

**EXCERPTS FROM THE CONSTITUTION AND REGULATIONS OF THE UNIVERSITIES POOL COUNCIL
AS APPLICABLE TO THE EIGHT-BALL POOL CHAMPIONSHIPS AND WOMEN'S EIGHT-BALL POOL
CHAMPIONSHIPS**

8.1 Eligibility to compete

8.1.1 Eligibility of players

To be eligible to compete in any competitions organised by the Council players must fulfil the following criteria. (This does not apply to players representing the Ireland Students, they are dealt with under 8.1.5):

- (a) represent an eligible institution as defined under provision 8.1.4 either as part of a team or as an individual.
- (b) have their participation authorised by the relevant authorities within their institution. The authorisation must be made by an official from the institution's athletic or student unions who are normally responsible for authorising such matters or a sabbatical officer of the union who has competence for sports clubs or societies. The authorisation shall take the form of a signature to that effect on the official entry forms. The Council shall have the right to question or reject such authorisation as it deems fit.
- (c) be an internally registered student at that institution, that is being classified as a student by the university Registrar as an internal student and be registered on a credit rated course, that is a programme of study registered under the Credit Accumulation and Transfer Scheme, undertaking a programme of study equivalent to at least sixty credits per year, or in the case of a postgraduate student be undertaking a programme of study no less than fifty percent of the full time student programme.

Also eligible are:

- (a) A sabbatical officer of either a student's union or an athletic union.
- (b) A student completing their course of study within the sporting year.
- (c) A student embarking on a sandwich course and / or year abroad course provided the duration of the course in industry is less than one year.

8.1.2 Ineligible players

- (a) No student may compete for more than one institution in any one academic year.
- (b) Students at 'franchised' colleges unless recognised as fully registered internal students of the institutions.
- (c) Externally registered students, as determined by the university's Registrar.
- (d) Students undertaking 'foundation' courses are only eligible if their institution's Registry Office (or equivalent) deems them to fulfil the above eligibility requirements
- (e) Research assistants who are not students will be deemed ineligible.

8.1.3 Proof of Eligibility

Proof of student status will be required at the registration for a competition. This will normally require a student card issued by the authorities of that institution bearing the name, student number and photograph of the student. The card must also have a date of validity or expiry date. Undergraduate students who are not full-time should also provide a letter from their head of department or the university registrar detailing the number of credits they are undertaking in the current academic year. Postgraduate students require a similar letter stating that they are undertaking a programme of study no less than fifty percent of the full-time student programme in accordance with 8.1.1(c) above. Should the card not bear a photograph of the student photographic proof of identity shall require a legal document such as a passport or photographic driving licence. Should the card not have a validity or expiry date a letter will be required from the university registrar confirming that the person is a current internally registered student.

The burden of proof shall fall on the individual to prove their eligibility to compete.

Any queries on eligibility must be made to the Council in advance. The decisions of the Council in this case are final.

Players who have been registered at an event are normally deemed to have had their eligibility confirmed by that fact. However, the Council reserves the right to investigate any eligibility queries that are lodged after the fact and, if proof be strong, the Tournament Director shall be able to impose an interim suspension on any player whose eligibility is called into question during an event.

8.1.4 Eligibility of institutions

Eligible institutions are those in membership of the British Universities and Colleges Sport (BUCS).

8.1.5 Eligibility of players representing Ireland Students

Players representing Ireland Students must conform to eligibility criteria of HESPC and CUSAI.

8.2 Entry into tournaments

Entries will only be accepted if they are made on the official entry form and received before the relevant closing date with full payment. Proof of posting is not proof of delivery. Once paid, entry fees will not be refunded unless a team is excluded due to a decision by the Council. Cheques shall be made payable to the "Universities Pool Council".

8.3 Tournament organisation

Tournaments will be run by an organising committee composed of the Tournament Director and Assistant Tournament Directors. The Executive Chair shall ex officio be Tournament Director unless it is provided otherwise.

8.4 Perpetual trophies

Perpetual trophies may be given into the custody of the winners of the various competitions but remain at all times the property of the Council. Once in custody of the winners they shall be responsible for the safety of the trophy.

SCHEDULE 3 REGULATIONS FOR ORGANISATION OF COMPETITIONS

A. General

1. The Council will undertake to run four competitions as follows:

- (i) Student Eight-ball Home Internationals.
- (ii) Eight-ball Pool Tournament.
- (iii) Women's Eight-ball Pool Tournament.
- (iv) Nine-ball Pool Tournament.

2. Control of all competitions is vested in the organising committee. In all matters, the decision of the Tournament Director or Assistant Tournament Directors during an event are final. This includes any matters that may arise from time to time that are not included within these rules. No one other than the Tournament Directing Staff may mark the official results sheets or make any official announcements.

