



The Association for P.O.O.L., Inc. Chesapeake Bay Region

8 BALL DIVISION FORMAT SHEETS

- 1) Teams will consist of (5) to (8) players.
- 2) New players must pay an Annual Registration Fee of \$20.00. Teams will be held responsible for the Registration Fee for their teammates who join but do not pay. New players who have played in other leagues within the last 12 months will use that handicap minus (1) as their beginning handicap in this league. Players who the League Office feel intentionally lied about a known handicap will be immediately suspended from league activity.
- 3) Existing members must pay an Annual Membership Renewal Fee of \$20.00. ALL Membership Renewals must be paid by the end of the month. Teams will be automatically charged at the end of each month for players who still owe membership and weren't dropped.
- 4) Teams must pay all fees owed that night in full regardless of circumstances.
- 5) It is recommended that fees be paid by check. Make checks payable to:
TAP CBR
- 6) A team may add a player(s) to its roster at any time during the league session as long as there are enough weeks remaining in the current session for that player to complete the six (6) weekly matches required to make him/her a legitimate member of that team.
- 7) Teams that drop out after the 3rd week of play will be responsible for all League Fees owed by them and any additional revenue lost due to their dropping out for the whole session. Should a team drop out, an updated schedule may be released.
- 8) Teams can be added to a division up to the start of the 4th week. For the week(s) the new team missed, they will be awarded a Bye (3 points). Afterwards, a new schedule may be produced.
- 9) If a division drops below (6) teams, the League Office has the option of continuing the division and try to rebuild the team-count or close the division down. If the division is closed, no refunds will be given.
- 10) Should a team be short (1) or (2) players for a night's play, the following options are open for the opposing team to pick from for the last match(es):
 - 1) The opposing team can take a forfeit(s).
 - 2) The opposing team can choose a player from the players who've already played that night and allow that player to play a 2nd match.
 - 3) The opposing team can agree to a make-up(s). Teams will have till the 2nd Sunday after the night's scheduled match to play the make-up(s). The default date and time for the make-up(s) will be the 2nd Sunday after the scheduled night's play, 3 pm.NO MAKE-UPS are allowed in the last (3) weeks of regular play.
- 11) Members who win their game by either an "8 on the Break", or "Break & Run" will be awarded for their accomplishment. Awards will be in the team envelope. Players can only win (1) Award per type each session (additional Awards can be purchased). If a team has a negative balance, all awards earned will be forfeited.



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- 12) Teams have (2) weeks from the week of occurrence to report any missing or misplaced points for their team. On the last week of regular session play any errors must be reported to the League Representative or Director no later than (15) minutes after the scheduled night's play. Should a team or player receive a point(s) in error, the League Office will make the correction(s) upon realization.
- 13) The League Office reserves the right to penalize a team point(s) for the following infractions:
 - a) Failure to turn in the team envelope by the deadline.
 - b) Failure to keep their team balance at \$0.00.
 - c) Failure to fill out the Team Scoresheet completely and accurately.
 - d) The League Office reserves the right to modify or add to the above at any time.
- 14) Teams can be suspended from league play for the following reasons:
 - a) If a team stays at a negative balance for (3) consecutive weeks they will be suspended until all monies owed are paid in full.
 - b) If a team owes more than \$40.00, they will be suspended until all monies owed are paid in full.
- 15) There are members who will intentionally miss shots, lose games, coach teammates not to play to their full ability, or generally disrupt play. If the League Office believes that a member or team is playing in an unsportsmanlike manner than the party(s) involved will be suspended indefinitely.
- 16) There are occasions when your night of play will be cancelled. If this happens then that night will be rescheduled. There will be no make-ups for the last 2 weeks of weekly play.
- 17) The League Office wants all members to be safe. Should the weather create conditions that the League Office feels could affect members' safety, an announcement will be made. The announcement may be that special playing instructions are in effect or the night's play has been cancelled and rescheduled.
- 18) All teams must have a zero (\$0.00) balance owed after the end of the last week of regular session play to be eligible for Prize Money, Titleholders Playoffs, or the "Best of the Rest" Tournament.
- 19) There are occasions that the League Office will modify / adjust / void a format rule for the benefit of the division. Members need to understand that when this happens, the League's goal is to maximize each team's chances of winning.
- 20) Scorekeeping of matches will be recorded using the App "TAP the APP".
- 21) If (2) or more teams are tied at the end of the session and they are part on the Titleholders Playoff Board, the team with the fewest total games lost will be awarded the higher position. Should teams tie in fewest games lost, then the team who won the most games will be awarded the higher positions. If teams are still tied the team who won the most points the last time the teams met will be awarded the higher position.



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- 22) A team can only win (1) slot for the Annual National Team Tournament. Once a team has won a slot, should that exact team roster have another slot in an upcoming National Qualifier the team will be withdrawn from the event. Should a team that has already won a slot and has a variation of that roster in an upcoming National Qualifier, the team will be considered different and allowed to participate. This is to ensure that as many different players as possible will get to experience a National Team Tournament.
- 23) The League Office can add, delete, or change these guidelines without notice and at any time. These guidelines are for the Chesapeake Bay Region of TAP only and may not apply in other territories or events.
- 24) Revised 01-14-2024.



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DIVISION PLAY-OFFS

- Qualified teams will compete in a (2) week Play-off to determine final standings.
- First team to win (3) matches on their scheduled night of play will advance to the next round
- Teams owe the \$40 weekly fee regardless of matches played.
- Regular league rules apply.
- (2) Time Outs per player per game.
- (2) Handicapped players get the unlimited Sideline Assistance.
- A player CANNOT shoot (2) times in Play-offs. A team may use “Strategic Forfeit” during Play-offs using qualified team members.

