

2020 KCPA Interleague Rules

1. AIMS

Interleague is designed to promote the game, by way of competition, between teams from the various affiliated leagues.

2. GENERAL

- 2.1 The Interleague competition is to consist of teams only from KCPA affiliated leagues.
- 2.2 Teams must play from a venue from within its own league structure, unless otherwise agreed by the Association Committee.
- 2.3 The Interleague season will run between January 1st and December 31st each year.
- 2.4 The fixture list will be designed so that matches are played on a Sunday evening and only County fixtures and KCPA events will be considered when fixtures are allocated.
- 2.5 All matches are to be played to the playing rules of the World 8-ball Pool Federation.
- 2.6 All matches are to be played on standard 7' x 4' pool tables.
- 2.7 The Association, its Officers and Committee retain the right to refuse entry to any team, or individual, to the Interleague structure.
- 2.8 Any team, or player, considered by the Association Committee to have infringed the Interleague rules will be dealt with at the discretion of the Committee.
- 2.9 All teams and players must accept the decisions of the Association Committee as binding and final.

3. REGISTRATION

- 3.1 Players must have represented a team in their local league fixtures in order to qualify to represent their Interleague team. League secretaries may be asked to provide documentary evidence to support a player's representation in their league. Failure to provide this information may result in the team being expelled from the competition.
- 3.2 Team and player registration forms must be completed and returned, along with any monies due, and photo, if applicable, to the relevant KCPA official, on or before the requested date.
- 3.3 Teams may register a maximum of 15 players, on a rolling basis. Any player 'de-registered', to make space for a new registration, may not then represent ANY Interleague team again that season.
- 3.4 All players must be registered with the English Pool Association (EPA), and must be in possession of a valid EPA membership card. This valid membership card must always be available for inspection at an Interleague event.
- 3.5 Players holding valid EPA membership cards, issued by a county other than Kent, are not allowed to play in the Kent Interleague, as per EPA rules. However, a player moving to the Kent area, during the course of a season, may be able to transfer. Contact should be made, in the first instance, with the KCPA Secretary.
- 3.6 New players must be registered, within 7 days of representing a team in the Interleague. "Registered" is defined by, the KCPA Registrations Secretary receiving a completed EPA registration form, money and photo (if applicable), within the 7 day deadline.
- 3.6b Any team playing an unregistered player/s, will have his/her winning frames reversed, and the final score adjusted accordingly
- 3.6c For every occasion a team plays an un-registered player/s, a maximum penalty of 3 points will be imposed on the offending team.
- 3.7 It is the team captain's responsibility to check that all of the players in his/her team are registered.
- 3.8 Interleague teams are restricted to a maximum of 4 professional players.
- 3.9 Players are not allowed to represent more than one Interleague team during the course of a season.
- 3.10 If a team plays a player that has already registered with another Interleague team during the same season, that team will receive no points for that match.
- 3.11 Any new player registered for the penultimate, or last match, of their team's Interleague season, will not be required to pay the EPA registration fee, although the EPA registration form MUST be completed. If the same



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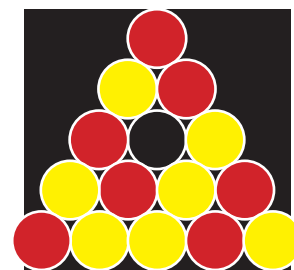
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player then plays in a second match, the registration fee and photo (if applicable), must be in the possession of the Registrations Secretary, within 7 days of his/her second Interleague match.

Failure to meet this deadline will result in this player's results, from the second match, being reversed, the final score being amended and 3 points being deducted from the offending team for playing an unregistered player.