3. Entry: General

Entries are only deemed complete when the entry form and payment are received.

4. Entry: Team Competitions

(a) Entry of multiple teams by an institution

An institution wanting to field more than one team must list teams in order of strength with the first team being the strongest and so on. Third teams will not be guaranteed entry. Their participation will depend on the numbers entering a competition and may be placed on a reserve list and selected by ballot should there be less places available than third teams desirous of taking part.

(b) Eligibility of Players

Only players listed on the official entry form will be eligible to play in the tournament. In the event of an institution entering multiple teams a player ascribed to a particular team on the entry form will not be allowed to play for a lower ranked team in the tournament. Players may be moved up from a lower to a higher ranked team or from the reserve list into a team. However reserves may only be promoted to the lowest ranked team and third team players may only be promoted to the second team.

(c) Addition of names to the entry form

Teams wishing to add names to those on the official entry form may only do so via the authorised signatory on the official entry form. Additions will be subject to a £10.00 surcharge

per player if made after the official closing date but before 17h00 on the Friday prior to the event. Changes made after this time but before there are less than forty-eight hours to the start of the event will be subject to a surcharge of £15.00 per player and any changes made within forty-eight-hours of the start of the event will be subject to a surcharge of £20.00 per player. Such players can only be added to the bottom ranked team from that institution.

(d) Promotion of reserves

Unless accommodation is booked centrally by the Council, there will be no charge for promoting a reserve. Should accommodation be booked centrally then changes made after 17h00 on the Friday prior to the event but before there are less than forty-eight hours to the start of the event will be subject to a surcharge of £5.00 per player and any changes made within forty-eight-hours of the start of the event will be subject to a surcharge of £10.00 per player.

(e) Withdrawal

A withdrawal of a team or teams will forfeit all entry fees and accommodation fees, if applicable. Teams withdrawing after the draw has been conducted will be referred to the Compliance Procedure.

5. Entry: Individual Competitions

(a) Entry limited

The total number of entrants to each individual competition will be limited. The exact number will be detailed in the relevant tournament information. Only players who are also playing the in relevant team competition may enter an individual championship except those falling under 4(c) below. Should a team withdraw from the event that institution will forfeit the equivalent number of places in the individual championship. Should a withdrawal leave an institution with no teams in the relevant team competition, that institution will then be treated as falling under 4(c) below.

(b) Entry Quotas

Each institution will be required to rank their entrants. Each institution sending a team will be given an equal quota of places in the relevant individual competition up to the maximum number of players in each team. Players will be selected according to their ranking on the entry form. Seeded players are guaranteed entry and will not form part of their institution's quota unless they are from an institution unable to field a team (see (c) below). All entrants must also be named on their institutions' team entry form and play for their team in the associated team competition, failure to do so will disqualify the team from taking part in the event. Any places remaining unfilled will be allocated by ballot composed of the next ranked player from each institution who is outside the quota. All entrants excluded due to the quota will have their entry fees refunded.

(c) Entry of players from institutions without a team

An institution unable to field a team shall be entitled to enter a maximum of two players to compete in the Eight-ball Pool Individual Championship and they must also be ranked. Entry into the Nine-ball Pool and Women's Eight-ball Pool Individual Championships is restricted to one player per institution without a team.

(d) Replacement of withdrawals in advance of the draw

Should an institution wish to replace a withdrawn player they may do so by notifying the Tournament Director. Such players are treated in the same way as addition to teams and must conform to regulation 3(c) above. Once the draw has been conducted, seeded players will not be replaced and a bye will be entered into the draw.

(e) New entrants at the start of the event

It will be possible for a player who has not been entered into the event and is not replacing a withdrawn player, unless the withdrawn player was seeded, to play in the individual championship. Such players may put their names forward for a ballot. Players wishing to enter the ballot must register at the appropriate time as detailed in the tournament information and pay the full entry fee, unless such players are replacing a seed, in such a case entry into the ballot will be free of charge. All such players must conform to regulation (b) above. Players from an institution unable to field a team may only register for the ballot if the total entrants from that university is less than two for the Eight-ball Pool Championships and less than one for the Women's Eight-ball Pool and Nine-ball Pool Championships and that the institution has already submitted an entry form by the due date. Such players are treated in the same way as addition to teams and must conform to regulation 3(c) above. Once a player's name is drawn out of the ballot they will have five minutes to report to the competition desk. Failure to do so

will result in forfeiture of their place in the ballot and their entry fee. Further ballots will then be held until the place is filled. Should there be no remaining names in the ballot the player will be awarded a bye. At the conclusion of the final qualifying round, any names remaining in the ballot will have their entry fees refunded. Players replacing a withdrawn seeded player will have their names drawn out first, once they are exhausted others be drawn.

