



INTERLEAGUE RULES - 2009 SEASON

(First Edition)

1. CONSTITUTION

The Royal Berkshire County Pool Association Interleague (hereafter known as the Interleague) shall only be made up of teams representing Leagues affiliated to The Royal Berkshire County Pool Association (hereafter known as the Association). This Constitutions take preference to the National Interleague Rules put in place by The English Pool Association (hereafter known as EPA).

2. TEAMS & PLAYING FORMAT

- 2.1 Teams may only be entered by a League that is affiliated to the Association. It is the responsibility of the League entering the team to select the players and run in accordance with these rules.
- 2.2 A League may enter any number of teams subject to RBCPA approval, but players who play for one Interleague team may not play in any other Interleague team in the same season.
- 2.3
 - A) Teams will consist of nine players who will compete in eighteen single frames.
 - B) One point will be awarded per frame won, **three points per match won, one point per match drew.**
 - C) In the first nine frames each player will play one frame.
 - D) For frames 10-18:
 - i) the home team will be listed in the same order as for frames 1-9;
 - ii) the away team will be listed in the order of 3, 4,1,2,9,8,5,6,7.
 - E) Reserve players names must be on the result sheet at the beginning of the match.
 - F) Reserve players can be placed in any position from frame10-18.
- 2.4 Every Interleague team will play each other once in the League Fixtures per season. Whether teams will be playing at home or away will depend on the draw that takes place at the beginning of the Interleague season. Fixtures will be reversed the following season where possible.
- 2.5 Team entries will only be accepted if accompanied by a minimum of nine players' registrations. All players must be registered on the Interleague Red Form at the beginning of the Interleague season. *(Except 5.2B) (please also contact the Association General Secretary to obtain a copy of this form)*
- 2.6 It is the responsibility of the home team to cover all table fees.

3. SUBSCRIPTION

- 3.1 The league affiliation fees must be paid to the Association prior to the commencement of the Interleague season.
- 3.2 Player registration is free to the team, however the players must be EPA registered, and as such must pay the appropriate fee. *(See Rule 6: EPA Player Registrations)*

4. ARRANGEMENTS FOR AND COMMENCEMENT OF MATCHES

- 4.1 All matches take place on the last Sunday of each month during the current calendar year. *(Except under Rule 4.2)*
- 4.2 With mutual agreement of both captains, matches can be rearranged to take place any time prior to the preset fixture date. Both captains must inform the Association Interleague Secretary of this arrangement, before the actual match takes place, stating the reason for such rearrangement, and the actual match date, start time and home venue.



- 4.3 The preset fixtures, match dates and venues locations will be supplied by the Interleague Secretary at the commencement of the Interleague season.
- 4.4 Match start time is 12noon, unless by prior agreement between both captains
- 4.5 Teams must be ready to commence at the agreed start time, the team at fault:
- A) will forfeit frames 1 & 2 for up to 15 minutes delay.
 - B) will forfeit frames 1, 2, 3 & 4 for up to 30 minutes delay.
 - C) will forfeit frames 1, 2, 3, 4, 5 & 6 up to 45 minutes delay.
 - D) will forfeit the match by 60 minutes delay. (See Rules 4.9 & 11)
- 4.6 The match can start with a minimum of seven players present, however if the remaining players including any reserves are not ready to play within an hour after the stated start time, their frames will be forfeited, even frame 8 & 9 may not start at such time. (See Rule 11: Short Teams)
- 4.7 In the event of a “no-show”, a 10v0 win (+ win points), or average win points calculated at the end of season whichever greatest will be awarded to the team present and 0 frames to be recorded against the defaulting team. (See Rule: 11 Short Teams) (See also Rule 14.2 for end of season points calculations)
- 4.8 When a match commenced after one or more of the first six frames have been defaulted, the remaining frames must be played.
- 4.9 The start time of the first frame played will be entered on to the result sheet. Any frame(s) that is/are forfeited will be entered onto the result sheet with a (*) next to the at fault team player(s) name(s).
- 4.10 If the match starts late but neither team was at fault, then “late start” should be written after the start time in bracket.

5. QUALIFICATION OF PLAYERS

- 5.1 A player may only register for one team only.
- 5.2 Players from teams that qualify for Interleague Finals at Great Yarmouth must have played at least 50% of their eligible local league matches in the current or previous season (see 5.2A below), and 50% of the current season’s Interleague matches. (in accordance to EPA Interleague rules)
- A) Where a League has two seasons per year (e.g. Winter and Summer) this rule will be satisfied if the player plays in either the current season or the most recently completed alternate season.
 - B) Where a League’s own internal rules concerning registration of players prevents a player being registered as quickly with a League as for the Interleague, then it will be sufficient for the player to be registered with the League at the first available opportunity following the first match in which he /she plays. If it subsequently transpires that this was not done, (or at the request of the League concerned), then the points earned by that player will be awarded to the opposing team in accordance with Rule 5.4, and any affected match results adjusted accordingly.
- 5.3 All teams shall provide full details of their players as required by the Interleague Red Form before the start of the Interleague season. Copies of all the signed Interleague Red Forms will be provided to each team captain prior to the commencement of the interleague season. It is the responsibility of the captains to verify players’ registrations if required.
- 5.4 If a team plays any unregistered player(s), the frame(s) played by that player(s) shall be awarded to the opposing team, and the offending team will receive a penalty deduction of 4 points (as per EPA rules) from their current total scores. The Interleague Secretary will notify the offending team, and request an explanation. (See Rule 19: Powers of the Committee)



