

## ORRELL & DISTRICT QUIZ LEAGUE CONSTITUTION

- 1 The League shall be known as the "Orrell & District Quiz League".
- 2 The League shall establish a Headquarters within a competing venue and within two Kilometers of the now defunct Queens Arms Upholland.  
*Currently Upholland Village Club, 5 Church Street, Up Holland, Lancashire.*
- 3 A Management Committee shall be appointed annually from within the league consisting of the following members: Chairman, Vice-Chairman, General Secretary, Fixtures Secretary, Treasurer, and one other. For each additional division added to the league an additional representative shall be added to the committee.
- 4 Quorum for a Management Committee Meeting shall be four persons.
- 5 When required the Committee shall have the authority to co-opt on to the committee such individuals as deemed necessary for effective running of the League. This shall be on a temporary basis until confirmed by a suitable Delegates meeting.
- 6 Half of this body shall be subject to re-election annually with members serving a two year term of office.
- 7 Decisions of the Management Committee shall be by simple majority with the Chairman having a casting vote.
- 8 An Annual General Meeting (AGM) will be held annually at the designated league headquarters in December. Notification shall be sent to teams at least **twenty one** days before the meeting.
- 9 The Annual General Meeting Agenda shall be as follows:-
  - Receive and accept minutes of previous meeting
  - Matters arising from minutes
  - Receive Chairman's Report
  - Receive and accept as a true record Treasurer's Report
  - Election of new teams
  - Nominations for office
  - Motions and rule changes
- 10 In addition to members of the Management Committee anyone who has played or officiated during the season can speak at the AGM; voting is restricted to any member of the Management Committee and **ONE** delegate from each team.
- 11 Motions to change rules or the constitution will be voted on at the AGM. Such motions must be submitted to the General Secretary at least **eight** days before the meeting.

- 12 Nominations for membership of the committee including self nomination may be made prior to or at the AGM. To be accepted onto the committee nominated individuals must be seconded by another delegate and receive a majority vote of those present.
- 13 Teams wishing to join the league shall inform the General or Fixtures Secretary in writing or by e-mail at least **eight** days before the AGM and send a delegate to the AGM. Acceptance in to the league shall be by simple majority of the AGM.
- 14 The Chairman or General Secretary may at their discretion or on receiving a request signed on behalf of by thirty percent of member teams call a Special General Meeting to be held at league headquarters. Twenty one days notice shall be given to teams.
- 15 Membership of the League shall be restricted to within a 10 Kilometer radius of League Headquarters.
- 16 All general correspondence shall be e-mailed to the General Secretary or posted to League Headquarters for the attention of the General Secretary.
- 17 The Management Committee shall have the power to arrange and settle all matters relating to the League; all such decisions to be binding.
- 18 A Minimum of **four** Delegates Meetings will take place annually at published intervals; these will normally be held at League Headquarters.

## GENERAL RULES

- 1 A completed Registration Form plus £5.00 Entry Fee are required before entry into the League is granted to any team. This Registration is due at the Delegate Meeting set aside for registration.
- 2 Teams new to the League with no prior affiliations shall not be liable to match fees during their first season of membership, however fees for Knockout Competitions will be payable.
- 3 Match Fees of £6:00 per game are to be levied on every game played under the auspices of the "Orrell & District Quiz League", unless otherwise stated. Fees for the season become **due upon registration** but can be paid in four installments as follows:
  - £30 by the April Management Committee Meeting.
  - £45 by the June Management Committee Meeting.
  - £45 by the August Management Committee Meeting.All remaining fees by the September Management Committee Meeting.
- 4 Any team failing to meet the above schedule will still have an obligation to fulfill fixtures but their opponents will have been deemed to have won such matches. Only when the treasurer is satisfied that all fees due are paid in full will normal participation in League re commence.  
Any team in default of monies owing to the League at the seasons end shall automatically be suspended from League activities including participation in the AGM until such monies are forthcoming.
- 5 Quiz Nights will be Tuesday at a time suitable to the teams, not normally later than 21:00 hours to allow some flexibility. To minimise the possibility of any quiz becoming compromised, no team shall alter the start time of any match played under the Rules of the "Orrell & District Quiz League" in any manner that will result in such match commencing earlier than 20:30 or later than 21:30. Any team requiring a greater variation must have the agreement of the opposing team to such change, said quiz will then be played with a spare quiz provided by the League.
- 6 No team shall cancel any fixture without the prior consent of their opponents and the permission of the League Management Committee, notice of such postponements shall be e-mailed to the General or Fixtures Secretary one month in advance stating fully the reasons why the petitioners consider they are unable to fulfill the fixture The 'Committee' shall consider such applications on the merit of each. Member teams being allowed to apply for the postponement of **TWO** fixtures per season Exceptional and unforeseen circumstances will be catered for.
- 7 Players are not allowed to play for more than one team in the course of any season. This includes the League and all Knockout Competitions. Disregard of this rule could lead to suspension of the individual and/or the offending team from the League.
- 8 The normal quiz format shall consist of eight rounds of eight questions each round; all rounds shall be individual questions.
- 9 **All** member teams shall provide the League with one completed quiz when requested to do so. Each quiz to take the form of eight rounds of eight questions per round to comply with the format laid out in Rule 8. In addition two additional rounds of questions headed

“Tie-Break Round One” and Tie-Break Round Two” and a minimum of five questions headed “Spare Questions” must be provided.

