

## Jersey Shore Shots – TAP - Local Bylaws

**League Formats** – JSS TAP may operate in a few different disciplines including 8-ball, 9-ball, and 10-ball. Additionally, it may conduct league play, tournaments or other activities using any of these disciplines including in other formats such as Scotch Doubles, Singles, TAP Extreme (TAPx), Double TAP, etc.

**Session Names & Codes** – JSS TAP will utilize a numerical code for its divisions and shall be coded as follows:

The first two digits of the code are simply the last two numbers of the session's year. The last four digits of the code, after the dash, represent the four bullet points below:

First Digit = the Session being played

- 1 = Winter/Spring
- 2 = Summer
- 3 = Fall
- 4 = Annual
- 5 = Other

Second Digit = Day of the week

- 0 = Sunday
- 1 = Monday
- 2 = Tuesday
- 3 = Wednesday
- 4 = Thursday
- 5 = Friday
- 6 = Saturday

Third Digit = County

- 0 = Mixed
- 1 = Atlantic
- 2 = Burlington
- 3 = Cape May & Cumberland
- 4 = Gloucester & Salem
- 5 = Monmouth & Mercer
- 6 = Ocean

Fourth Digit = Discipline

- 8 = 8-ball
- 9 = 9-ball
- 0 = 10-ball

\*\* Example: JSS 21-2219 would simply mean this is a session being played in 2021, summer, Tuesdays in Atlantic County and it's 9-ball.

**New Players** – New players will start on a team as a SL 4 (male) or SL 3 (female) if they have never played in a league format prior to joining. If they have played in a league with a similar format, the League Operator will assign their rating accordingly. Likewise, if a player's ability is known to the League Operator, the player's starting handicap will be assigned accordingly. If the player plays in another TAP discipline, the player will come in with that discipline's handicap.

**Roster Changes** – Teams will have until the 6<sup>th</sup> week of the session to update or make changes to its player rosters. On the 7<sup>th</sup> week of the session, the player roster is locked for the remainder of that session. The only exception to this is if a change is necessary for the survival of the team. Note: this exception would require approval by the League Operator.

**Scorekeeping** – In TAP, all scorekeeping is done on TAP the App (which is available to all players by downloading the app to their phones or tablets). In some areas, JSS TAP will provide tablets for the players' use and convenience. If the app cannot be used for any reason, paper score sheets are available and should be utilized. Both teams are responsible to submit one scoresheet each. Under no circumstance should either team elect not to keep score nor use the 'Opponent Scoring' option. Failure to keep an accurate scoresheet may result in one or more forfeited matches.

**Scheduling** – The League Operator will prepare and post a schedule for all divisions within his/her territory for weekly league play. The schedule will be provided in PDF format on the JSS website and may also be viewed on TAP the App. It will provide the date and time of the scheduled match up as well as the host location in which the match should be played. Any change that is desired by either team to the posted schedule needs to be requested of and approved by the League Operator. See 'Ghost Rule & Make Up Matches' below for additional information.

**25 Rule** – Teams may play any 5 of the 8 players on its roster so long as the total of its handicaps does not exceed 25. It is the opposing team's responsibility to monitor and report any violations of this rule to the League Operator. For additional details on the 25 Rule, please see the official TAP Rule Book.

**Minimum Matches** – A player must have six (6) matches played in a regular season schedule to be a formal member of that team and subsequently play in any Post Season matches. Eight (8) matches are required to qualify for any MVP Tournaments or statistics. All players must have at least ten (10) lifetime matches prior to playing in any Regional or National Tournament. If a team forfeits or burns out a player match, the opposing team's player does NOT receive credit for that match.

**MVP & Team MVP** – The **MVPs** are the players with the best regular season record (must have 8 matches played) – who are subsequently invited to play in the annual MVP Tournament (see MVP Tournament below). The **Team MVP** patch is awarded to one player on each team who has the highest MVP # for their team after the playoffs (if applicable).

**Start Times** – Start times for team matches are usually 7pm on Weekdays. Teams must be present and prepared to start play no later than 15 minutes after the scheduled start time. Individual player forfeits will commence at that time and continue every 5 minutes thereafter.