6. Registration

(a) General

Teams and individuals must register before taking part in any tournament. At registration the eligibility of players will be ascertained in accordance with Article 8.1 of the Constitution of the Council.

National Union of Student (NUS) cards are not an acceptable proof of eligibility.

(b) Burden of proof

It is the responsibility of each player to ensure in advance that they have the required documents to prove their eligibility. Without the correct documentation players will not be permitted to compete. No exceptions will be made. Any queries should be addressed in advance to the Universities Pool Council.

(c) No changes to team personnel after registration

After registration, no changes may be made to the personnel of any team.

(d) Late registration: teams

If teams are not registered before the time announced for the start of the team event they will be scratched from the competition. Should only part of a team have registered before the announced start time they will be allowed to play their match as long as they have the minimum number of players required by the regulations of the tournament concerned. Should they have fewer than this number they will default that match and all other matches until the required number have registered.

(e) Late registration: individuals

Players who are not registered before the announced closing time for registrations shall be scratched from the event.

7. Captains' meeting

Before a tournament commences all captains must attend the Captains' meeting where details of the organisation of the competition will given. Captains are then obliged to communicate the details to their players. Failure to attend such a meeting will incur a fine of £10.00 which must be paid before any representative of that university will be allowed to play in the tournament.

8. Players' meeting

Before the tournament commences a Players' meeting may be called. All individual players who are not members of a team must attend the Players' meeting where details of the organisation of the competition will given.

9. Practice

No practice will be allowed on any table once the Championships have begun. If a table is free practice will not normally be allowed. However a request to practise on such a table may be made to the Tournament Director who will have the right to refuse the request if he/she deems fit.

10. Player behaviour

(a) General

Players are expected to behave in a disciplined and sporting manner and abide by the rules and constitution of the Council. Players must not behave in a way that is negative towards other players, the Council, Tournament Directing Staff, the venue in which the Tournament is taking place or members of its staff or the official Tournament hotel, if one be designated, or members of its staff.

(b) Quietness

Players should maintain a decent level of quietness at all times when matches are in progress.

(c) Mobile phones

If a player uses a mobile whilst involved in a frame it will be assessed a violation of the coaching rule and penalised according to the rules of the game.

(d) Concession

If a player unscrews her/his jointed playing cue when the opponent is at the table it will be considered a concession and the match be awarded accordingly. This does not apply if the player is unscrewing a piece of equipment which is not normally part of the playing cue, for example, an extension. Players should refrain from doing this when the opponent is taking a shot.

11. Reasonable Adjustment

The UPC values players from all backgrounds and aims to create and maintain an inclusive playing environment where everyone is encouraged to reach his or her full potential. The UPC seeks to embrace and comply where possible with the principles held within the Disability Discrimination Act (DDA) and similar legislation, and commits to the concept of reasonable adjustments as defined by the DDA. Where any player with a pre-existing condition feels that this may apply to them at a forthcoming UPC event, the UPC should be notified at the earliest opportunity before the event begins and if applicable appropriate medical evidence supplied in order for any adjustment to be made. Any situation arising during a UPC event should be brought to the attention of the Tournament Director immediately, again with any available medical evidence if applicable. Players are wholly responsible for informing the UPC where a reasonable adjustment is required. Adjustments cannot be made in retrospect and the UPC cannot be expected to make an adjustment of which it has not been informed. Adjustments will be made until the end of the current playing season unless the player informs the UPC otherwise. A new application for reasonable adjustment must be made separately for each subsequent season and will be considered on its merits. The UPC will handle each case in the strictest confidence

12. Behaviour of supporters

Teams are held responsible for the good behaviour of their supporters attending an event.

13. Playing area restrictions

Should a playing area be defined then only players involved in a frame may enter such and they must conform to the dress code.

14. Dress code

Unless specified otherwise, players must be dressed according to the following specification:

Male: formal collared shirts or polo shirts; waistcoats are permitted if worn over a formal collared shirt; black tailored trousers and black shoes.

Female: formal collared shirts/blouse or polo shirts; waistcoats are permitted if worn over a formal collared shirt/blouse; black tailored trousers or knee length skirt and black shoes.

Strictly not permitted: any hooded top, any form of hat or cap.

Definitions

Shirts: formal collared shirts or polo shirts which must be plain. The shirts may not bear any writing or insignia on their fronts or sleeves other than the institutional crest and/or name. A sponsor's logo and/or name is also permitted. On the reverse the players name and number may be written, the name may take nickname form provided that it is not deemed to be offensive. A sponsor's logo and/or name is also permitted. No T-shirts or sports jerseys.

Trousers: black tailored trousers must be worn. No studs; no combat styles; no jeans; no tracksuit or jogging bottoms.

Shoes: black; no trainers; no smart-casual shoes.

