



LANCASTER CITY QUIZ LEAGUE - RULES.

Section A – League Organisation

1. The League shall be known as The Lancaster City Quiz League and shall provide friendly association and competition without any political or profit making purposes.
2. The rules of the League shall be binding on all registered players.
3. A committee shall be appointed at the Annual General Meeting by show of hands or by ballot, comprising Chairman, Secretary, Treasurer and not less than five nor more than nine other members.
4. The Committee shall have the power to settle and arrange all matters relating to the League and not covered by these rules and to choose a headquarters prior to the start of the season.
5. The Committee shall meet as many times as deemed necessary and shall call General meetings as and when required the time and place to be decided by the Committee. At each meeting the Treasurer will present a vouched statement of accounts.
6. The Committee may elect from among their number deputies for Chairman, Secretary and Treasurer to act in the absence of those officers and may at any time fill any vacancies occurring between the officers and members of the Committee.

Members of the Committee who fail to attend three consecutive meetings will be deemed to have resigned, unless the Committee decides otherwise. Any member of the Committee deemed to have left the Committee because of repeated non-attendance without explanation be ineligible for election to the Committee for a period of three years

7. There shall be a quorum at Committee meetings of 50% of the members **including** Chairman, Secretary and Treasurer **or** their deputies.
8. The Chairman does not vote on motions, but has a casting vote when necessary.
9. Any additional rules or amendments to rules shall be dealt with at the AGM at the end of the season at which copies of the rules will be available and at which 'Rules of the League' shall be a separate item on the agenda. Notices of motions and nominations to the Committee must be given in writing to the secretary at least 21 days prior to the meeting.
10. Any registered player may vote at the AGM.
11. 'Any Other Business' shall be an item on the agenda of the AGM as matters for discussion but not to involve any alterations in contravention of Rule 9.
12. An Extraordinary Meeting **must** be convened by the Committee on the request of five **teams**. Only **one vote per team** is allowed at an EGM.
13. Press reports of matters concerning the League, teams and individuals must **not** contain any statement or comment capable of causing offence.
14. All team players and possible officials must be aged 16 and over.
15. The Committee is empowered to make changes to the Question Setting Guidelines as and when considered appropriate, which will be subject to confirmation at the next AGM.



Section B – Match Rules

1. Competing teams shall consist of no more than four or less than three players per side drawn from a pool of registered players. A team starting with only three players will not be permitted to add a fourth player once the first question has been asked. All players must be registered. A player cannot play for more than one team in a season except that requests for special consideration must be received by the Committee before the start of the cup competitions.
2. Playing for a team constitutes registration for that team. For the purposes of Section C - Competition Rules, Paragraph 10, a person will be considered to be "registered as a player at the start of the season", if he/she plays in either of the first two games of a team's season. A player who has not played in either of those games must, the first time he/she plays for a team, annotate the score sheet with "NP" before their name/signature. Player registration is on a season by season basis.
3. Any team which plays a player who is registered for another team (unless cleared by the Committee under Rule 1 above) shall forfeit the match to their opponents and shall be deemed to have scored no points. Any player who plays illegally for more than one team will be barred from playing for the rest of the season.
4. Matches will be played on Monday evenings, starting at 8.30 pm with a time allowance of 15 minutes. Should a match be delayed for any longer than this then the non-offending team will have the right to claim the match (although some tolerance should be exercised).
5. Sets of questions will be authorised by the Committee and no others will be used.
6. The questions will be issued to the home team in sealed envelopes which will be opened by the question master in the presence of both teams. The captain winning the toss shall have the choice of playing order. It is the responsibility of the home team to provide a question master.
7. A match shall consist of no fewer than 32 questions to each team and the winner shall be the team scoring the most points.
8. (a) All questions must be answered and the answer completed within 60 seconds (except as stated in part (b)). For a correct reply the question master shall award three points. Should a person whose turn it is to answer give an incorrect answer or be unable to give an answer the captain may appoint another player to take the question within the overall time limit. If the answer is correct the question master will award one point. If the side whose question it was be unable to answer or are wrong on completion of their attempts the question will be passed over to the opposition who will have ten seconds to complete an answer and if correct be awarded one point. **No conferring is allowed.**

(b) In finals of cup competitions the time allowed shall be forty five seconds.

(c) If a team has only three players they shall occupy the first three places in their team and their fourth question in any round shall be treated as a passed question, a correct answer by any player scoring one point.

(d) A question setter may include one or more rounds or an equal number of questions within a round in which part scores of two points or one point may be given for specified part answers.



