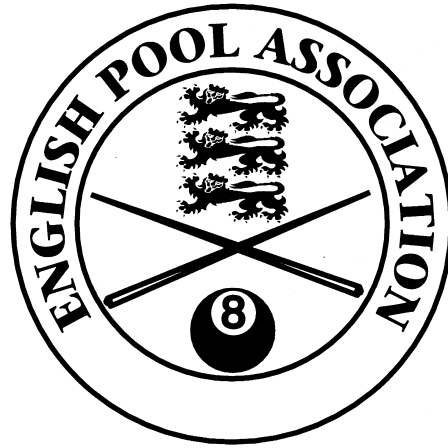




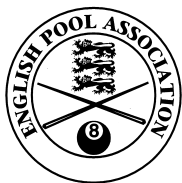
ENGLISH POOL ASSOCIATION
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ENGLISH POOL ASSOCIATION

NATIONAL KO CUP RULES



NATIONAL KO CUP RULES

General/Global

- 1A. All players taking part in the EPA National KO Cup competition must be in possession of an EPA ID Members registration card, as issued through the County Association where they have registered to play in. Any player having played in an National KO Cup 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 INational KO Cup structure must be an Inter-League team within their County's Inter-League structure and filled in the Inter-League database online form, naming a minimum of nine players intending to play for the team.
- 1C. A County Inter-League will only be recognised by the EPA when the completed Online Inte-League Data team sheet is entered online by the County Secretary/County Inter-League Secretary.
- 1D. The online data must be online by the end of April of each year. Copies of the Inter-League fixture schedule must also be in the possession of the relevant Regional Director by the 16th April of each year.
- 1E. No player is allowed to play County matches and Inter-League 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 Inter-League frame in that season.
- 1F. No player can play for two Inter-League teams in the same season.
- 1G. The Inter-League season will run from January 1st to December 31st. All matches must be completed within the season.

National KO Cup at Local League Level (as Inter-League Rules)

- 2A. Any player who is registered and actively playing in a local league can, if selected, play for any Inter-League 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 7 days of their first Inter-League match, be registered ID cardholders.
- 2B. Once a player has been named on an Inter-League fixture score sheet that player is locked into that team and County Association until January 1st of the following year. Players cannot be included on the score sheet for any match if they are not in attendance.



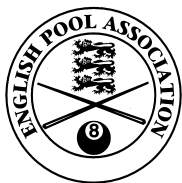
- 2C. There is no minimum requirement for the matches a player must play in their local league to qualify to play in their County's Inter-League competition. However, if their team qualifies or is invited to attend the National Inter-League Finals held in April and October each year, then player qualification rules will apply (see below).

Player Qualification Rules for teams that qualify for the National KO Cup finals

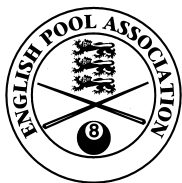
- 2D. Players must have played in, or have been a signed reserve, in a minimum of 50% of their team's local Leagues current fixtures; if completed, their last completed season in the last 12 months, and also played in, or have been a signed reserve, in a minimum of 50% of the County's Inter-League fixtures for the previous season, to qualify to play in the Inter-League finals. If these minimum criteria are not met by a player, dispensation may be given by the EPA National Inter-League Tournament Director/EPA 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 Inter-League team(s) to the National Finals must provide on request their local league's current tables and individual player performance stats to the EPA National Inter-League Tournament Director/EPA National Secretary. Failure to send details when requested may result in places being withdrawn.
- 2G. All County Secretaries/County Inter-League Secretaries must provide on request their County Inter-League tables and County individual player performance stats to the EPA National Inter-League Tournament Director/EPA 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.

National KO Cup at County Level

- 4A. The format of play in the Inter-League 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 Inter-League team(s) playing in their County's Inter-League programme.
- 4C. All Inter-League teams are restricted to a maximum of four (4) professional players.
- 4D. Players used in any Inter-League 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 Inter-League season will run from January 1st to December 31st of each year.
- 4G. Inter-League matches will be played by teams consisting of a minimum of nine individual players. No Inter-League 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 Inter-League session will consist of a minimum of nine single frames.
- 4J. An Inter-League 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 Inter-League 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 Inter-League schedule then all female players must play in that section.
- 4L. In multiple session's 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 and 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 and dates for all Inter-League matches will be set by the organising



County Association. The EPA recognises the last weekend of the month as the date for Inter-League matches to be played. County Associations are at liberty to choose 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 Inter-League season, but no later than January 10th of the following year, each County Inter-League results collator shall supply to the National Secretary their Inter-League 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 and runners up will be guaranteed a place in the National Inter-League Finals in April of that year subject to the teams complying with all deadline dates and qualification rules.
- 4S. If a County Association Inter-League has less than six Inter-League teams in it, the County Association must apply in writing to the EPA Secretary to sanction the Inter-League season to be played.