- 5.5 For a player to be eligible to take part in any Interleague fixture, whether league or otherwise, they must be an active and regular playing member in a team in that League. For clarity, Captains must actively avoid introducing 'ringers' for one-off matches as this will be considered to be both a breach of this rule and also of 'the spirit of the game')

6 EPA PLAYER REGISTRATIONS

- 6.1 All players must be EPA registered with current ID and Year Cards. No player shall be on the EPA membership ban list (*see also rule 20.1*). A player that does not fulfil this criteria will be an ineligible player and rule 5.4 above will apply.
- 6.2 All EPA player registrations must be received by the Association Registration Secretary within seven days of the date the actual match takes place, along with the appropriate registration form, fees and photographs (*if applicable*). A player that does not fulfil this criteria will be deemed unregistered, and rule 5.4 will apply.
- 6.3 Captains who have concerns about the eligibility of an opposing player should write to the Interleague Secretary, arriving by the same deadline as the Result Sheet. (*See rule 10.1*)

7. TRANSFERS

- 7.1 There will be no transfers except as defined in 7.2.
- 7.2 A player's registration may, with written approval from EPA / Regional Committee, be transferred from one team to another, under exceptional circumstances.

8. REFEREES, BREAKS AND DISPUTES

- 8.1 Home team will time-keep with a stop watch, while Away team will referee.
- 8.2 Toss for break at the start of the match, then alternate breaks throughout the remainder of the match.
- 8.3 In the event of a dispute, the referee and the timekeeper shall consult the playing rules, and make a decision. This decision is final (*as per WEBPF rules*). Either the frame continues, or if a player refuses to continue, then that player forfeits the frame. After which the match shall continue. A written report will be required to be sent by **both** captains to the Interleague Secretary.
- 8.4 If the Executive Committee decides that the rules have deliberately not been applied correctly or that a frivolous objection was made, the Executive Committee may deal with those concerned under rule 19.
- 8.5 Team captains are responsible for implementing rule 8.3 above; failure to do so will be dealt with by the Executive Committee of the Association.

9. MEETINGS

Interleague business will be dealt with at the Committee Meetings of the Royal Berkshire County Pool Association.



10. REPORTING OF RESULTS

10.1 Two result sheets should be completed:

- A) One from the Home team, one from the Away Team.
- B) Both sheets should contain the same information.
- C) Each captain must ensure that all information on their own sheet is correct.
- D) Both teams' players must sign on both sheets for the team they represent,
- E) Each team should send their own result sheet, either via post, email or in person to the Interleague Secretary, to arrive within five working days of the actual match date. Failure to do so will result in the offending team being deducted **3 points** from their total league points.

10.2 The Interleague Secretary will inform the offending team in writing, before the next match date, and the offending team may appeal in writing with supporting evidence to the Interleague Secretary, in accordance with Rule 19, or the points deduction will stand.

11. SHORT TEAMS

11.1 If a team is short of players then the following frames shall be input as a BYE on the result sheet:

- A) Home Team – first BYE position 9, second BYE position 7.
- B) Away Team – first BYE position 8, second BYE position 6.
- C) If a player is expected to arrive late (*see also rule 4.5*) when one of his/her frames is due to start then the frame may be postponed until the player arrives, providing the arrival time is accordance to rule 4.5 subject to the agreement of the opposing captain or vice captain if captain is not present.

11.2 Any BYE position frame(s) will be awarded to the corresponded opposing player(s). No more than four points may be awarded in one match.

11.3 Should a team field less than 7 players, then they shall be deemed to have forfeited the match. In this case, both teams must still complete their result sheets, duly signed by all players present, and send to the Interleague Secretary, in accordance with rule 10.

12. VENUES AND CHANGES OF VENUE

12.1 All teams must register their home venue with the Interleague Secretary at the beginning of the Interleague season.

12.2 In the event of a team wishing to change its venue after the current season begins, the approval of the Interleague Secretary must be obtained.

12.3 The minimum requirement for an acceptable venue shall be:

- A) 2 standard seven foot tables.
- B) The match tables shall be levelled and have a surface of reasonable playing condition.
- C) The match tables must be clearly marked and maintained in a clean and well-presented manner.
- D) Two set of match balls and rests must be made available.
- E) An area should be made available adjacent to the tables for viewing purposes.
- F) The home team is not expected to provide food at Interleague matches

13. AVAILABILITY OF LEAGUE RULES

A copy of the Interleague Constitution rules and an official WEBPF playing rules / wall chart shall be made available at all Interleague matches by the home team. Failure to do so will be dealt with by the Executive Committee of the Association.



