

Welcome to Up Top TAP!

Whether you're a seasoned shooter or picking up a cue for the first time, we're thrilled to have you in our league! This document outlines everything you need to know about how our league runs, from how to join, to gameplay rules, to playoffs and patches. Please take a few minutes to read through the sections and refer back whenever needed.

Let's rack 'em and have a great season!

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Quick Links and Information:

uptoptap.com
League Website

tapleague.com
TAP National Website
uptoptap.com/rules
TAP Rules and Scoring Video

bit.ly/tappatches
Patch Request Form
bit.ly/uttapreport
Sportsmanship Reporting Form



[Venmo Payment Link](#)

[Paypal Payment Link](#)

Download TAP the App: Search “TAP the App” in the App Store or Google Play

Questions? Contact Oz

Call or text: (586) 367-3940 or (586) 944-6005

Email: oz.detroitpool@gmail.com

Getting Started in Up Top Tap

1. Joining as an individual player:
 - a. Players must have their yearly membership dues paid before they are able to play in a match.
 - b. New players will start at a HC3 in all formats, unless it is known that the player's ability exceeds/is below that level OR they have a comparable established handicap in another league. Incoming handicap determination is at the League Operator's discretion.
2. Joining as a team:
 - a. Roster limits vary by division and format. Team rosters for Titleholders-eligible teams are limited to 8 players and must have a minimum of 5 players.
 - b. Team rosters should be submitted before the start of the upcoming session. Changes can be made as long as there are six (6) weeks of play left in the season, roster changes may impact playoff and/or tournament eligibility.
 - c. At least one member on a roster must be clearly designated as “Captain” and willing to handle communication and payment for the rest of the roster. For Double & Triple TAP formats, Captains do not need to be the same across

teams, but only one captain should submit the entire payment for dues for the week. All teams must have a Co-Captain.

- d. Double & Triple TAP: Players may not be on one format's roster with one team and another format's roster with another team within the same division.

Match Play

1. General Rules:

- a. Match times and locations are posted in advance and accessible through TAP the App.
- b. Scores will be kept through TAP the App. Each match should be scored by both teams whenever possible, however if players are unavailable it is the responsibility of each team to keep score on at least one table.
- c. Teams will flip a coin at the start of each match to determine which team puts up their player first. The winner of the coin toss may put up first, or defer to the other team.
- d. The first match(es) must begin within 15 minutes of the posted start time. The following match, if one starting match(es) are forfeited, must be started within 30 minutes of the start time. If players are unavailable, matches will be forfeited every **5** minutes thereafter until the situation is rectified or the team match is completed. Teams that forfeit their two initial matches due to unavailable players will forfeit the team match.
- e. If a team does not have five eligible players available, a maximum of TWO (2) replays may be used per team match. The opposing captain chooses which player will replay. Teams may not go over the Team Handicap Limit when using replays. You may replay as many weeks as needed, however replays are **not allowed during the last two weeks of regular session play or during playoffs.**
- f. If necessary, teams may pre-schedule matches due to schedule conflicts, etc. Pre-scheduling needs the agreement of both captains as well as the host venue, and the League Operator must be notified.
- g. Matches may not be postponed and scheduled at a later date without the express permission of the League Operator.
- h. The pocket MUST be marked for the game ball (8, 9, 10), even if you are shooting an early combo. The following items are prohibited, and may not be used as a marker: weapons, paper money, the break pad, loose chalk. Chalk may be used if it is in a holder. **Any players who agree "not to mark it, just call it" with forfeit their point for that day.**
- i. Players are permitted to use headphones to listen to music during regular league play and Titleholders. Players may not use headphones or other bluetooth devices for communication during their match. Headphones are NOT permitted at National events.
- j. Recording and streaming matches is permitted, and players agree to, and should expect to be recorded while participating in Up Top TAP.

