

CHICAGOLAND TAP BYLAWS

Listed below are the bylaws for the Chicagoland TAP League. These bylaws supersede the national rules in this area. These bylaws are subject to change at any time, so check back often to make sure you know them.

TEAM DUES:

The entire Team is responsible for their weekly dues being paid in full and on time. Team dues are \$40 a week per team for regular league format and \$70 a week per team for Double Jeopardy format (\$35 8-Ball / \$35 9-Ball), regardless of forfeits or no shows. This means if less than five players shoot for the night, the total amount is still due and it is up to those players to cover the entire amount. Teams will be penalized 5 points after two weeks of late dues and will not be allowed to play until the past due amount is paid in full. If it happens in the last two weeks of the regular session, that team will not be allowed to play in the Play-Ins. If a team owes money from the 1st round of the Play-Ins, they will not be allowed to play in the Championship game until the past due amount is paid in full. When paying the past due amount rather it's in the regular session or Play-Ins, the team must contact me and give the total past due amount to the opposing team before play begins. If a team owes money at the end of the regular session, they will not be eligible for the Wildcard Drawing for the Play-Ins. If a team has 6 forfeits by the end of the session, they will not be allowed to play in the Play-Ins. ****Note**.... Money that does not come in can't be expected to be paid out.**

RETURNED CHECKS:

There will be a \$30 fee for NSF plus previous money owed, 2 points deducted from the standings and checks will no longer be accepted from that individual.

PAYMENT OF MEMBERSHIP (NEW & RENEWAL) AND WEEKLY LEAGUE FEES:

A. NEW PLAYERS: When adding a new player, they MUST pay their \$20 membership fee, BEFORE playing their first match! Any matches played by new players who have not paid their membership fee will go into "Open Stats" the first week. The player will NOT be added to the roster and the match will not count towards that players "6" match minimum. **If that player wants their stats retrieved, it will cost an additional \$20.** Week # 11 is the last week for stat retrieval. **If that match is a win and they do not pay their membership, the win will be reversed.**

ADDING EXISTING PLAYERS: **If an existing player is added whose membership is due, that player must become current prior to playing that first match (\$20 can be added in the packet that night).** **If they play without paying, their match will go into "open stats."** **If that match is a win and they do not update their membership, the win will be reversed.**

B. RENEWALS: Player memberships are due **on or before** the renewal dates (Month/day/Year) listed on the right side of the roster each week. Players may get dropped at any time after the renewal date, if not paid. Once dropped, all wins/losses go into "open stats." Any stat retrieval requests will be assessed an additional \$20 stat retrieval fee if the player is returned to the roster.

PENALTY POINTS: Teams may be given penalty points if any of the following weekly requirements are abused: 1) insufficient funds in the packet; 2) score sheets not filled out entirely or; 3) packets dropped off late. We do not like to exercise this option, however, when any one of these categories is consistently incomplete, we cannot do our job efficiently, interrupting our weekly processing routine.

TEAM ROSTERS:

A Maximum of eight players is allowed on a roster. You will have six weeks to build your roster. From week one through week six you may add and drop players. After week six there will be no roster changes allowed unless it is necessary for survival of the team. Any roster changes after week six must be approved by the Licensee. This decision will be based on each individual case and circumstances such as team survival rule, which is in the TAP national rule book. In case of a session shorter than 14 weeks, the cutoff period maybe shorten at Licensee's discretion.

TEAM SURVIVAL RULE:

All teams REGARDLESS OF HOW MANY PLAYERS ARE ON THE ROSTER, are allowed to double play two players if the team cannot field (5) players. However a player cannot play back to back unless they are the only player there. Players cannot double shoot until everyone present has played first. Handicaps of 7's cannot double shoot unless the opposing team agrees. If a team only has 5 players present that exceed the 25 rule, they are allowed to play over if the opposing team agrees. Teams are not allowed to double shoot or exceed the 25 limit during Play-Ins, Titleholders or Windy City Classic events. It is suggested that all teams review the "Burnout Strategy" when shorthanded at Upper-Level Play. Chicagoland TAP allows the "Burnout Strategy" during weekly play as well.

TWO TABLE FORMAT:

Two table formats is not mandatory but will be allowed if both teams agree.

FORFEITS, BYES, SHOWING UP LATE , NO SHOWS AND MAKE-UP GAMES:

- (a) All games are expected to start on time, check your schedules for start time, 1st match will be forfeited 15 minutes after start time, 2nd match will be forfeited 30 minutes after start time, and 5 matches will be forfeited after 45 minutes after start time.
- (b) Byes are a 3-2 win. No dues are owed for bye weeks
- (c) If for some reason a home team decides they can't play their match at their home location, both teams can agree on a neutral location. If they cannot agree, the match will be played at the away team's location.
- (d) Dues are still owed for player matches that are forfeited. Do not put an opposing player on the score sheet for a forfeit. This match will go into open stats.
- (e) If a team is a complete "no show" the opposing team will be awarded a 5-0 forfeit. If a team is a "no show" on consecutive weeks, the second week will be a 5-0 forfeit. The "no show" team will then be dropped from that session and all following matches will be a 3-2 bye. In the event I am notified before a scheduled match that a team is dropping then the scheduled team they would have played will get a 3-2 bye as well as all remaining scheduled teams for that session. If a team is a "no show" or "drops out" in the last 3 weeks of that session, the opposing team will win 3-2.
- (f) Teams are only allowed to reschedule games due to weather conditions. Teams cannot reschedule because they don't have enough players. Not having enough players will result in mandatory forfeits and all dues are to be paid in full. When rescheduling, teams will have two weeks to make up games, if a team does not make an effort to reschedule within the two week period they will forfeit. If both teams do not make an effort to reschedule then neither team will be rewarded points. No games will be allowed to be rescheduled on league night; they must be made up on an alternative night. Even if there is a forfeit, team fees are still due in full and in a timely matter.

SESSIONS NEEDED FOR NATIONALS AND WINDY CITY CLASSIC FORMAT:

- (a) Members have to play 2 out of 3 sessions to compete in the Windy City Classic or at Nationals. You can play on a different team if you like but you have to play on the team you qualified with. Also, you can take the spring session off but then you have to play the 14 week summer session or you can play the spring and take the summer off but you have to get 2 out of 3 sessions in. This has always been this way since we started qualifying for nationals 5 years ago. You can be active in a singles league and that would count towards a session but a 9-Ball or 10-Ball session does not count towards an 8-Ball handicap.

PLAY-IN WEEK:

Always follows the last week of the regular session unless there is a holiday. Regardless of the final score (even in a 3-0 win or lose) Team dues are \$50 for regular league format and \$50 (\$100 combined) for Double Jeopardy format for the Play-Ins. Since the inception of Pool-Net, only regular session matches and not Play-In matches will count towards the minimum number of weeks required. All membership dues and team dues must be up to date to be eligible for postseason play.

UPPER-LEVEL PLAY:

The format and Payout for the Division Play-Ins, Second Chance Play-Ins, Titleholder and Windy City Classic will be determined by the size of the Chicagoland TAP League.

NATIONAL FUND

- (a) Chicagoland TAP reserves the right to pay this money in cash at the nationals or to see proof of purchase of airfare prior to payment if a team is suspected of not planning on attending nationals and staying home and keeping this money. This fund is for the sole purpose of sending teams to nationals. This is a fund, not a 100% guaranteed all expenses paid fund.
- (b) If a team decides not to go to nationals, they forfeit the money and the national spot goes to the next team. If a player decides not to attend nationals they forfeit their travel money to their teammates. Travel fund is solely for the purpose of funding players and teams to nationals.