

REVISED & ADOPTED INTERLEAGUE RULES 2005

**Effective from 01 Jan 2006**

**General/Global:**

- 1A.** All players taking part in the E.P.A Interleague competition must be in possession of an E.P.A I.D. photo membership card & a current I.D. membership card as issued through the County Association where they have registered to play in. Any player having played in an inter county or Interleague match and not in membership within seven days of that match being played will forfeit any frames they have won to their legally registered opponents.
- 1B.** Each team wishing to compete in a County's Interleague structure must complete an EPA red Interleague registration form, naming a minimum of nine players intending to play for the team.
- 1C.** A County Interleague will only be recognised by the EPA when the completed Red Interleague form signed by the County Secretary/County Interleague Secretary has been received by the National Secretary.
- 1D.** The red Interleague team registration form must be with the National Secretary by the end of April of each year along with a fixture schedule for that year. Copies of the Red Interleague team form and fixture schedule must also be in the possession of the relevant Regional Director by the 16<sup>th</sup> April of each year.
- 1E.** Any County Association not able to start their Interleague fixture schedule by the end of April must apply in writing to the E.P.A. National Secretary for dispensation before any Interleague matches may be played.
- 1F.** E.P.A. National Secretary will be en-powered to stop any County from playing any Interleague fixture, if any team intending to play a Interleague fixture does not have at least 9 registered players on their list, (7 ladies in a Ladies Inter-league).
- 1G.** No player is allowed to play county matches and Interleague matches for different county associations in any one season. Where a conflict exists the player will be registered to the county where they played their first inter county or Interleague frame in that season.
- 1H.** No player can play for two Interleague teams in the same season
- 1I.** The Interleague season will run from January 1<sup>st</sup> to December 31<sup>st</sup>. All matches must be completed within the season.

**Interleague at Local League Level:**

- 2A.** Any player who is registered and actively playing in a local league can, if selected, play for any Interleague team run by their local league providing that any local team/player qualification Rules are met, in addition, that they are or will be within 14 days of their first inter county or Interleague match be registered I.D. card holders.
- 2B.** Once a player has been named on an Interleague fixture score sheet that player is locked into that team and county association until January 1<sup>st</sup> of the following year. Players may not be included on the score sheet for any match if they are not in attendance.
- 2C.** There is no minimum requirement for the matches a player must play in their local league to qualify to play in their county's Interleague competition. However, if their team qualifies or is invited to attend the National Interleague finals held in April and October each year. Then player qualification rules will apply (see below).

**Player Qualification Rules for teams that qualify for the National Interleague finals:**

- 2D.** Players must have played in, or have been a signed reserve in a minimum of 50% of their

team's local Leagues fixtures, and also played in or have been a signed reserve in a minimum of 50% of the County's Interleague Fixtures for the previous season, to qualify to play in the Interleague finals, If these minimum criteria are not met by a player. Dispensation may be given by the E.P.A. National Interleague Tournament Director/E.P.A. National Secretary upon written request. Each request will be dealt with on its merits.

- 2E.** Any player that has not meet the minimum qualification criteria or been granted dispensation to play in the event from the Tournament director/EPA National Secretary will not be allowed to play in the finals.
- 2F.** Leagues wishing to send their Interleague team(s) to the National Finals must provide on request their Local league tables and individual player performance stats to the E.P.A. National Interleague Tournament Director/E.P.A. National Secretary. Failure to send details when requested may result in places being withdrawn.
- 2G.** All County Secretaries/County Interleague Secretaries must provide on request their County Interleague tables and County individual player performance stats to the E.P.A. National Interleague Tournament Director/E.P.A. National Secretary. Failure to send details when requested may result in places being withdrawn.
- 2H.** All Player dispensation requests must be made in writing to either the Tournament Director or National Secretary