**Forfeits** – If a team cannot present a player to play a match or elect not to play the match, this will result in a forfeit (one individual player match). This match must still be paid for and will be the team's responsibility. Note: Forfeits do not count towards 'played' matches (see Minimum Matches).

**Ghost Rule & Make-Up Matches** – At times, a team may not be able to get 5 of its 8 players to the host location for any given reason. In these situations, the team must communicate to its opposing team that it cannot field a full team for the night, prior to starting its team match. The team that is short players may "ghost" one of the players in attendance. That is, it may utilize a player twice in the team match. However, the ghost player is selected by the opposing team prior to the start of the team match and can be utilized at any point in the team match. The 25 Rule must still be observed. The Ghost Rule may only be used for one player match per week but can be used at any point in the session other than the last two weeks of the regular season, the playoffs, or any other post-season event. Note: A team may use the Burnout Strategy instead during these times.

Alternatively, a team may elect to use a Make-Up Match if it cannot field a 5-player team for any reason. The Make-Up Match may be used for all 5 player matches if necessary. This rule can be utilized only once per session and must be pre-approved by the League Operator. The two teams will then schedule their make-up match within one week of the original date of play. If both teams cannot field that make-up match, it would become a forfeited match for both teams. No make-up matches may be created on the last two weeks of the session. This rule would not apply to situations when a team preemptively plays a match prior to the scheduled date or when a team match is postponed due to poor weather conditions or lack of host room availability.

Any player matches that results in a forfeit or ghost match must still be paid for at the player rate for that division. This is the team's responsibility and penalty points may be incurred if payment is not submitted.

**Burnout Strategy** – In the last two weeks of the regular season, the playoffs, or any other post-season event, the Burnout Strategy may be used by teams having less than 5 players available to play. The strategy is that the team that is short players put up one of its players that are not present in order to “burn out” one of the opposing team’s players. It may also put up a player that is not present in response to the opposing team’s selection of player and forfeit that match. Note: Both teams must still adhere to the 25 Rule.

Any player matches that results in the use of the Burnout Strategy must still be paid for at the player rate for that division. This is the team’s responsibility and penalty points may be incurred if payment is not submitted.

**Tie Breaker** – JSS TAP will utilize the “Games Lost” count to break a tie in team tournaments and/or league play. If two or more teams tie, the team with the fewest “Games Lost” will be considered the higher seed.

**Regular Season Play and Bumper Week** – Teams will compete during the regular session on a random, rotating schedule (approximately 16 weeks) in an effort to qualify for Post Season Play. In some divisions, the season will end with a Bumper Week. In these cases, the Bumper Week is the last week of the Regular Season, just prior to the Playoffs. A Bumper Week is added to the schedule as a strategy to keep all teams playing to the best of their ability throughout the entire session. The Bumper Week will specify that the 1<sup>st</sup> place team shall host the 2<sup>nd</sup> place team, the 3<sup>rd</sup> place team shall host the 4<sup>th</sup> place team and so on. If a division has an odd number of teams, the last place team will have a bye on the Bumper Week. \*\*\* The Bumper Week may not apply to all divisions.

**Player Qualification Eligibility** – Once a team has qualified for any post season event, the players on that team must remain active (six matches played in all subsequent sessions) within TAP in the discipline for which they qualified. The player does not need to remain on the same team nor does the team need to stay together, but the individual players must meet the requirement listed above.

If the League Operator (LO) is a member of a qualified team, the LO will not be allowed to play in any post-season event (i.e., State Titleholders, Nationals, Etc.). In these scenarios, the team on which the LO plays, may choose any player from any other team in the same division, with an equal or lower handicap, to replace the LO on said team for those post-season events.

**Post Season Play & Awards** – Teams will have the opportunity to participate in Post Season Play ranging from Playoffs to Regional and/or National Tournaments depending on the results of Regular Season Play. These opportunities vary based on team counts in each division and should lay out as follows:

Divisions with 5 teams or less

- 1<sup>st</sup> place team at the end of the regular season will receive trophies
- 1<sup>st</sup> place team will host 2<sup>nd</sup> place team in Playoffs for entry into our State Titleholders event

Divisions with 6 or 7 teams

- 1<sup>st</sup> place team at the end of the regular season will receive trophies
- 1<sup>st</sup> place team will automatically secure a spot in our State Titleholders event
- 2<sup>nd</sup> place team will host the 3<sup>rd</sup> place team in Playoffs for entry into our State Titleholders event

