

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.
11. (a) The League shall run one Pairs (table) quiz for the Alan Peel Trophy.

(b) The format of the competition etc to be decided by the Committee at the start of the season.



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(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.
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.

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