Playing Order

The playing order of home and away Inter League teams, shall be as follows:

Frame	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Home	1	2	3	4	5	6	7	8	9	1	2	3	4	5	6	7	8	9
Away	1	2	3	4	5	6	7	8	9	3	4	1	2	9	8	5	6	7

If a County Inter-League is run over 27 frames, then the playing order shall be extended as follows:

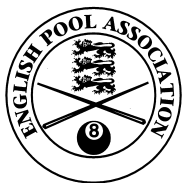
Frame	19	20	21	22	23	24	25	26	27
Home	1	2	3	4	5	6	7	8	9
Away	5	8	9	6	7	4	3	2	1

If a County Inter-League is run over 36 frames, then the playing order shall be further extended as follows:

Frame	28	29	30	31	32	33	34	35	36
Home	1	2	3	4	5	6	7	8	9
Away	7	6	5	8	1	2	9	4	3

Substitutions

- If the home team only has 8 players then a bye will be put in playing position 4
- If the home team only has 7 players then byes will be put in playing position 4 and then 3
- If the away team only has 8 players then a bye will be put in playing position 5
- If the away team only has 7 players then byes will be put in playing position 5 and then 8



At the National Inter-League/KO Cup finals, teams of less than 7 players will not be allowed to play.

Commencement of Match

The home team and the away team shall enter their first 9 players on their respective sides of two different result sheets. Once the first 9 players have been entered the break shall be determined by lagging (the team who wins the lag shall have the choice of breaking first, or putting the opposition in to break first). The break alternates throughout a match, which includes any play off frames that may be required. Hence there is no re-lag for play off frames.

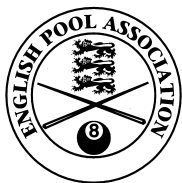
National KO Cup Finals

5. All teams selected to play in the finals will pay an entry fee of £25, this is non-returnable.
- 5A. All players and spectators must reside on the site during the Finals.
- 5B. Players used in any National KO Cup 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.
- 5C. A player's Membership card will be checked at the National KO Cup Finals before the players wristband will be issued to them.
- 5D. There are four stages to getting a National KO Cup team to the finals and each has a deadline date set to it:
 - Stage 1: request for places through online database
 - 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 step 2

Inter-League team captains are responsible for steps 3 & 4

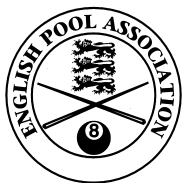
- 5E. Failing to meet any of the deadline dates set for any stage of the Inter-League finals continued acceptance procedures will result in reserve teams from their County being invited to fill this place, subject to that County having applied for reserve places. If no reserve places were applied for, then the place will be offered to another County requesting reserve places.



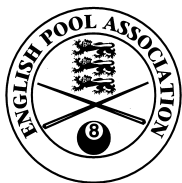
- 5F. Booking forms will only be sent to the qualifying teams; usually two months before the event date, providing steps 1 and 2 have been completed. The forms are to be filled in and accommodation fee paid by the date on the Inter-League accommodation booking forms. (see rule above)
- 5G. The reigning KO Cup Champions will be invited to return the following year to defend their title but only if they are still playing in their County's current Inter-League fixture program. If they win their County's Inter-League 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.
- 5H. Each County Association fulfilling the EPA criteria for Inter-League will be allowed to send their winners and runners up to the National Finals. Any spaces available after this process has been completed will be filled by County Associations requesting more places than their two allocated places (large County Inter-League structures will be given priority).
- 5I. Each County running official Inter-League fixtures, can request as many places as they have teams willing to attend the Finals.
- 5J. Team captains must register their team's presence on the Friday night of the event, between 7pm and 11pm from the main hall top desk.
- 5K. Any National KO Cup 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 team's 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 National KO Cup 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 captains are permitted to approach the stage during the finals, and then only



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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 EPA Disciplinary Procedure.