#### **Interleague at County Level:**

- 4A.** The format of play in the Interleague at County level is as follows:
- 4B.** Each affiliated league in a County Association will be responsible for picking or delegating a person to run their Interleague team(s) playing in their County's Inter-league programme,
- 4C.** All Interleague teams are restricted to a maximum of 4 professional players.
- 4D.** Players used in any Interleague team must be current playing members of the league they wish to represent
- 4E.** Any fees and table costs to be arranged within the county association.
- 4F.** The Interleague season will run from January 1<sup>st</sup> to December 31<sup>st</sup> of each year.
- 4G.** Interleague matches will be played by teams consisting of a minimum of nine individual players. No Interleague match can be started unless there are a minimum of seven players from each team present at the start of the match.
- 4H.** If any player is not ready to play their frame when called those frames will be awarded to the opposition
- 4I.** Each Interleague session will consist of a minimum of nine single frames.
- 4J.** An Interleague fixture may consist of any number of sessions that a county association deems to play to constitute a fixture,
- 4K.** Female players playing in a county that does not organise a ladies specific Interleague fixture schedule are allowed to play in the men's section either as an individual as part of a men's team or as part of a ladies team: If a county runs a ladies specific Interleague schedule then all female players must play in that section.
- 4L.** In multiple sessions fixtures, a maximum of three Substitutes may be used in any match at any

Time after the first session, but before the start of the following session. Any players substituted may not take any further part in the fixture. Substitutes must have been named as a substitute before the match started and sign the result sheet to be officially acknowledged by the EPA.

**4M.** In the event of an unregistered (see rule 1A) or ineligible player being entered on the match sheet, the team will forfeit any frames won by that player, the frames in question will be awarded to the opposing player, if the ineligible player has no opponent, no player will be awarded the frame win but the offended team will gain the value of the frames in question. The offending team will be dealt with by its county committee as it deems necessary.

**4N.** All result sheets are to be with the county official responsible for collating the results within seven days of the match being played.

**4O.** Home team to referee frames & the away team to time keep. In multiple session matches the roles are to be reversed at the end of each session.

**4P.** if a county appoints a Senior referee for any matches then their decision is final on the rules of the game at all times. All non playing rules (other than the rules covered in this document) will fall to the County Association for adjudication.

**4Q.** Start times & dates for all Interleague matches will be set by the organising county association.

The EPA recognises the last weekend of the month as the date for Interleague matches to be played. county associations are at liberty to chose any dates suitable to them, however, care should be taken not to clash with other EPA events already scheduled

**4R.** At the end of the Interleague season, but no later than January 10<sup>th</sup> of the following year, each County Interleague results collator shall supply to the National Secretary their Interleague final tables and player performance stats, this letter must incorporate a statement indicating whether the winners and runners up will be attending the National finals, once received; the winners & runners up will be guaranteed a place in the National Interleague Finals in April of that year subject to the teams complying with all deadline dates and qualification rules.

**4S.** If a County Association Interleague has less than six Interleague teams in it, the County Association must apply in writing to the E.P.A. Secretary to sanction the Interleague season to be played.

#### **National Interleague Finals:**

**5A.** All players and spectators must reside on the Site during the Finals.

Players used in any Interleague team must be or were current playing members of the league they wish to represent at the time the team qualified for the National Finals.

**5B.** A player's Photo I.D Registration membership card & the current I.D Registration Membership Card must be shown at the Interleague Finals before the "players" wristband will be issued to them.

**5C.** There are four stages to getting an Interleague team to the finals and each has a deadline date set to it:

- Stage 1: request for places (letters sent to county secretaries)
- Stage 2: notification of acceptance of the 96 teams invited (sent to county secretaries)
- Stage 3: booking forms sent out to the 96 invited teams (sent to registered invited team captains)
- Stage 4: invited teams booking in to the venue (invited team to send completed forms back to event organiser)

County secretaries are responsible for steps 1 & 2

Interleague team captain are responsible for steps 3 & 4

Failing to meet any of the deadline dates set for any stage of the Interleague finals continued acceptance procedures will result in reserve teams being invited in without further communication taking place with the team or county that has missed a deadline date.