The dress code applies to both players involved in any frame. Players failing to comply with the dress code will forfeit their current frame and one successive frame for each five minutes that they do not conform to the dress code. Should both players in an individual match fail to conform to the dress code two frames will be removed from the match distance for each five minutes both players fail to conform to the dress code. Should there be only one possible frame remaining, that is the match is tied in the final frame, then it will be played but the winning player's opponent in the next match will start one frame to the good. If two players fail to conform to the dress code in a team match then that frame will be declared void and removed from the matchsheet. In the Nine-ball Team Championship, matches will be treated as individual matches under this regulation. The dress code also applies to any players collecting mementoes at the presentation ceremony. Such players must also comply with the dress code during the official photographs.

If any individual or team captain is in doubt as to the interpretation of any of these stipulations, they are advised to contact the Tournament Director prior to the event or at the earliest opportunity. The decision of the Tournament Director shall be final as regards to whether a player conforms to the dress code.

15. Team competitions: general regulations

(a) Match card

One captain shall complete his/her part of the card and supervise her/his opposite number doing the same.

(b) Team order

The team order may change from match to match however no changes are permitted once the match card is completed.

(c) Reporting of results

The captain of the winning team must return the match card to the competition desk immediately after the conclusion of the match.

16. Individual competitions: general regulations

(a) Format

Shall be single elimination.

(b) Reporting of results

The winner must report the result of the match and bring the cue ball to the Competition Desk immediately after the conclusion of the match.

(c) Prize Money

A prize fund may be available for individual competitions. Where it is available Prize monies will only be paid out when the tournament has concluded in accordance with the Constitution and relevant Schedules.

The prize fund will be determined by doubling and rounding down the number of entries to the nearest fifty. This number will form the winner's prize. Prizes for subsequent placings will equal half of the prize money paid out to the level immediately above rounded up to the nearest five. The prize money will cease to be paid when the final total payable is less than twenty-five pounds sterling before any rounding up or at the Last 32 stage of the Eight-ball Individual Championship; Last 16 of the Nine-ball Individual Championship; and Quarter-finals of the Women's Individual Championship.

17. Early departure

Players or teams who have to leave a tournament, for whatever reason, while still involved should inform the tournament director that they are scratching from the tournament. Teams failing to fulfil their fixtures in a group will have their records expunged. Such scratches will be referred to the Compliance Procedure.

18. Presentation Ceremonies

All medal and trophy winners are expected to attend the appropriate presentation ceremony. Failure to attend will result in their memento being withheld and the matter being referred to the Disciplinary Committee for the possible imposition of a fine. The presentation ceremony includes the official photographs. If, in the opinion of the Tournament Director, the presentation ceremony will be substantially later than scheduled this regulation may be relaxed and mementoes be awarded for events that have concluded in advance of the conclusion of the whole tournament.

19. Safekeeping and return of perpetual trophies

(a) Guarantee of safekeeping and return

The winning team or individual awarded a perpetual trophy must undertake to guarantee its safekeeping and return. The winning team shall, on being presented with the trophy, read and sign the following: 'we (winning team) having been declared to have won the (perpetual trophy name) for the current year, and having the same delivered to us by or on behalf of the Universities Pool Council, do hereby, collectively and individually, engage to return the said trophy to the Universities Pool Council on or before the opening day of the competition for the said trophy in the following year or after a calendar year if no competition is organised in good order and condition, and in accordance to the rules of the Universities Pool Council to which also we have subscribed our respective names'.

(b) Safekeeping

The location in which the trophy will be kept must be sent in writing to the Executive Chair. Teams must either provide a copy of the insurance policy covering the trophy against any damage or theft whilst it is kept at that location or pay a bond which will be refunded on the safe return of the trophy. If the trophy is being kept by an institutional third party, such as at an Athletic Union, then an official letter from them stating that the trophy is covered against damage or theft will be accepted in lieu of the insurance policy. Failure to supply the required documents within one month of receiving the trophy will be penalised by a fine of £20.00 which will be increased at the rate of £10.00 per week until the required documents are supplied or the total accumulated fine reaches £100.00 at which point the trophy must be returned immediately or legal action will be taken to recover the trophy.

(c) Return

The trophy shall be returned at the start of the following sporting year's competition for the same trophy. It shall be returned polished and in good condition with the winning team and year engraved in the correct place in the following format: "year" "team name" (e.g. 2004-2005 University of x). Should the trophy be lost or damaged whilst in the custody of the winning team they shall refund the cost of the trophy or the cost of thoroughgoing repair in addition to any other penalty which the Council may impose. Any costs of repair or retrospective engraving shall also be levied against the holders.

Exception: Student Eight-ball Home Internationals Championship Trophy

The trophy shall be returned at a date set by the Council. Engraving will be undertaken by the Council.