2. Double Tap:

- a. One format is to be played at a time across both available tables. The home team will decide the starting format. (For in-house leagues, the “home” team is the team listed first on the in-app schedule)
- b. The second format may not begin until the last match of the first format has started or forfeited.
- c. Teams will flip to determine put ups before the start of the first format, that team will also put up first for the following format.
- d. Teams must be ready to start their second format one hour after the posted start time and use the first available assigned table to start their second format’s matches.
- e. Players actively in a match may provide time outs for their teammates. The player providing the time out must either use their own time out to pause their match, or wait until their turn at the table is over. Delay of game to provide/receive a coach in this situation is not allowed.
- f. When using replays, if a player is present to play in one format and is on both rosters, that player is considered available to play in both formats.

3. Triple Tap:

- a. All Double Tap rules are to be followed for Triple Tap.
- b. If there are only 3 players available, a match may be paused so that one player in a match may coach another without expending the coaching player’s time out.
- c. 3 Man Triple Tap teams are ineligible for Titleholders, but players are still eligible for local Up Top Tap tournaments and TAP Nationals events if they meet National requirements (10 lifetime matches in the relevant format and 6 matches played during the TAP National qualifying window).

Sportsmanship

1. Expectations:

- a. Players are expected to conduct themselves in a polite, respectful manner while participating in Up Top TAP. Players are expected to follow local bylaws, TAP National rules, and venue codes of conduct.
- b. *Sharking, bullying, sandbagging, threats, and verbal or physical violence will not be tolerated.*
- c. All players will show host locations and their employees the utmost respect. Violations reported by host locations will be dealt with more severely.
- d. All teams are expected to play and keep score to the best of their ability. Inaccurate scorekeeping or other sandbagging is not allowed.

2. Process for Reporting Violations:

- a. Players should first report unsportsmanlike events to their Captain, if possible & appropriate.
 - b. Captains should make an honest attempt to resolve issues with the opposing team's Captain, if appropriate.
 - c. If a resolution cannot be made, or the situation is such that discussion will not be productive, players and captains may report violations at bit.ly/uttapreport
 - d. For immediate assistance, please contact the League Operator at (586) 367-3940 or (586) 944-6005
3. Series of Consequences:
- a. First verifiable offense - Verbal warning
 - b. Second verifiable offense - Written warning; potential suspension up to **two weeks**
 - c. Third verifiable offense - Personal conversation with League Operator; ineligible to compete in tournaments or playoffs for that session; potential suspension
 - d. Fourth verifiable offense - Minimum one season suspension; up to indefinite suspension
 - e. Some violations, such as physical abuse or property damage, are not subject to this typical progression as more severe consequences may be immediately warranted.
 - f. Physical destruction of cues or other equipment will result in **suspension for a minimum of one month.**
 - g. **Any team or player caught sandbagging or sending falsified scores will be subject to severe penalties determined by the League Operator, up to and including suspension from the League.**
 - h. The League Operator and Captains Council make the ultimate decision about violations and their consequences. **The League Operator may impose consequences as they see fit, up to and including expulsion from the league, or disciplinary probation when necessary.**

Payment

1. Single format dues are \$50 per team match (\$10 per person).
2. Double TAP dues are \$100 per team match (\$50 per format).
3. 3 Man Triple TAP dues are \$90 per team match (\$30 per format).
4. Payments may be made in cash (in-house) or via Venmo or Paypal (travel). If paying through Venmo or Paypal, note the team name and match date in the payment notes. Please select friends and family when sending payment.
5. Please include any patch payments with weekly dues and fill out the patch form. Patch forms submitted without payment will result in patches not being delivered.
6. Payment is due within 3 days of the match date.
7. Teams that drop out of the session early are still responsible for league dues for the remainder of the session. If a player is on a team that drops out early, they are required to pay all outstanding dues before continuing on any team in Up Top TAP.

8. Any player who drops off a team mid-season, outside of extreme extenuating circumstances, will forfeit their winnings for that season, and will not be allowed to play the following season.

