

**SOONER TAP LEAGUE 9 BALL TITLEHOLDER #2**  
**Team Double Elimination & Singles Tournament Rules**



Date: 08/12/07

9 BALL

All **SINGLES** players should be in the hall no later than **6:30 PM (SEPT. 05)** for the player meeting.

All **TEAM** players should be in the hall no later than **8:00 PM (SEPT. 08)** for the player meeting. If you do not choose to attend DON'T complain later that you did not know the rules, playing times, etc.

**EVENT SCHEDULE:**

<b><u>SINGLES COMPETITION</u></b>	
<b><u>SEPT. 5<sup>TH</sup></u></b>	<b><u>SINGLES MATCHES: 7:00 PM</u></b>
<b><u>SEPT. 8<sup>TH</sup></u></b>	<b><u>MATCH START TIME: 8:30 AM</u></b>
	<b><u>MATCH START TIME: 11:45 PM</u></b>
	<b><u>MATCH START TIME: 3:00 PM</u></b>
	<b><u>MATCH START TIME: 6:15 PM</u></b>
	<b><u>MATCH START TIME: 9:30 PM</u></b>

**(TIME PERMITTING, MATCHS MAY START EARLIER IF POSSIBLE)**

**Team Captains** will be responsible for checking in their team at least 15 minutes prior to the start of each match and picking up their score sheet at the tournament desk.

Remember you are allowed **ONLY** a **TEN (10)** Minute grace period to arrive at the correct table to start the team match at the appointed time or your **First MATCH** is **FORFEITED**. The forfeiting team then has a **FIVE (5)** Minute grace period to start their second and subsequent matches. At any time after the first match is played subsequent matches of either team has the five-minute limit to get a player to the table or the match is forfeited. It is every player's own responsibility to know when they are scheduled to play.

**SPECIAL NOTE FOR 2007:**

All team matches will be a race to 3 match wins, as it will be unnecessary to play any remaining matches.

**HANDICAPS:**

There will be no changes of any kind made to the team membership rosters or singles fields once the event begins. All players' membership status and handicaps have been verified prior to the start of this event and are **not** subject to change during the event.

**Miscellaneous rules:**

**All matches are considered final when both score sheets have been turned into the tournament desk. No protest or challenge will be considered after this occurs.**

**When shooting a defensive shot, be sure to clearly announce your intentions to the opposing player to avoid controversy.**

**The use of I-pod's or other audio devices, other than hearing aids, is not allowed.**

**Cell phones must be off or silent in the tournament room, please take your cell conversations outside !**

### **Miscellaneous Rules Continued:**

Unscrewing a jointed cue INTO TWO PIECES is a concession of your match, unless you notify your opponent that you are changing shafts.

Once a match has ended, each team has 5 minutes maximum to field a player for the next match. Every player has the right to ask for his or her opponents Photo ID for identification. Any player attempting to misrepresent their own identity or the identity of another player will be immediately disqualified from competition and banned from the Sooner TAP League and the Association for P.O.O.L., Inc. for a minimum of one (1) year. NO EXCEPTIONS.

### **The 45-second shot clock/Slow Play:**

If you have timed the opposing player and verified they are exceeding the 45-second shot clock consistently, you must first notify a Referee and report the violation. The Referee will notify the opposing Captain or Coach that their player is under watch. The Captain or Coach should then tell the player after they complete their turn at the table. This is not an official warning, only a notification. The Referee will time the player to determine if a violation has occurred. If so, the Referee will issue the warning to the Captain or Coach and let them tell the player that a warning has been given. The Referee will continue to time the player. The next violation will result in a ball-in-hand to the opposing player unless that shot is considered by the Referee to be of extreme difficulty, or critical to the match.

### **The 25 Rule is in effect:**

This only applies if your 5 lowest rated players exceed 25 handicap points. If so, you must play 4 players to 21, or 3 players to 18. NOTE: If a team only has 4 players available that adds up to 23 points, but they have a 2 on the roster that isn't available to play, those 4 players are eligible within the 25 Rule, because the 2 brings them to a 25 total. The 2 is an eligible member of that team. Any eligible player can be put up, present or not, by the team Captain when it is their turn to pick, even if it results in a forfeit for that match.

### **Accidental movement of a ball:**

If the shooting player accidentally moves a ball Prior to their shot, the opposing player has the option of leaving the ball where it was moved OR returning it to its original position. If the shooting player grabs the moved ball to place it back in its original position, it is not a foul. If the shooting player accidentally moves a ball During their shot, and then touches the moved ball while other balls are in motion OR another ball on the table strikes the ball that was moved or the cue stick, it is a ball-in-hand foul.

If using a crutch during the execution of a shot and it is obvious that the crutch will move a ball, then a referee should be called to monitor the shot.