B. Eight-ball Tournament

1. Competitions

Will be composed of four competitions:

- (i) 'Team Championship', the senior title. For first teams playing at Championship/Trophy level only.
- (ii) 'Team Trophy', open to all teams playing at Championship/Trophy level unless they have qualified for the Championship.
- (iii) 'Team Shield', open to all teams not playing at Championship/Trophy level.
- (iv) 'Individual Championship'.

2. Structure of Team Competition

(a) Tiers

Entrants will be divided into two tiers: 'Championship/Trophy' and 'Shield' played over separate weekends. The Championship/Trophy level will be limited to forty teams.

(b) Promotion and relegation

The eight teams finishing bottom of their groups at Championship/Trophy level will be relegated to Shield level for the following season. They will be replaced by eight teams from Shield level who will ordinarily be the Shield playoff quarter-finalists. If extra teams are required for promotion they will be selected from among those knocked out at the previous round of the Shield. The promotion of these teams will be by play-off and based on the ranking list. The number of places available will be doubled and that number of teams invited to play-off for a place in the Team Championship in order of their place on the Ranking List. Should there be less than this number of eligible and/or interested teams, then the Ranking List will be used to select automatic promotees until the number of teams remaining is double that of the number of places available. Should a team or teams have been excluded from Championship/Trophy level by the Compliance procedure, or by an external body for similar reasons, then they will be treated as being first placed in the list of playoff teams. Should there be more than one such team, they will be placed in order of the Ranking List followed by the remaining teams in order of the Ranking List. Matches in the play-offs will be seeded according to the Ranking List. Attendance at the play-off, should one be held, is not compulsory but teams must inform the Tournament Director no less than ten days prior to the event if they are not attending. In the event of non-attendance, promotion will be given to those attending, or that were willing to attend or, should no teams wish to attend, promotion will be given based on the ranking list. Any teams failing to attend the Championship/Trophy event will be automatically relegated to Shield level for the following season and may face a financial penalty.

(c) Glass ceiling

Second or third teams from a university may only play at Championship/Trophy level if their first team, or first and second team in the case of a third team, already play at that level. The relegation of a first team will result in automatic relegation of a second and third team regardless of their final position in their groups. Similarly, the relegation of a second team will result in automatic relegation for a third team regardless of their finishing position in their group.

(d) New Teams

All new teams start at Shield level.

3. Playing rules

The competition shall be played according to the rules of the World Eight-ball Pool Federation (WEPF).

4. Entry fees

(a) Team entry

The entry fee for teams is set at £60.00 per team.

(b) Individual entry

The entry fee for individuals is set at £10.00 per individual.

5. Slow play

If a match in a team or individual competition has not reached fifty percent of the total frames to be played by the time fifty percent of the time allocated for that match has elapsed or on the request of a team captain when playing in a team match or a player in an individual match the Tournament Director may invoke Rule I of the WEPF Rules of the Game at his/her discretion. The Tournament Director may also invoke Rule I at any time after fifty percent of the time allocated for that match has elapsed at his/her discretion.

6. Player incompatibility

Players who register at Shield level are, regardless of whether they play or not, rendered ineligible to play at Championship/Trophy level.

7. Team competitions (General)

(a) Teams are composed of six players, any five of which will play in a given match. The minimum number of players a team may enter shall be five. Teams may not enter with less than this number. At registration a minimum of five members must register. Teams will not be allowed to register with less than this number. If teams are already involved in a competition and are left with less than five players for whatever reason they shall be removed from the competition and their results expunged.

(b) The competition shall be conducted over two phases. In the first phase teams will be placed in groups where each team will play each other team once in accordance with Regulations 9 and 10 below. The second phase shall be single elimination until a winner is determined in accordance with the format as detailed in Regulations 9 and 10 below.

(c) In the first phase each match will consist of a maximum ten frames. Each player will play one frame against a maximum two different opponents as indicated on the team matchesheet. Once a team reaches six frames they are declared the winners and the match is over, any frames in progress are stopped immediately. Two points will be awarded for a win whilst one point will be awarded to each team in the event of a drawn match.

(d) Teams will be ranked in their groups according to the number of points gained in all group matches. Should two or more teams in a group be tied on the number of points the higher placing will be given to the team with: (i) the most points in matches between the tied teams; (ii) the most wins in matches between the tied teams; (iii) the fewest frames conceded in matches between the tied teams; (iv) the highest frame difference in matches between the tied teams; (v) the most wins in all group matches; (vi) the fewest frames conceded in all group matches; (vii) the highest frame difference in all group matches. If the tie has no bearing on qualification for the playoffs or relegation, the teams shall be declared tied. Otherwise a shoot-out will be arranged in accordance with (i) below.

(e) Should a match in the second phase end a draw after the completion of the two sessions the winner shall be determined by shoot-out in accordance with (i) below.

