

IRISH POOL INTERVARSITY COMPETITION REGULATIONS

1. Player eligibility

(a) Eligibility general

Players will only be eligible to compete if they meet the current eligibility criteria of Student Sport Ireland.

(b) Payment of institutional fees

A player owing fees to his/her institution at the official closing date for entry is ineligible. Students that register after 1 December must have paid 50% of all fees due for that academic year by the official closing date for entry.

(c) Eligibility: year of grace

The 'year of grace' will not apply to the Intervarsity Competition.

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 regulations. 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 is 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. Fourth teams will not be guaranteed entry, their participation will depend on the numbers entering the competition and may be placed on a reserve list and selected by ballot should there be less places available than fourth 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 unless 4(c) below applies. 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 and so forth.

(c) Demotion of players

In the event of an institution attending with less than the requisite number of players in a team and no players can be promoted from the lower ranked teams or the reserve list then it may be possible, at the sole discretion of the tournament director, to move players from a higher ranked team to a lower ranked team if that would result in the institution being able to field a team that would otherwise have to be withdrawn. In such a case it will be possible to demote the lowest player from the higher team to the lower ranked team provided the first team retain the minimum number of players required to form a team. In a similar fashion, where a third team is bereft of two players then it will be possible to demote the lowest ranked player from the first team to the second team and the lowest two ranked players from the second team to the third team provided the first and second teams retain the minimum number of players required to form their teams.

(d) 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 less than forty-eight hours to the start of the event. 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.

(e) Promotion of reserves

Unless accommodation is booked centrally by the UPC, there will be no charge for promoting a reserve. Should accommodation be booked centrally then changes will be subject to a €5.00 surcharge per player if made after the official closing date but less than forty-eight hours to the start of the event. Changes made within forty-eight-hours of the start of the event will be subject to a surcharge of €10.00 per player.

(f) Withdrawal

A withdrawal of a team or teams will render those institutions liable for 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 may 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 5(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 5(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 Individual Championship and they must also be ranked.

(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 4(d) 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 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 4(d) 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 will 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.

(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 UPC.

(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. 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 be 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 institution 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 be given.

9. Practice

No practice will be allowed on any table once the Competition has 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 UPC. Players must not behave in a way that is negative towards other players, the UPC, 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 commits to the concept of reasonable adjustments. 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

(a) 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. 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 Euro before any rounding up or at the Last 16 stage. The prize fund for a winner will be capped at €500 and the other prizes awarded according to the formula. The minimum prize fund will be €100 to the winner and the other prizes awarded according to the formula.

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 UPC, do hereby, collectively and individually, engage to return the said trophy to the UPC 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 UPC 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 UPC may impose. Any costs of repair or retrospective engraving shall also be levied against the holders.

20. Competitions

The intervarsity event will be composed of three competitions:

- (i) 'Team Championship', the senior title.
- (ii) 'Team Shield, for certain teams not qualifying for the Team Championship as detailed in the competition information.
- (iii) 'Individual Championship'.

21. Playing rules

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

22. Entry fees

The entry fee is set at €27.00 per individual to include team and individual championships.

23. 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 WEPPF 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.

24. Team competitions (General)

(a) Teams are composed of five players. 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 Regulation 25. The second phase shall be single elimination until a winner is determined in accordance with the format as detailed in Regulation 25.

(c) In the first phase each match will consist of ten frames. Each player will play one frame against two different opponents as indicated on the team matchsheet. 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 the number of points gained in all group matches. Should two or more teams in a group be tied on the number of points then the following will be used to rank the tied teams: (i) the most points in matches between the tied teams; (ii) the most wins in matches between the tied teams; (iii) the highest frame difference in matches between the tied teams; (iv) the highest frames for in matches between the tied teams; should two or more teams still remain tied then (i) to (iv) will be reapplied unless it does not break the tie. In such cases the following provisions will be used to rank the tied teams: (v) the most wins in all group matches; (vi) the highest frame difference in all group matches (vii) the highest frames for. Should two or more teams still remain tied then (v) and (vii) will be reapplied unless it does not break the tie. If teams remain tied and the tie has no bearing on qualification for the playoffs or relegation, the teams shall be declared tied. Otherwise a penalty competition will be arranged. Each captain will nominate one player to lag, the winner of which shall decide the order of play. The penalty competition will be consist of three players in the tied teams playing alternately placing the cueball behind the baulk line and the eight-ball on the spot and have one shot to legally pot the eight-ball. The winner shall be the team potting the most eight-balls. Should the teams be tied after each player has had one attempt the event will be resolved by sudden death but the cue ball must be placed midway on the baulk line.

(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.

25. Team Championship Format

(a) For the first phase teams will be divided as equally as possible into eight groups each containing a maximum of six teams unless entries render one or more groups with four teams. In such a situation the teams will be divided into six groups.

(b) The competing teams shall be divided into tranches of eight teams if eight groups are used, or tranches of six teams in the case of six groups being used. 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 institution 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 teams in a group will qualify for the Team Championship playoffs. The draw for the second phase will be determined by the finishing positions in the groups and will be as follows for eight groups:

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

For six groups it will be as follows:

Preliminary Quarter-final	Quarter-Finals	Semi-Finals
1. WE v RB	5. WA v W 2	9. W 5 v W 6
2. RC v RF	6. WD v W 1	
3. WF v RA	7. WB v W 4	10. W 7 v W 8
4. RD v RE	8. WC v W 3	

The third placed team in a group will qualify for the Plate playoffs. The draw for the second phase will be determined by the finishing positions in the groups and will be as follows for eight groups:

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

For six groups it will be as follows and a third placed playoff will be arranged to determine the bronze medal winners.

Preliminary Semi-Finals	Semi-Finals
1. G C v G D	3. GA v W 1
2. G E v G F	4. GB v W 2

26. Individual Championship

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

(b) Seeding: Eight players will be seeded to the Last 64 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 their 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 64 to Last 16 inclusive	-	first to 3 frames
Quarter-finals and Semi-finals	-	first to 4 frames

Final

- first to 5 frames

27. Mementoes

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

- (i) Plaque to the winning team in the Championship and Shield.
- (ii) Medals to the six members of the winning teams in the Championship and Plate
- (iii) Medals to the six members of the runner-up teams in the Championship and Plate
- (iv) Medals to the six members of the semi-finalist teams in the Championship and Plate unless there are only six groups, in which case the winners of the third placed playoff will be awarded the medals.
- (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