Patches

1. Current patches are available to view at uptoptap.com/patch-program/
2. Patches are \$1 each and payment must be submitted with team payment.
3. Captains should submit the Up Top Tap patch form for each patch earned, to ensure patches are credited to the correct player and delivered promptly. The patch form is located at bit.ly/tappatches you may include all match patches on one form.
4. Patch incentive drawings will occur during regular Titleholders events, and conditions will be announced yearly through the Up Top TAP webpage.

MVP and Individual Payouts

1. For MVP
 - a. Players must have a minimum of eight matches played to qualify for MVP.
 - b. MVPs will be awarded a plaque for each division in each format for each handicap.
2. Individual Payouts
 - a. Individual players will be paid out \$5 for each match win during the regular session.
 - b. Individual payouts will be given after the end of the session, ideally during playoffs, and distributed to Captains.
 - c. Suspended and expelled players forfeit any payout due to them for that session.
 - d. Players on disciplinary probation may still receive their payout, but may be restricted from Titleholders or other TAP tournaments and incentives.
 - e. Any forfeited individual payouts will be added to the Titleholders fund for the year that the payout is forfeited.

Titleholders & MVP Tournaments

1. General
 - a. Entry fees are subject to change and will be announced when the tournament date is published.
2. *Shared Players and Forfeit Rules*
 - a. *Teams with a shared player(s) may have to play each other in the Titleholders Tournament. In this case the player must do one of the following and must declare their choice before the first ball of the first matchup is struck:*
 - i. *Sit out of that match and not play with either team, this will allow the player to move on with whichever team wins the match.*

- ii. *Choose one team and win or lose with them.*
- iii. *If BOTH teams must field that player because they only have five available players or have multiple shared players, each team can each forfeit one match (marked match not played), and the race becomes best 2 out of the 3 remaining matches. In this case the shared player(s) will not play, and will move on with the winning team.*
- b. *The first match(es) must begin within 5 minutes of the posted start time. The following match, if one starting match(es) are forfeited, must be started within 5 minutes of the start time. If players are unavailable, matches will be forfeited every 5 minutes thereafter until the situation is rectified or the team match is completed. Teams that forfeit their two initial matches due to unavailable players will forfeit the team match.*

3. Teams

- a. All teams that have played two of the three available seasons within a session will be entered into a yearly Titleholders tournament. Teams MUST play the spring session to qualify for Titleholders. Your spring roster is your Titleholders & National Roster.
- b. Titleholders will occur across two weekends, and each format will have its own dedicated tournament, unless a location becomes available to host the entire tournament in one weekend.
- c. The winner of the Titleholders tournament will receive entry in the TAP National Championship as well as travel assistance. Assistance amount will be based on the number of divisions and the number of teams.
- d. Second place teams will receive a Dream Team entry for Nationals or Rally in the Valley or a cash payout.
- e. Teams intending to play at TAP Nationals for the championship or dream team, but remain active and play 6 matches during the summer qualifying period.

4. MVP

- a. Players that have won MVP during regular sessions will be eligible for a yearly MVP tournament in the format they received MVP for.
- b. Winners of the MVP tournament will receive either entry into TAP Nationals singles or a cash prize. Players intending to take the entry into TAP Nationals singles must meet National requirements for participation (10 lifetime matches and 6 matches in the 16-week “qualifying window” before the National event).
- c. Entry fees and other incentives will be announced when tournament dates are announced and will be posted on the Up Top TAP website and relevant social media.

Other Up Top Tap Tournaments

- 1. Occasionally, Up Top TAP will sanction tournaments other than Titleholders. Each of these side tournaments will have their own information posted separately as they occur.

2. Performance at these tournaments may directly affect player handicaps, and your handicaps may automatically be adjusted for sanctioned events based on TAP's tournament algorithm.
3. League handicaps will be used in these tournaments, unless otherwise specified.

Up Top TAP Cheat Sheet



uptoptap.com
League Website



bit.ly/UTTbylaws
Up Top TAP Bylaws



bit.ly/tappatches
Patch Request Form



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TAP Rules and Scoring Video



bit.ly/uttapreport
Sportsmanship Reporting Form



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