“A” Division (8 teams or more at the end of regular session play)

*Titleholder’s Playoff

- Top 3 teams and a “Wildcard” team
 - Wildcard team is a random draw from the remaining teams
- 3rd Place team plays the Wildcard Team
- Winner plays the 2nd Place Team
- Winner plays the 1st Place team
 - Top 3 teams after playoffs will advance to the next Titleholders Event

*Best of the Rest Playoffs

- All teams not in the Titleholder’s Playoff will be placed on 1 or more boards in random fashion
- The winner of the board(s) will pre-qualify for the next TAPCBBR National Qualifiers Event

“B” Division (6 to 7 teams the end of regular session play)

*Titleholder’s Playoff

- Top 3 teams and a “wildcard” team
 - Wildcard team is a random draw from the remaining qualified teams
- 3rd Place team plays the Wildcard Team
- Winner plays the 2nd Place Team
- Winner plays the 1st Place team
 - Top 3 teams after playoffs will advance to the next Titleholders Event

“C” Division (4 to 5 teams at the end of regular session play)

*Titleholder’s Playoff

- Top 2 teams and a “wildcard” team
 - Wildcard team is a random draw from the remaining qualified teams
- 2nd Place team plays the Wildcard Team
- Winner plays the 1st Place team
 - Top 2 teams after playoffs will advance to the next Titleholders Event

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Updated 08-19-2023



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DIVISION AWARDS CHART

“A” DIVISIONS

Divisions with (8) or more teams at the end of regular session play

- a) 1st Place team before Play-offs wins \$200.00.
2nd Place team before Play-offs wins \$100.00.
- b) Top (2) teams after Titleholder’s Play-offs win prizes.
- c) Top (3) teams after Titleholder’s Play-offs qualify to play in the next Titleholder’s event scheduled for their format.
- d) 1st & 2nd Place teams after Titleholder’s Play-offs pre-qualify for the next Chesapeake Bay Region “National Team Qualifier” event.
- e) For the teams that are not in the Titleholder’s Play-offs there will be a division “Best of the Rest” Tournament(s) played
 - 1) Each qualified team will be placed on a tournament board(s) in a random fashion.
 - 2) Teams will compete following the Titleholder’s Play-off schedule to determine a winner.
 - 3) The team that wins the division “Best of the Rest” Tournament will pre-qualify for the next Chesapeake Bay Region “National Team Qualifier” Event.
 - 4) Prize money may also be paid out.

“B” DIVISIONS

Divisions with (6) to (7) teams at the end of regular session play

- a) 1st Place team before Play-offs wins \$200.00
2nd Place team before Play-offs wins \$100.00.
- b) Top (2) teams after Titleholder’s Play-offs win prizes & the top (3) teams qualify to play in the next Titleholder’s event scheduled for their format.
- c) 1st & 2nd Place teams after Titleholder’s Play-offs pre-qualify for the next Chesapeake Bay Region “National Team Qualifier” event.

“C” DIVISIONS

Divisions with (4) to (5) teams at the end of regular session play.

- a) 1st Place team before Play-offs wins \$150.00
- b) Top (2) teams after Titleholder’s Play-offs win prizes & the top (2) teams qualify to play in the next Titleholder’s event scheduled for their format.
- c) 1st Place team after Titleholder’s Play-offs pre-qualify for the next Chesapeake Bay Region “National Team Qualifier” event (B Bracket).

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Individual Awards & the TAP Tournaments

There are also plenty of chances for players to win individual awards. We offer “8/9 on the Break” & “Break & Run” awards. We mix up what is given. In the past we’ve given patches & key chains. We’re always trying to come up with new things to give away. Both awards are given for free once per session.

Our TAP CBR signature tournament, the TRIATHLON, is the only tournament of its kind. Participants play 8, 9, & 10-ball all in the same tournament. There are 5 winners, a Grand Champion, an 8-Ball Champion, a 9-Ball Champion, a 10-ball Champion, & a Break Champion. It’s a round-robin format with participants playing a total of (24) games. Its hours of pool and hours of fun.

We also offer Handicap tournaments for all handicaps as well as special tournaments for our lower handicapped players.



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TAP CBR MVP Tournament

TAPCBR is excited to offer our 8-Ball members the TAPCBR MVP Program.

This program is for individual achievement within a division. Members will be divided into (3) categories: 2/3, 4/5 & 6/7/8 HDCPS. Whoever finishes as the top player in their category after the last week of regular session play will be invited to play in the next MVP Tournament for (1) on (3) McDermott cues.

TAP CBR MVP Program Rules

1. Must be an active 8-Ball TAP member in good standing.
2. Must have played a minimum of (6) matches in the last (16) weeks of the cut-off date for the event.
3. The winner is the person with the highest Division MVP # in their group at the end of regular session play. In the event of a tie, the win/loss percentage of matches played will determine the winner.
4. A member can only win one entry in a tournament cycle. Should a member win a 2nd Division MVP then the next member in line will be invited.
5. The League Office will determine handicaps for the tournament.
6. Rules or requirements may be added or dropped at any time without notice.

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Break & Run Tournament

TAP CBR is proud to offer our members the
Annual Break & Run Tournament

This tournament is for players who've earned
either an 8-ball or 9-ball Break & Run Award

- A FREE ROLL Break & Run Tournament
- For Players who have a Break & Run(s) dated within the announced calendar year.
- Each player gets (5) tries, with points given for every legally pocketed ball.
- Escalating point minimums set for advancement to the next round.
- Players must be an active TAP member to play.
- Rules or requirements may be added or dropped at any time without notice.

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01-05-2020