

Chicagoland TAP By-Laws

1. Forfeits

- a.) First match forfeited 15 minutes after start time
- c.) Second match forfeited 30 minutes after start time
- d.) All five matches forfeited 45 minutes after start time
- e.) Teams have five minutes to declare a player otherwise a forfeit can be called
- f.) Teams with five forfeits in a session will be ineligible for playoffs
- g.) Team dues are still required for forfeits

2. Make-Ups

- a.) Teams are allowed two make-up weeks per session
- b.) Teams have two weeks to complete make-up matches, after that they will be forfeited

3. Qualifications for Upper-Level Events

- a.) Players need six matches played in the regular session for eligibility
- b.) Teams have to play two out of three sessions to be eligible for the Windy City Classic
- c.) All Team Dues and Individual Dues must be current to be eligible for Upper-Level events
- d.) Teams/Players can check the website under Local Events to see if they have qualified for events

4. Qualifications for National Events

- a.) Players need ten career matches played to be eligible for National events
- b.) Players also need six matches played within the qualifying dates for National events
(see registration forms for dates)

All Fees can be paid by Zelle: admin@chicagolandtap.com

5. The League Owner can only participate in Regular Session Play

- a.) Teams can replace the league owner for Upper-Level events
- b.) Players with a higher handicap than the league owner are not eligible to be a replacement
- c.) Teams must inform the opposing team of the replacement player

6. The Following are Considered Upper-Level events

- a.) Play-In / Play-Offs
- b.) Titleholders
- c.) Windy City Classic
- d.) MVP Tournaments

7. Upper-Level events rules

- a) Players get 1 time-out per game
- b) Players ranked as a 2 get 1 time-out at the table & unlimited from sidelines
- c) For more rules on upper level events see Tournament Rules

8. Fees

- a) Membership – \$20.00 (annual)
- b) Weekly Dues – \$50.00 Per Team (\$10.00 per player)
- c) Playoffs / Play-Ins – \$50 (even if the score is 3-0)
- d) Titleholders / Windy City Classic – \$50.00

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9. Team Survival Rule

- a) Double shooting is allowed in the regular season except for players with a 7-handicap.
- b) When Double shooting, a player cannot play back-to-back unless they are the only player present.
- c) Players cannot double shoot until everyone present has played first.
- d) When a team is short players for Upper-Level events see the "Burnout Strategy" in the Rule Book
- e) If both teams have only four players in Upper-Level events, each can pick a fifth player within the 25-handicap limit