- 5D. Booking forms will only be sent to the qualifying teams; usually two months before the event date, providing steps 1 & 2 have been completed. The forms are to be filled in and accommodation fee paid by the date on the interleague accommodation booking forms. (see rule above)
- 5E. The reigning Interleague champions will be invited to return the following year to defend their title but only if they are still playing in their counties current Interleague fixture program. (if they win their County's Interleague in the same season they are due to return to defend their title, then their County can send their next team available in line to the Finals by right).
- 5F. Each County Association fulfilling the EPA criteria for Interleague will be allowed to send their winners & runners up to the National Finals. (any spaces available after this process has been completed will be filled by County Association's requesting more places than their 2 allocated places (large County Interleague structures will be given priority).
- 5G. Each County running official Interleague fixtures, can request as many places as they have teams willing to attend the finals.
- 5H. Team captains must register their team's presence and collect their bond money on the Friday night of the event, between 7PM and 11PM from the main hall top desk.
- 5I. Any Interleague players involved in ancillary events that requires them to be resident on site before the National finals start must book in through the tournament director or their teams place in the finals will be in jeopardy

**Format of Play:**

- 6A. The draw for the first round will be posted in the main hall on the Friday night for captains to access their tables of play for the Saturday, the draw will show the 32 groups drawn to play, the first two teams will start play at 9am but the third team's captain must attend the start time, in case a team fails to appear then their team, will play two matches against other team there.
- 6B. The draw for the last 32 will take place at around 10-30am on the first day of play, by table numbers only.
- 6C. Play will start at 9am on the Saturday, and continue until there are only sixteen teams left in the event. The last sixteen teams will re-commence play on Sunday at 9am and play to a finish.
- 6D. Play will be on a round robin basis in the group stage, using 32 tables. The group winners on each table will go through to the last 32, which will be a straight knockout, with the team that reaches 10 frames first being the winner. In the case of a drawn match a simultaneous three frame play off will be used to separate the teams.
- 6E. During the round robin stage of play matches one and two must complete the full eighteen frames of the match regardless of the score. Scoring will be two points for each match won, and one point for a drawn match, if the first match in a group is a draw, the teams playing will toss a coin, witnessed by a tournament official, to decide which team plays the third team in the group. At the end of the series the team with the most points will win the group. If after the round robin stage two or more teams on the table have the same amount of winning points, then the team with the best legs averages will win. Legs averages will be decided by calculating the number of legs for, minus legs against.
- 6F. Order of play in the round robin stage:  
Team 'A' v Team 'B' (match one). Losing team v Team 'C' (match two).  
Winner of match 1 v Team 'C' (match three).

- 6G.** If a team gains a winning margin at any stage during match 3 this margin being such that the group is won, then play may be curtailed in that particular group. For example:  
Team 'A' beats team 'B' 11-7. Team 'B' loses to team 'C' 10-8 Team 'A' leads team 'C' 9-0  
Team 'A' cannot be beaten: Play can be abandoned in order that progress can be made.
- 6H.** The organisers reserve the right to use more than one table for any match at any stage of the event. This will be governed by slow play, or any other reason needed to expedite play, In the event of a leg where in the opinion of a referee, or organiser, or organiser's representative no progress is being made, the leg will be abandoned, and relegated to the end of that match.
- 6I.** If a result is achieved before the relegated leg is required to be played, then that leg shall be ignored.
- 6J.** Once the knockout section of the Interleague has started all matches will be played on more than one table. Where possible the number of tables used for any match will not exceed three
- 6K.** No player will be allowed to play in any match dressed outside the published dress code for the event This rule does not apply to flyers held at the venue.
- 6L.** All disputes on playing rules will be referred to the senior referee whose decision will be final.
- 6M.** No player will be allowed to enter into any dispute or discussion over a dispute.
- 6N.** Only captain's are permitted to approach the stage during the finals, and then only to either;  
(a) Return a completed match sheet, or  
(b) Register a protest. (such protest will be discussed by the organisers at the first available opportunity).
- 6O.** Any person using obscene language to a referee or organiser will render themselves liable to eviction from the venue, this includes the Holiday Park. Each captain is fully responsible for the conduct of all members of their party, if a member of any party is evicted from the park, then it is possible that all members of that party will be evicted at the same time.
- 6P.** The decision of the organisers is final on the day, if the offender/s feel they are being dealt with unfairly they have the right of appeal under the E.P.A disciplinary procedure.