4. MATCHES

- 4.1 Fixtures will be published by the Interleague Secretary prior to the beginning of the League Season.
- 4.2 Each match will consist of 18 frames of singles and follow the current match template (see Scorecard).
- 4.3 No player is allowed to play more than two frames.
- 4.4 Matches should begin at 7.30pm sharp.
- 4.5 A coin should be tossed to decide which team will break first. Breaks will then alternate throughout the match.
- 4.6 The first player must be present and ready to play at 6.30pm.
- 4.7 Teams failing to produce a player at 6.30pm will forfeit the first frame and subsequent frames at intervals of 10 minutes, until 9.00pm, at which time the whole team must be present. Teams failing to meet these criteria will be deemed to have lost the match and will be deducted 3 points. The match will then be awarded to the opposing team, with a score line of 12-0. The offending team will forfeit half of their bond and receive a warning that a repeat will mean a forfeit of their remaining bond and expulsion from the Interleague for that season. [In the interest of fair play and sportsmanlike behaviour, captains are asked to use their discretion when considering claiming frames].
- 4.8 A minimum of 6 players are required to constitute a team.
- 4.9 If a team only has 8 players, this team will forfeit frames 9 and 18. If a team only has 7 players, this team will forfeit frames 8, 9, 17 and 18. If a team only has 6 players, this team will forfeit frames 7, 8, 9, 16, 17 and 18.
- 4.10 If both teams have 8 players, the home team will forfeit frames 9 and 18, and the away team will forfeit frames 8 and 17.
- 4.11 If both teams have 7 players or less, the Interleague Secretary needs to be contacted for instructions.
- 4.12 Matches must be played on, or before, the published date. If a team wishes to rearrange a match, the Interleague Secretary must be informed. The team wishing to rearrange must offer three alternative dates to the opposition and the match date will be chosen from these dates. If a date cannot be agreed, the Interleague Secretary has the authority to set a date. If either team are unable to attend, the match will be awarded to the non-defaulting team, with a score line of 12-0.
- 4.12b If a fixture is to be reversed, for whatever reason, permission must be given by the Interleague Secretary, before the match is played. Failure to obtain this permission may result in the deduction of 3 points to one, or both teams.
- 4.13 If a team is unable to fulfil a fixture, the Captain of the non-offending team is to submit a result sheet. The listed players will be awarded their frames respectively. 18 frames will be awarded to the non-offending team, even though the match result is a 12-0 win.
- 4.14 The home team is responsible for all table fees and for providing a modest buffet.
- 4.15 In each match, the home team is responsible for providing a referee for each frame.
- 4.16 In each match, the away team is responsible for providing a time-keeper for each frame.
- 4.17 In each frame, the referee's decision should be respected and deemed as final. The time-keeper may act as a referee at any time during the course of a frame but the non-timekeeping referee has seniority. Any EPA qualified referee should make him/her self known to both team captains before the start of the match and should intervene if he/she feels that the official rules are not being adhered to, or that the standard of refereeing is below that required.
- 4.18 All players are expected to conduct themselves in a sportsmanlike manner at all times.
- 4.19 Team captains will be held responsible for the behaviour of the players in his/her team, and will be called to account by the Association, in the event of a dispute or disciplinary hearing.
- 4.20 Any team that registers a player that is under 18, or is barred from a venue, must obtain the permission of the landlord or steward, prior to the match, should they wish their young or barred players to enter the premises.



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Should permission be refused, the team must use an alternative player, or forfeit those legs.

- 4.21 The match template must be followed in all League matches. No alterations should be made to the scorecards without the consent of both captains. Any alterations made should be initialled by the captains.
- 4.22 Captains should sign both scorecards, to indicate that the result was obtained in a satisfactory manner. No dispute will be considered if the scorecards have been signed. Any protest or complaint arising from an Interleague match must be submitted, in writing, to the Interleague Secretary within seven days of the match. The Interleague Secretary will then consider the matter and, if necessary, report it to the KCPA Chairman, who may in turn decide to bring the matter in front of the Association committee, or a part thereof, for formal discussion.
- 4.23 Each team will be required to complete a result card, which will be supplied by the Interleague Secretary before the first match of the season. Result cards should be completed for the first half of the match, with players' names and signatures, BEFORE the match begins. The second half of the result card should be completed before the second half of the match commences. Failure to fully complete the result sheet may result in a deduction of 3 points.
- 4.24 Result cards must be received by the Interleague Secretary, within 24 hours of the Interleague match. Failure to meet this deadline may result in a deduction of 3 points.