(f) Lateness: a team failing to report within five minutes of the announcement of their match will forfeit a frame for each table on which the match is scheduled to take place. They will forfeit further frames in the same manner for each further five minutes. A team defaulting twice will be disqualified and their record expunged. Players are responsible for knowing the time of their match and to listen to announcements made regarding the commencement of their match. A team will not be permitted to start a match with less than five players present in accordance with (a) above.

(g) Timeouts: will not be permitted during team matches. Players who are not present and ready to play when the frame preceding theirs has been completed shall forfeit the frame. On completing a frame players must vacate the table immediately. Any delay shall result in the team of the offending player forfeiting the next frame and each subsequent frame for each five minutes that elapses.

(h) In all team matches the breaking order for the entire match shall be decided by lag. The players named in position one on the matchsheet shall lag for break. Both players must use an object ball. Alternate break format.

(i) Shoot-out: the two respective captains will nominate three players who will play a single opponent over a single frame. Once a team scores two frames they are deemed to be the winners and the shoot-out is completed and any other frames in play are stopped. If the shoot-out is not part of the second phase of a team competition, the breaking order for the entire shoot-out shall be decided by lagging for break. The players named in position one on the shoot-out matchsheet shall lag for break. Both players must use an object ball. Alternate break format.

8. Format: Championship/Trophy level

(a) For the first phase teams will be divided into eight groups each containing five teams.

(b) The competing teams shall be divided into five tranches of eight teams. The holder will automatically be first seed and placed in Tranche 1. The remainder of the first teams will be allocated to the tranches as per the ranking list. Once all first teams have been allocated, second and third teams will be allocated to the remaining places.

(c) The draw will be made in such a way that teams from the same university will not be drawn together in the same group as far as is practicable. No more than one team from each tranche shall be drawn out to each group. The draw shall be done in ascending order of tranches. The group containing the first seed will be denoted Group A, the group containing the second seed will be denoted Group B, the group containing the third seed will be denoted Group C, the group containing the fourth seed will be denoted Group D, the group containing the fifth seed will be denoted Group E and the group containing the sixth seed will be denoted Group F, the group containing the seventh seed will be denoted Group G and the group containing the eight seed will be denoted Group H.

(d) Should teams withdraw after the draw has been made and before the Tournament has begun teams may be reallocated to different groups to equalise the number of teams in each group as far as possible.

(e) Second phase

On conclusion of the first phase teams will qualify for the playoffs as follows:

The two highest placed first teams in a group will qualify for the Championship playoffs. Should a first team finish bottom of their group but still be one of the two highest placed first teams they will not be entitled to take their place in the playoffs and a bye will be given to their would be opponents. The draw for the second phase will be determined by the finishing positions in the groups and will be as follows:

Last 16	Quarter-Finals	Semi-Finals
1. WA v RF	9. W 1 v W 2	13. W 9 v W 10
2. WH v RC		
3. WD v RG		
4. WE v RB	10. W 3 v W 4	
5. WB v RE	11. W 5 v W 6	

6. WG v RD		
7. WC v RH		
8. WF v RA	12. W 7 v W 8	14. W 11 v W 12

The highest placed team in a group that has not qualified for the Championship playoffs will qualify for the Trophy playoffs. The draw for the second phase will be determined by the finishing positions in the groups and will be as follows:

Quarter-Finals	Semi-Finals
1. G A v G B	5. W 1 v W 2
2. G C v G D	
3. G E v G F	
4. G G v G F	6. W 3 v W 4

9. Format: Shield Level

(a) For the first phase teams will be divided into groups each containing no more than six teams and no less than five teams.

(b) The competing teams shall be divided into pots based on the ranking list.

(c) The draw will be made in such a way that teams from the same university will not be drawn together in the same group as far as is practicable.

(d) Should teams withdraw after the draw has been made and before the Tournament has begun teams may be reallocated to different groups to equalise the number of teams in each group as far as possible.

(e) Second phase

Ordinarily two teams will qualify from each group. The draw for the second phase will be determined by the finishing positions in the groups and will be detailed in the tournament format.

10. Individual Championship

(a) Draw: The draw for the qualifying rounds and first round proper shall be done so that players from the same university do not meet in these rounds as far as is practicable.

(b) Seeding: Sixteen players will be seeded to the Last 128 Round which shall be designated the first round proper. The holder will be automatically first seed, the second and subsequent seeds will be taken in order from the ranking list.

(c) Byes: will be given firstly to seeded players in order. Any remaining byes will be allocated to players in order of their ranking on their institution's entry form. Should remaining byes be less than the number of equally ranked players from each institution then the remaining byes will be drawn at random. The presence of seeded players on an entry form is disregarded and all other players are moved up accordingly.

