

RULES

1. **HAVE FUN AND ENJOY THE SPORT !!!**
2. **SPORTSMANSHIP** – This league is about Sportsmanship, Courtesy and Respect towards your fellow players, directors, and operator/s. Unsportsmanlike conduct will not be tolerated. Penalties can range from a warning, to ball in hand foul, to forfeiture of games, matches or disqualification. Everyone is expected to conduct themselves in a professional manner. Rulings made by referees will not be made on petty technicalities. **ALL PLAYERS SHOULD WIN OR LOSE ON THE TABLE BASED UPON HIS OR HER ABILITIES.**
3. **TIME OUTS** – 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 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. **NEW** - 2's have unlimited coaching from the chair, but they and all other handicaps/skill levels will have (1) timeout, per game, at the table. **NEW** – Each team will be given a 1 minute shot sand timer to be used for coaches and approx. of 45 second shot. Score keepers should sit together with the timer in front of them. Any player on either team can turn the timer over. Making it clear to all, time is being watched.
4. **COMMON PLAYERS** – If two teams face one another and the teams have any common player(s) , the player(s) are **ELIGIBLE** to play for both teams without penalty as long as the player(s) have met the proper requirements to be eligible to play in the tournament . If the captain elects to put a player up for a match, the other captain can **NEVER** match the player to play him/herself. If the captain is the same for both teams, they must step out of lining up the players and allow the other players that are **NOT** on both teams to decide line up.
5. **COACHING** – Only the coach or the player can call a time out. Neither the coach nor player can refuse. Once a time out has been called or suggested, it must be taken. If the coach or the player calls a time out when they have already used their time outs for that game, it will result in ball-in-hand foul to the opponent.
Only the coach or the player can ask for a third party to watch a close hit or verify a frozen ball. All other coaching rules apply as in week to week play. No talking to the player during the matches, except by the coach during timeouts.
If Coaching A 2, the coach must sit in a designated seat inside the shooting gallery and may not get out of the chair except for time outs. The player as a 2 may respond to their coach while being coached from the chair.

6. **NO SHARKING, NO SHADOWING** – The ONLY thing ANY player on the team can say to the shooting player when it is their turn at the table regarding the match is "mark your pocket" when the shooter is on the 8-Ball. Comments such as nice shot, let's go, are allowed. Use common sense. Don't clap or yell "YES" when the other player misses.
No comments on handicaps while either player is playing, this is a form of sharking. Be quiet and show respect for the shooting players. One warning will be given, after that it is a ball-in-hand foul. Any player making comments from the sidelines that is not on either team playing a match will be given one warning to stop. If it occurs again they will be ejected from the tournament area and the event.
7. **SUDDEN DEATH** – Sudden Death will be in affect for the Team event. Matches are set for 3 hour and 30 minute intervals. We need to adhere to this time frame as closely as possible to stay on schedule for the weekend. At 3 hours and 15 minutes, any match that is currently in progress (defined as the first rack in the match has been broken) will be allowed to its completion. Any additional matches to be played will be determined by one game between the two opponents (referred to as sudden death). The tournament referee staff will monitor times: however it is every team's responsibility to manage your time wisely. Don't intentionally try to stall matches to insure sudden death. Play fair and let your players win or lose on the table. The referees or Tournament Directors have the final say on calling Sudden Death. All teams should start at the same time. Mark your time at the top of your score sheet, if you start more than 5 minutes after the others. At 3 Hours and 15 minutes an announcement will be made regarding sudden death. Both captains should agree that you are in sudden death based on the time you put on your scoresheets. **New** Should a team be chronically behind schedule for every match, and had several warnings, the tournament director has the right to remove the team from the event. No Match will have more than (1) Sudden Death.
8. **45 SECOND SHOT CLOCK/SLOW PLAY** – This is in effect as with weekly play. Please call a referee to time a player/game if they are exceeding the 45 second shot clock consistently. The referee will alert both captains their match is going to be timed. First violation is a warning, after that ball in hand to the opposing player. The referee has the final say. **New** Should a team be chronically behind schedule for every match, and had several warnings, the tournament director has the right to remove the team from the event.
9. **THE 25 RULE IS IN AFFECT.**
10. **REFEREES** – Referees will be provided during the tournament. If anyone sees potential for controversy, please stop the match and request a referee. **New** Both Players should stand at the Table until the referee gets there. Penalty will be imposed if anyone continues to play once the opponent requests a referee. The referees' ruling is final. In a controversial situation the referee has the option of referring the matter to the tournament director for further review. The Tournament Director's decision on all rulings is final.