5. LEAGUE FORMAT

- 5.1 The league will consist of four divisions, with relegation and promotion decided annually.
- 5.2 Teams will play the other teams in their division on a Home and Away basis as per the published fixture list
- 5.3 Promotion and relegation will be decided as follows;
 - (a) The teams finishing top of Division 1 will be crowned as Kent Interleague Champions for that season
 - (b) Teams finishing top of all other Divisions will be promoted
 - (c) Teams finishing bottom Divisions 1, 2, 3 and 4 will be relegated
 - (d) Teams finishing third and teams finishing second from bottom in the division above the third placed team, will play each other on Interleague Play Off day. The winner of this 'play-off' will then play the team that finished second in the lower division of the two. The winner of this 'Play off Final' will then be rewarded with a position in the higher of the two relevant divisions for the following season, with the losing teams taking up a position in the lower of the two divisions in question.
 - (e) A player must have played, at least 20% of that season's Interleague frames to qualify to play for that team, in the Interleague Play-Offs.
- 5.4 If a team ceases to play during the course of the season, all results relating to that team will be expunged, including individual statistics. Any team failing to fulfil their fixtures will forfeit their bond money.
- 5.5 Teams will be awarded 3 points for a win and 1 point for a draw.
- 5.6 If, at the end of a season, teams are tied on points, the following criteria will be used to clarify final positions;
 - (a) Frames won in matches between the tied teams
 - (b) Frames for in tied teams
 - (c) Frames difference in tied teams
 - (d) If teams are still level after the above criteria is applied, the teams will play off in a sudden death match. The winning team being the first to reach 10 frames.



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6. KCPA INTERLEAGUE KNOCKOUT COMPETITION

- 6.1 The Interleague Knockout Cup will be held annually on a date designated by the Association Committee.
- 6.2 All players must have represented a team in at least 50% of their local league matches as of the date of the competition.
- 6.3 The Interleague match template must be followed.
- 6.4 All preliminary and first round matches will be played on one table per match. Subsequent matches may be played on two or more tables, depending on time constraints. The decision to use more than one table is solely at the discretion of the Tournament Director.
- 6.5 Players must be registered with the KCPA Registrations Secretary, at least SEVEN days before the Interleague season opener, the Interleague Team KO competition. Any team playing an unregistered player during the KCPA Interleague Knockout Cup will be expelled from the competition. All other rules regarding registrations (see section 3) shall apply.

7. NATIONAL QUALIFICATION

- 7.1 Qualification to the national finals is possible by way of the League system AND the Interleague Knockout Cup.
- 7.2 Qualification through the league system will be awarded as follows;
 - (1) Division 1 Winners
 - (2) Division 1 Runners-Up
 - (3) Division 1 third-placed team
 - (4) Division 2 Winners
 - (5) Division 1 fourth-placed team
 - (6) Divisions 1 and 2 Play-Off Final Winners
 - (7) Division 3 Winners
 - (8) Division 4 Winners
 - (9) Divisions 1 and 2 Play-Off Final Runners-Up
 - (10) Divisions 2 and 3 Play-Off Final Winners
 - (11) Divisions 3 and 4 Play-Off Final Winners
 - (12) Divisions 4 and 5 Play-Off Final Winners
- 7.3 Qualification via the Interleague Knockout Cup will be awarded as follows;
 - (1) Knockout Winners
 - (2) Knockout Runners-Up
 - (3) Third Place Play-Off Winners
 - (4) Third Place Play-Off Runners-Up
 - (5) Further places will be awarded to quarter-finalists by way of 'Countback' (Positions will be published via the Website Forum by the Interleague Secretary shortly after the competition).
- 7.4 Leagues wishing to send their Interleague team(s) to the national finals must provide, on request, their local league and player statistics. The Interleague Secretary will normally request these but any EPA representative may require this information. Failure to provide these statistics could result in places being withdrawn.
- 7.5 All players wishing to represent their team at the national finals must have represented a team in at least 50% of their local league fixtures AND represented their Interleague team in at least 50% of Interleague matches for that season. If a player fails to meet these criteria, dispensation may be given by the EPA National Interleague Director or EPA National Secretary on request.
- 7.6 Any Interleague team that accepts a "Yarmouth place", and then fails to attend will be exempt from applying for a Yarmouth spot for that team's next 2 qualified Yarmouth events

These rules are not meant to be exhaustive and clarification on all matters not mentioned above should be sought, in the first instance, with the KCPA Interleague Secretary.

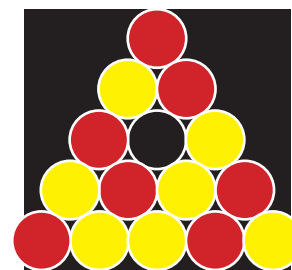
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