(d) Lateness: players failing to report within five minutes of the announcement of their match will forfeit the first frame and shall forfeit the next frame and each succeeding frame for each further five minutes. Players are responsible for knowing the time of their match and to listen to announcements made regarding the commencement of their match.

(e) Timeouts: each player will be allowed one timeout per match and shall be for a maximum of five minutes. A timeout may only be taken in between frames. A player may not call a timeout before the first frame has begun. Once a match is called, play must begin. Should any player be absent between reporting for play and the commencement of the first frame the first frame will be forfeited as will each succeeding frame for each five minutes the player is absent. The offending player will also forfeit the timeout. Should a player leave whilst a frame is in progress, the player shall forfeit that frame and each succeeding frame for each five minute period the player is absent from the table. The player shall also forfeit the timeout. Should a player take longer than the five minutes allowed the player shall forfeit the next frame and each succeeding frame for each further five minutes absent from the table. In matches without a referee the player must report the taking of a timeout to one of the Tournament Directing staff

who will time the timeout. During the timeout it is forbidden to have a conversation with anybody. Other unsporting conduct is not allowed during a timeout on penalty of defaulting the match. The player who has not called a timeout must be seated in the immediate vicinity of the table on which the match is being played during the timeout. Should that player leave he or she will be deemed to have used a timeout. Should any provisions of this rule be violated twice during a match the player will forfeit the match.

(f) Order of play: the breaking order for the entire match shall be decided by lag. Both players must use an object ball. Alternate break format.

(g) Match distances: The races in each round will be as follows:

Qualifying Rounds	-	first to 3 frames
Last 128 to Last 16 inclusive	-	first to 4 frames
Quarter-finals and Semi-finals	-	first to 5 frames
Final	-	first to 6 frames

11. Mementoes

Will be awarded to the following depending on the funds of the Council:

- (i) Plaques to the winning teams in the Championship, Trophy and Shield.
- (ii) Medals to the six members of the winning teams in the Championship, Trophy and Shield
- (iii) Medals to the six members of the runner-up teams in the Championship, Trophy and Shield
- (iv) Medals to the six members of the semi-finalist teams in the Championship
- (v) Memento to the winner of the Individual Championship
- (vi) Memento to the runner-up of the Individual Championship
- (vii) Memento to both semi-finalists of the Individual Championship

C. Women's Eight-ball Tournament

1. Competitions

Will be composed of two competitions:

- (i) 'Team Championship' (which shall be restricted to xx teams.)
- (ii) 'Individual Championship'.

3. Playing rules

The competition shall be played according to the rules of the World Eight-ball Pool Federation (WEPF).

4. Entry fees

(a) Team entry

The entry fee for teams is set at £30.00 for the entry of one team; £50 for the entry of two teams and £60 for the entry of three teams.

(b) Individual entry

The entry fee for individuals is set at £5.00 per individual.

5. Slow play

If a match in a team or individual competition has not reached fifty percent of the total frames to be played by the time fifty percent of the time allocated for that match has elapsed or on the request of a team captain when playing in a team match or a player in an individual match the Tournament Director may invoke Rule I of the WEPF Rules of the Game at his/her discretion. The Tournament Director may also invoke Rule I at any time after fifty percent of the time allocated for that match has elapsed at his/her discretion.

6. Team competitions (General)

(a) Teams are composed of four players, any three of which will play in a given match. The minimum number of players a team may enter shall be three. Teams may not enter with less than this number. At registration a minimum of three members must register. Teams will not be allowed to register with less than this number. If teams are already involved in a competition and are left with less than three players for whatever reason they shall be removed from the competition and their results expunged.

(b) The competition shall be conducted over two phases. In the first phase teams will be placed in groups where each team will play each other team once in accordance with Regulation 7 below. The top two teams from each group shall qualify for the second phase decided on the basis of their playing record in accordance with (e) below. The second phase shall be single elimination until a winner is determined in accordance with the format as detailed in Regulation 7 below.

(c) In the first phase each match will consist of a maximum six frames. Each player will play one frame against a maximum two different opponents as indicated on the team matchsheet. Once a team reaches four frames they are declared the winners and the match is over, any frames in progress are stopped immediately. Two points will be awarded for a win whilst one point will be awarded to each team in the event of a drawn match.

(d) Teams will be ranked in their groups according to the number of points gained in all group matches. Should two or more teams in a group be tied on the number of points the higher placing will be given to the team with: (i) the most points in matches between the tied teams; (ii) the most wins in matches between the tied teams; (iii) the fewest frames conceded in matches between the tied teams; (iv) the highest frame difference in matches between the tied teams; (v) the most wins in all group matches; (vi) the fewest frames conceded in all group matches; (vii) the highest frame difference in all group matches. If the tie has no bearing on qualification for the playoffs or relegation, the teams shall be declared tied. Otherwise a shoot-out will be arranged in accordance with (i) below.

