideline chatter, deliberate standing in the line of sight, sudden outbursts and phrases like "THERE YA GO" is considered Sharking and is frowned upon. This is considered a Un-sportsmanship Violation. Repeated violations will result in disciplinary actions. In the sport of shooting pool, we are ALL here to have fun, have fellowship with friends and family and improve our game. The number one RULE in shooting Pool is to have "FUN".

Patches

Effective January 2018 Captains or the player MUST use www.poolohio.com to request patches. Enter the patch earned in the info request box and press send. The office will send or deliver the patches to the Captains.

Bad Weather / Holiday Matches

It isn't the practice of the League Office to cancel league on any night. The Office has no way of knowing what the actual weather conditions are in your area. It is up to the Captains to decide and determine if it is SAFE to travel for League night. Please make every effort to agree on the make-up. In most cases it can be done on the next League Night. (Double Header) If your night falls on a Holiday, Captains need to call each other and decide if they are shooting on the Holiday "**DON'T ASSUME**" either way. Follow the guidelines in Make Up Matches.

Add / Change Players

Teams can add or change players during the first six (6) weeks of session. Any changes beyond six weeks must be approved by the League Office.

Sudden Death Times for High Level Tournament Play

8 Ball is 3 hours and 30 minutes- 9 Ball is 2 hours and 45 minutes.

TAP ON