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9. It is the responsibility of the playing captain to ensure that his/her players and/or team's supporters do not prompt in any way.
10. It is the question master's responsibility to determine whether or not prompting has occurred.
11. (a) Should team players prompt in any shape or form the question master shall treat the answer as incorrect and pass the question over to the non-offending team for a passed-over attempt. If the question has been passed over to the other team and prompting occurs then, the question master shall treat the answer as incorrect and proceed with the next question.

(b) Should any member of the audience prompt the player answering the question, the question master shall cancel the question and ask one of the spare questions provided.

(c) Should any team feel that the question master's decision on prompting be unreasonable, they should submit an objection with full details to the Committee.
12. (a) All objections to questions and answers must be detailed on the back of the score sheet accompanied by a fee of 50 pence per objection which will be returned if the Committee find the objection was justified. In the event of a team raising an objection and the Committee being unable to reach an acceptable decision an independent and mutually acceptable arbitrator may be called in and their decision shall be final and binding.

(b) A team shall formally register an intention to object to a question or answer prior to the next question being asked. In the event of the objection being in the last question of the match, the objection must be raised before the question master signs the score sheet.

(c) Objections can only be raised by playing members of the team.

(d) Playing captains of both teams must sign the objection which must then be signed by the question master. Captains are not signing to decide the validity of the objection but merely to witness that the correct procedure has been carried out.

(e) It is the duty of the playing captain of the team not making the objection, and question master if appropriate, to sign the objection if asked to do so. The Committee should be informed immediately if a signature is unobtainable.
13. At the end of the match, playing captains of both teams must sign the front of the score sheet which must then be signed by the question master. This is to confirm the match score, subject to the outcome of any objections. A submitted score cannot be changed at a later date, except by the Committee following the consideration of objections.
14. (a) An annual fee of £45 per team shall be payable by a date set by the Committee.

(b) The annual fee may only be amended by an AGM or an EGM.
15. The captain of the home team shall take full responsibility for collecting the questions prior to each home game from headquarters. It is the responsibility of the winning captain to return the score sheet no later than **1 pm on Wednesday** immediately following. (If a match result has not been returned by the time prescribed the Secretary will contact the home team to ascertain the result and the winning team, who will be given a further 7 days to produce the result. Should the result not be forthcoming the losing team will be awarded the match and given the divisional average for that week).

It is the responsibility of the home team captain to return the score sheet in the event of a drawn game.



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16. It is a condition of entry to the Lancaster City Quiz League that teams, upon request of the Committee, are liable to set questions and be responsible for the packaging into envelopes.
17. Lancaster City Quiz League requires all new team applications to nominate at least 5 team members with its Registration Form, stating any previous experience of playing in the Lancaster City Quiz League. Additionally, a new team must pay its annual fee (currently £45) at the same time as it submits its registration form. The fees are non-refundable.

Section C – Competition Rules

1. The League shall be divided into as many sections as the Committee deem necessary.
2. Two points shall be awarded to the winning team in a league match. In the event of a draw one point will be awarded to each side. No match shall, for any reason be played for more than two points.
3. In the event of a tie for any place in any division at the end of the season, the tie shall be resolved by using the league scores over the whole season of the teams involved in the tie.
4. If a team fails to turn up for a match or fails to raise the minimum number of players then that team shall be deemed to have played the match and scored no points and their opponents will be awarded a win and two points.
5. When a team has no game due to (a) a blank date in the fixture list or (b) their opponents not providing a team, then that team shall receive an average score based on the scores of the teams who played in that team's division on that Monday evening.
6. The League shall run two knockout competitions.
 - (a) The Dennis Wigham Trophy.
 - (b) The Tony Clare Trophy.
 - (c) For the purpose of these trophies the League will be split as evenly as possible.
 - (d) The format of the team knockout competitions shall be decided by the Committee at the start of the season.
7. In all team knockout competitions if the scores are level at the end of the last round proper, complete tie break rounds are to be played until one side has established a winning lead at the end of a round. If necessary the spare questions (in sequence) may be used as additional tie break rounds. A coin shall be spun to see who takes the first tie break question.
8. If, in a knockout competition one or more objections are registered during the match, which might have the effect of producing a tie at the end of the final round, if any are upheld, then all tie break rounds should be played and the scores recorded.
9. On evenings when teams have no game because they have been knocked out of the competition, sets of questions will be available upon request to and at the discretion of the committee from the headquarters for teams wishing to play friendlies. (Spare questions will only be available from 8.00 to 8.15 pm on the Monday of cup competitions).
10. In order to take part in any cup competition from and including the quarter finals a team member must have played in at least two previous games or registered as a player at the start of the season.