(e) Should a match in the second phase end a draw after the completion of the two sessions the winner shall be determined by shoot-out in accordance with (i) below.

(f) Lateness: a team failing to report within five minutes of the announcement of their match will forfeit a frame for each table on which the match is scheduled to take place. They will forfeit further frames in the same manner for each further five minutes. A team defaulting twice will be disqualified and their record expunged. Players are responsible for knowing the time of their match and to listen to announcements made regarding the commencement of their match. A team will not be permitted to start a match with less than three players present in accordance with (a) above.

(g) Timeouts: will not be permitted during team matches. Players who are not present and ready to play when the frame preceding theirs has been completed shall forfeit the frame. On completing a frame players must vacate the table immediately. Any delay shall result in the team of the offending player forfeiting the next frame and each subsequent frame for each five minutes that elapses.

(h) In all team matches the breaking order for the entire match shall be decided by lag. The players named in position one on the matchsheet shall lag for break. Both players must use an object ball. Alternate break format.

(i) Shoot-out: the two respective captains will nominate one player who will play a single opponent over a single frame to decide the shoot-out. If the shoot-out is not part of the second phase of a team competition, the breaking order for the entire shoot-out shall be decided by lag. The players named in position one on the shoot-out matchsheet shall lag for break. Both players must use an object ball. Alternate break format.

7. Team Championship format and draw

(a) For the first phase teams will be divided among groups, the exact details of which will be given in the tournament format as will the number of teams qualifying for the second phase.

(b) Teams will be divided into tranches based on the ranking list as determined by the Tournament Director.

(c) The draw will be made in such a way that, as far as is practicable, teams from the same university are not drawn together in the same group.

(d) Should teams withdraw after the draw has been made and before the Tournament has begun, other teams may be reallocated to different groups to equalise the number of teams in each group as far as possible.

(e) Second phase

The draw for the second phase will be determined by the finishing positions in the groups and will be detailed in the tournament format.

8. Individual Championship

(a) Draw: The draw for the qualifying rounds and first round proper shall be done so that players from the same university do not meet in these rounds as far as is practicable.

(b) Seeding: four players will be seeded to the Last 32 Round which shall be designated the first round proper. The holder will be automatically first seed, the second and subsequent seeds will be taken in order from the ranking list.

(c) Byes: will be given firstly to seeded players in order. Any remaining byes will be allocated to players in order of their ranking on their institution's entry form. Should remaining byes be less than the number of equally ranked players from each institution then the remaining byes will be drawn at random. The presence of seeded players on an entry form is disregarded and all other players are moved up accordingly.

(d) Lateness: players failing to report within five minutes of the announcement of their match will forfeit the first frame and shall forfeit the next frame and each succeeding frame for each further five minutes. Players are responsible for knowing the time of their match and to listen to announcements made regarding the commencement of their match.

(e) Timeouts: each player will be allowed one timeout per match and shall be for a maximum of five minutes. A timeout may only be taken in between frames. A player may not call a timeout before the first frame has begun. Once a match is called, play must begin. Should any player be absent between reporting for play and the commencement of the first frame the first frame will be forfeited as will each succeeding frame for each five minutes the player is absent. The offending player will also forfeit the timeout. Should a player leave whilst a frame is in progress, the player shall forfeit that frame and each succeeding frame for each five minute period the player is absent from the table. The player shall also forfeit the timeout. Should a player take longer than the five minutes allowed the player shall forfeit the next frame and each succeeding frame for each further five minutes absent from the table. In matches without a referee the player must report the taking of a timeout to one of the Tournament Directing staff who will time the timeout. During the timeout it is forbidden to have a conversation with anybody. Other unsporting conduct is not allowed during a timeout on penalty of defaulting the match. The player who has not called a timeout must be seated in the immediate vicinity of the table on which the match is being played during the timeout. Should that player leave he or she will be deemed to have used a timeout. Should any provisions of this rule be violated twice during a match the player will forfeit the match.

(f) Order of play: the breaking order for the entire match shall be decided by lag. Both players must use an object ball. Alternate break format.

(g) Match distances: The races in each round will be as follows:

Qualifying Rounds to Last 16	-	first to 2 frames
Quarter-finals and Semi-finals	-	first to 3 frames
Final	-	first to 4 frames

9. Mementoes

Will be awarded to the following depending on the funds of the Council:

- (i) Plaque to the Champion team.
- (ii) Medals to the four members of the Champion team.
- (iii) Medals to the four members of the runner-up team in the Championship final.
- (iv) Medals to the four members of each Team Championship losing semi-finalist.
- (v) Memento to the Individual Champion.
- (vi) Memento to the runner-up of the Individual Championship.
- (vii) Mementoes to the Individual Championship losing semi-finalists.