14. DETERMINATION OF CHAMPIONSHIP

- 14.1 The championship will be awarded to the team who at the end of the season has recorded the greatest number of points, one point to be awarded for each frame won, **three** further points for a match **won or one point for a draw result**.
- 14.2 Where two or more teams are equal on points then the teams will be placed in order of precedence as follows: Greatest number of **matches won** followed by the **aggregated scores** between the teams during the current Interleague season. In calculating the 'matches won', any 10v0 walkover results will be discounted and the team concerned will be struck from both teams results.
- 14.3 If it is still impossible to separate two or more teams then they shall be deemed to be equally placed except rule 14.4 below.
- 14.4 If these teams are tied at the end of the season and in a Championship, runners-up, or National Finals position, then a play-off or play-off knockout competition will take place at a venue and date as directed by the Executive Committee of the Association. In all other circumstances, the teams equally placed shall be listed as joint placed.
- 14.5 The Champion and the runner-up teams in the Interleague will be the two teams to represent Berkshire at the National Interleague finals. Any further places, under the conditions defined by the EPA, at the National Finals will be awarded to the teams finishing in third and subsequent positions in the Interleague play-off. Should there be more eligible teams than places at the National Finals where two or more teams are inseparable, a play-off or play-off knockout competition will take place at such venues and under such conditions as directed by the Executive Committee of the Association.

15. KNOCKOUT COMPETITIONS

- 15.1 The first fixture of each new season will be the Team Knockout.
- 15.2 The competition will be held at a suitable venue to be decided by the Executive Committee and will enable all Team and Player registrations to take place that day.
- 15.3 The draw will take place at a Committee meeting, in the month prior to the date of the competition.
- 15.4 The winners of each match will be the first team to win 10 frames. In the event of a 9-9 tie, there will be a 3 man play-off.

16. TROPHIES TO BE AWARDED

- 17.1 Player trophies will be awarded to 12 members of the Interleague champions, runners-up and the third placed team of the league. These trophies can be kept.
- 17.2 The Interleague will award team trophies for the Interleague Champions to be kept for one year only. These trophies will remain the property of the Association at all times.
- 17.3 Any team in possession of an Interleague trophy will look after it and will bear the cost of replacing or repairing it should it be lost or damaged.
- 17.4 Additional individual trophies may be ordered through the Association upon full payment in advance.

17. ACCESS TO A VENUE

A player who is, for whatever reason, barred or suspended from a venue will not participate in the match unless permission is first obtained from the Landlord / Secretary / Committee of that venue.



18. TEAMS WITHDRAWING OR FAILING TO FULFIL FIXTURES

- 18.1** In the event that a team withdraws from the Interleague or becomes unable to fulfil the remainder of its fixtures, all record of that team will be expunged from the Interleague score table.
- 18.2** If a team fails to complete a fixture and defaults to an opposing team (*as defined under rule 4.7.*) twice in one Interleague season, such team shall be deemed as having withdrawn from the Interleague. All record of that team will be expunged from the Interleague score table.
- 18.3** Any League whose Interleague team that defaults during the current season (as defined in 18.2) will have to pay a £50 deposit before being allowed to re-enter for the following season. This deposit will be returned upon completion of all season's fixtures.

19. POWERS OF THE ASSOCIATION COMMITTEE / APPEALS

- 19.1** Any appeal on Interleague matters must be received in writing by the Interleague Secretary within 10 working days from the actual match date that the appeal relates to. Any appeal will then be heard at the following RBCPA Committee meeting.
- 19.2** The Executive Committee of the Association shall have the powers to apply and enforce the rules of the Interleague, furthermore, The Executive Committee of the Association shall have jurisdiction over matters affecting Interleague including any not provided for in the rules.

20. DEBTS OWING TO A MEMBER TEAM

- 20.1** If a player who owes money or property to the Association or any member leagues, or region, then the debt must be made good before the registration will be accepted.
- 20.2** If a League is in dispute with a player and wishes to inform the Association, or suspend the player from registration, especially with other fellow teams within the Association then the League representative (i.e. Chairperson or Secretary) must provide adequate supporting information in writing to the Interleague Secretary, as soon as possible to support the allegation. This will then be investigated and the appropriate penalty or sanction may be decided by the Executive Committee of the Association, A copy of the decision of which will be provided in writing to the League representative in return.

21. MISCONDUCT BY A TEAM OR PLAYER

Any breach by a player of the Rules regarding player conduct and 'the spirit of the game' is likely to result in an immediate ban of the player concerned. Further in any such event, the team concerned will forfeit **3 points** plus the deduction of further points for each frame played, or due to be played, by the player in the match concerned.



The Royal Berkshire
County
Pool Association

THE ROYAL BERKSHIRE COUNTY POOL ASSOCIATION



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