### **Referees:**

Referees will be provided during the tournament. If either player sees potential for controversy, please stop the match and request a referee. **The referee will not make a ruling unless asked by either player prior to a shot.** A Head Referee will be on-site throughout the tournament.

Appeals by either player will involve the calling referee, both players, and the head referee. The head referee's decisions are final and play will resume. Any disagreement after that will be directed to the tournament director and/or league operator.

The Association for P.O.O.L.'s general rules for 9-Ball shall govern the conduct of each match played in all tournament events. Due to time constraints, some rule modifications must be implemented. These additional rules are also in effect for the duration of the Sooner TAP League Team and Singles events of this Titleholder.

### **Sportsmanship:**

This league is about sportsmanship, courtesy and respect towards your fellow players. Un-sportsmanlike conduct will not be tolerated. Penalties can range from a warning, to ball in hand foul, to forfeiture of games or matches or disqualification. Everyone is expected to conduct himself or herself like ladies and gentlemen. Rulings made by referees will not be made on petty technicalities. All players should win or lose on the table, based on his or her abilities.

### **Time Outs:**

All players receive (1) one-minute time out ONLY per game. Handicap 2 players still receive unlimited coaching within the 45-second shot clock. If the coach exceeds the one-minute time limit, the opposing Captain, after timing the coach, can challenge for excessive use of time. At this point, the coach has 10 seconds to complete their advice to the shooting player. If there is a controversy, a Referee must be called. Remember that real time and perceived time are two different things. Don't be offended if you get called for taking too much time on a time-out. The match belongs to the players on the table, not the coach.

### **Coaching:**

#### **Only the player can call a time out.**

Neither the coach nor player can refuse a time out. Once a time out has been called or suggested, it must be taken.

If the player calls a time out when they have already used their time out for the game, it is a ball-in-hand foul to their opponent. They can, however, ask the opposing coach or player if they have one available.

#### **The coach is the only player who can communicate directly to the player or approach the table. Only the (2) shooting players and their coaches are allowed in the playing area.**

Only the coach or the player can ask for a referee to watch a close hit, or verify a frozen ball.

#### **The only communication between the player and the coach is during a time out situation between either team or between games.**

### **Sideline Interference:**

Comments such as, nice shot, let's go, etc. are allowed. Use common sense. Don't clap or yell out YES!!!, when the other player misses. Be quiet and show respect to the shooting players.

If any comments are made of any kind, that could be considered coaching by any player on the team, the team will be given one warning. Any further comments will result in a ball-in-hand foul to the opposing player. This applies to the remainder of all matches between the two teams, not just the match where the warning was issued. **The match belongs to the players. Let them win or lose on the table based on their individual skills.**

### **Player on multiple teams:**

**The following will apply for all players that play on multiple teams. 1. Like players are allowed play, but not matched to themselves.**

### **Etiquette:**

1. Before being allowed to compete in the Sooner T.A.P. Pool League, you must be a member in good standing, and willing to play under the guidelines set forth by the Sooner T.A.P. Pool League. For example, pay your annual membership dues, team, or single entry fee prior to the Titleholder.
2. You should make it a point to be on time to play your matches. It is a matter of common courtesy not to keep your opponents waiting to start play. If you do not start on time, your match could be forfeited.
3. Always be courteous and polite to your opponents and fellow players. While we foster a competitive environment, we don't want this to take precedence over the rights that everyone has, to enjoy him or herself.
4. Abusive behavior and foul language will not be tolerated, and may be cause for suspension or revocation of your membership. Suspended players cannot participate in league play. Players whose membership has been revoked will no longer be allowed to participate on the Sooner T.A.P. Pool League.

5. The Sooner T.A.P. Pool League does not condone gambling during play.
6. Decisions made by the Tournament Director or the League Operator will be final.
7. There is an old adage that goes, “It’s not whether you win or lose, but how well you play the game.” That aptly sums up our approach to league play. While we consider all of our members to be “winners”, for every match that is played, there has to be an official “loser”. We expect “winners” to conduct themselves like champions, and our “losers” to conduct themselves like ladies and gentlemen.
8. If there is something that you don’t understand about the way your tournament is being run, we encourage you to approach your Tournament Director. All inquiries will be answered, because we firmly believe that a member, who understands why something is done in a particular fashion, is one who will be more apt to continue participating in League activities.
9. Always respect the house rules of the establishment in which you are playing.
10. The Sooner T.A.P. Pool League has the right to revoke your membership at any time, and modify our rules to benefit the league.
11. The Sooner T.A.P. Pool League recognizes that not all rules can be covered in this format. Situations arise that require interpretation on the spot. The Tournament Director, along with the League Operator have the right to interpret the rules during tournament play, and make decisions on situations not covered by this format.