11. **HANDICAPS** – Handicaps will not be changed at the event. Starting in Oct. 2010; The auto flag tournament module will be used for Keystone TAP events. Players that play 2 levels over their handicap the system will flag and generate a report for the tournament director. Players that play 2 levels over their handicap, twice, will be disqualified from the event. Flag's will be reviewed by the tournament directors. If a player must be disqualified the league operator will deliver the news to that player and captain. If two players from a team are disqualified, the entire team will be disqualified. Players that are disqualified are disqualified from ALL other events also for that weekend. **No team officially wins until score sheet entry of that match takes place. New for June 2011: Any team that has three players playing more than two levels over their handicap, one time each, the team will be disqualified from the event.**
12. **CALL ALL SHOTS CLEARLY AND MARK THE POCKET FOR THE 8 AND 9 BALL. CALL ALL DEFENSIVE SHOTS. NEW** – As of Feb 2011, player shooting must sit with opposing team. They cannot sit with their own team, to avoid any conversation that could take place about the match. Pocket Marker – It is strongly suggested that the pocket marker be removed from the pool table after the previous attempt or completed shot on the 8.
13. **IF YOU ARE UPSET – TAKE A WALK** – No one likes to lose, no one likes to feel cheated. If you are mad, upset, take a walk, calm down and then see the league operator. How you feel may be valid, but how you deliver the message is part of the decision.
14. **AFTER THE ROUND ROBIN, TEAMS WILL BE SEEDED** - to go out to the single elimination tournament.
15. **T I E S - COMING OUT OF THE ROUND ROBINS, IN ANY BRACKET,** - it will be a luck of the draw to determine which team advances.
16. **IF YOUR TEAM DOES NOT PARTICIPATE IN THE TITLEHOLDERS,** - you will NOT Loose your National Team Qualifier spot. (aka Keystone Klassic) The team that takes your spot, will not get your National Team Qualifier spot.
17. **ALL SCORE SHEETS WILL BE INPUT INTO THE SYSTEM.** Operator will be able to see after the input, if you played more than 2 levels over your handicap. If that happens twice, you will be disqualified. All score sheets will be entered as received. Anyone being disqualified their points will be reversed. No warning will be given to the player. **NEW** Points will be reversed for DQd Players on all teams they participate in. No Payout will be given to a DQd Player. The system calculates the numbers, those numbers are what the tournament director will go by. This insures no one holding back during the week and bringing their A game to events. All play at this tournament then becomes part of your handicap and as of June 2011 part of the tournament handicap. If you are disqualified, your handicap will go up for week to week play and corporate will be notified.

18. **IF YOU DO NOT FINISH THE ROUND ROBIN EVENT** – You will not be allowed to participate in another Keystone TAP Titleholders. The only exception would be an emergency, as approved by the operator. In that case, a 3-2 would be given to the other teams in the round robin, for whatever round you could not complete or attend.
19. **SINGLE ELIMINATION EVENTS** – You have 5 minutes to call up a player and 5 minutes for that player to get to the table. At the Keystone Classic, teams may have to play at multiple tables, captains must coordinate with the other captain and stick to this time limit.
20. **KEYSTONE KLASSIC WINNERS** – One team with the exact same roster cannot win two spots. Teams with one player difference, can. Entry fee and 1 additional room will be obtained for the almost duplicate team but no cash will be paid out. Additional funds will stay in the player prize pool. If the exact same team wins two spots, the 2nd place teams will play off in the brackets to see who will receive the trip.
21. **NO SHOWS TO NATIONAL EVENTS REIMBURSE THE LEAGUE** – Once arrangements are made, to include registration, travel and / or hotel accommodations if a team and or player cannot or will not attend, Keystone TAP must be reimbursed for the loss of the player prize funds, that paid for these arrangements. If not paid, player and / or team cannot participate in Keystone TAP until it is paid.
22. **FOOD AND BEVERAGE** – No food and or beverage can be brought into any venue hosting the Keystone TAP Titleholders and or Keystone Classic event areas. Anyone caught bringing in Food and or Beverage in these events areas, the entire team will be removed from the event immediately. If the hotel asks you to leave the hotel, you will be removed from Keystone TAP and will no longer be able to participate in the league as a whole.

ALL WEEK TO WEEK RULES APPLY, AS PER THE TAP RULE BOOK. THERE IS NO GHOST RULE AT THE KEYSTONE TAP EVENTS./TOURNAMENTS.

THIS SHOULD HELP THE TOURNAMENTS RUN SMOOTHER AND HELP TO INSURE A FAIR, COMPETITIVE ENVIRONMENT. ANY QUESTIONS, SEE KELLY

REVISED August 2011