Divisions with 8 or 9 teams

- 1<sup>st</sup> place team at the end of the regular season will receive trophies
- 1<sup>st</sup> place team will automatically secure a spot in our State Titleholders event
- 2<sup>nd</sup> place team will host the Wildcard Seed in Playoffs for entry into our State Titleholders
- 3<sup>rd</sup> place team will host the 4<sup>th</sup> place team in Playoffs for entry into our State Titleholders event

Divisions with 10 or more teams

- 1<sup>st</sup> place team at the end of the regular season will receive trophies
- 1<sup>st</sup> and 2<sup>nd</sup> place teams will automatically secure a spot in our State Titleholders event
- 3<sup>rd</sup> place team will host the Wildcard Seed in Playoffs for entry into our State Titleholders event
- 4<sup>th</sup> place team will host the 5<sup>th</sup> place team in Playoffs for entry into our State Titleholders event

**State Titleholders Tournament (aka National Qualifiers)** – The teams that qualify for the State Titleholders Tournament will be invited to this annual event to compete for the opportunity to attend TAP's National Tournament as well as other cash prizes and entries into events such as the Rally in the Valley Dream Team tournaments. The State Titleholders Tournaments are conducted for all disciplines in which JSS TAP holds weekly league play and may be held locally or regionally depending on team counts and host room availability. The location of this event will be determined by the League Operator and is always subject to change.

**National Tournament** – The teams that qualify for the National Tournament will be invited to this annual event to face off against TAP's greatest teams from the US and Canada. The Nationals are held throughout the US (locations are determined by TAP's Corporate Office). More information on the National Tournament can be found on TAP's website or Jersey Shore Shots' website.

**MVP Tournament** – JSS TAP will hold an MVP singles tournament annually for each discipline in which it conducts weekly league play. The players with the best regular season records (must have 8 matches played) will be invited to play in the MVP Tournament in their respective handicap group. The winners of the MVP tournament will advance to a Regional or National Tournament (JSS TAP reserves the right to change the location and/or date of the Regional or National Tournament.) Note: The Team MVP patch is awarded to one player on each team who has the highest MVP # for their team after the playoffs.

**Scotch Doubles League Play** – JSS TAP has other formats of play including Scotch Doubles Leagues in various disciplines including 8-ball, 9-ball and/or 10-ball. The rules of play are identical to those of its respective format in team play, however, the playoffs for Scotch Doubles may be handled differently.

**Double TAP** – Double TAP is simply a night of league play in which the teams compete in two different disciplines at the same time. For example, the teams would play 8-ball and 9-ball on the same night and in the same host locations simultaneously. The teams would be identical in each discipline but are allowed a one-player difference each.

**Singles Challenger Division (SCD)** – SCD is a singles division in league play but with no set schedule. The players that participate in this division can challenge their opponents to a match at any point in time during the session and at any host location including their home table. However, they cannot play the same player more than twice during the regular session and must have a total of at least 8 matches played to participate in the playoffs for this division.

\*\*\* More info on playoff structure to follow.

**TAP Extreme (aka TAPx)** – TAPx is established for the higher rated players to compete in a no-handicap system of play. Details on this format to follow.

**Billiard Brawl Series Tournaments** – JSS TAP runs this tournament series as handicapped events, but it is not connected to or associated with, the TAP handicap system or any of its league play. Further, these tournaments are open to any player, who need not have an active TAP membership to compete.

**League Staff** – At JSS TAP, we believe that timely communication is of utmost importance and, as such, always provide contact information to its players so that we can maintain this essential belief. Please see below for contact information for the following.

League Operator / League Owner – <b>Marcelo Adinolfi</b>	908-358-5226
League Manager – <b>Ron Jacome</b>	908-296-9086
County Rep for Atlantic & Gloucester Counties – <b>Derek Subbotin</b>	609-412-7123
County Rep for Cape May & Cumberland Counties – <b>Tony Gray</b>	609-425-5794
County Rep for Monmouth & Mercer Counties – <b>Gee Medina</b>	732-996-6660
County Rep for Ocean & Burlington Counties – <b>Jeff Marvinny</b>	732-597-2340

All Bylaws are subject to change by the League Operator

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