- 10 Any match requiring a spare quiz as laid out in Rules 5 & 6 shall render the team regarded as responsible liable for the replacement of said quiz within **TWO** calendar months of the said cancellation/variation. Failure to comply will result in a £15.00 administration charge being levied against that team.
- 11 Promotion and Relegation between Divisions of the League shall normally be on a "Two up, Two down" basis unless deemed otherwise by the Management Committee.
- 12 The General Secretary **MAY** be awarded an Honorarium of £80:00 per annum, likewise the Treasurer **MAY** receive an Honorarium of £60:00 per annum and the Fixtures Secretary an Honorarium of £20:00 per annum, further to this the Chairman or any other officer not being paid an Honorarium may be allowed a sum to offset any defrayed expenses incurred on the League's behalf.
- 13 Whenever the League operates with reduced numbers, following the initial matches to decide divisional membership all teams points totals to be returned to zero before divisional matches commence.

## MATCH RULES

- 1 Sets of questions will be provided by the League, (only these should be used) and will be sent out in advance to the **HOME** venue in a sealed envelope. Questions should only be opened in the presence of both team captains. Unsealed envelopes can render that quiz void with the points going to the away team, this being dependant on circumstance.
- 2 A match will consist of 32 questions per side, the winner being the team that scores the most points.
- 3 Visiting teams have the option of 'Batting' first or second; 'Batting' first means to answer questions 1,3,5 and 7 in rounds 1,2,3,4 and questions 2,4,6, and 8 in rounds 5,6,7,and 8. ONE question in each round will be directed to each individual team member in turn.
- 4 Each question is worth TWO points when answered correctly by the person to whom that question was directed. A near miss is decided by the Question master who has the power to decide if ONE point will be awarded for such a near miss. During any round if the player asked the question cannot answer correctly, the team captain may nominate another team member to answer; if answered correctly ONE point is awarded. If there is no answer or an incorrect answer is given the question is given to the other side for a bonus, ONE point is scored if answered correctly by the team member nominated to answer.
- 5 Twenty seconds will be allowed for an individual to answer their own question, if the question is passed for a team bonus an extra ten seconds will be allowed for another team member to answer.
- 6 During the quiz the first answer given must be the one accepted by the Question master.
- 7 Any team wishing to protest may indicate their intention to do so before the start of the next round but **MUST** do so at the end of the quiz. Brief details of the protest are to be made on the back of the Score sheet **THIS MUST** be countersigned as an acknowledgement by **BOTH** Captains and the front of the Score sheet annotated **PROTEST**.
- 8 Two League points are awarded for a win, one League point for a draw.
- 9 Teams shall consist of **FOUR** players; one of these players shall be nominated Captain. The Home team will provide the question master who has the responsibility for running the quiz. The Away team will normally provide the Timekeeper/Scorer, both officials to sit side-by-side where possible throughout any match played under League Rules. Any team member arriving after the quiz has started will not be allowed to play, however a team may play with three players with the loss of the missing person's 2pt. question, said questions treated as team bonuses.
- 10 In the interest of fair play, the Team Captains are responsible for their teams and supporters.
- 11 Should any member of a team be found guilty of prompting in any shape or form, the Question master shall disqualify that question and ask a spare.
- 12 The Score sheets shall be signed by each Team Captain, the Question Master and Scorer/Timekeeper will also sign. Before signing the Score sheet it is the responsibility of

the team captains to check for Scorer's error as any fault found at a later date will not be corrected.

This shall not however adversely affect any 'Protest' that is entered on the same sheet.

- 13 Any team responsible for not completing Score sheets correctly may be fined £2:00 in each instance. Question master and Timekeeper/Scorer to count as part of their respective teams. Fore and Surnames of all competing players to be printed on the front side of the Score sheet prior to the game commencing.
- 14 Results to be reported to the Web Master as soon as possible. Score sheets are to be held until the AGM and made available to the Fixture Secretary upon request. It is VERY IMPORTANT that Results are forwarded promptly. Weekly League Tables will be posted on the website.
- 15 Home teams are responsible for the retention and delivery of all their completed Score sheets, Teams losing Score sheets may be fined £5:00 in each instance.
- 16 Teams failing to fulfill any fixture will face a fine unless good grounds are presented to the League Management Committee.
- 17 League programs ending with one or more teams tied on the same points in championship or relegation places will result in play-off games being arranged to decide final positions. League fees will not be payable for any such games.

### **Rules of League Knockout Cup Competition**

1. The competition shall be known as the "League Knockout Cup Competition"
2. Entry is restricted to teams who are members of the Orrell and District Quiz League.
3. The rules for playing matches in this competition shall be those normally adopted for League matches, except in the event of a match ending in a draw. In such cases up to two extra rounds shall be used as 'tie-breakers' If there is no winner after one extra round has been asked then a second round of questions will be used, if there is still no result a replay will be arranged, for this a set of questions will be supplied by the league.
4. Team members wishing to compete in any Knockout Cup competition match shall normally be seen to have previously played or officiated in a minimum of six league matches for the said team and providing they wouldn't be in breach of General Rule 7.  
However, teams experiencing difficulties in meeting the criteria may apply in writing or by e-mail to the League Management Committee for dispensation to allow an otherwise ineligible player(s) to compete, such applications will be dealt with on individual merit.
5. Teams will be drawn against each other by the League Management Committee and the draw posted on the web site, the competition will then be played through to conclusion.
6. The Final Tie shall be held at a suitable ideally neutral venue bearing in mind the teams competing, the match officials shall be appointed by the League Management Committee.
7. In the Event of a dispute the League Management Committee's decision will be final and binding.
8. Normal Match fees shall apply to all matches played in this competition excepting the Final Tie. All questions used in the competition shall under normal circumstances be those set by the Leagues compilers. Sets of 'spare questions' may be used when deemed necessary by the League Management Committee.

### **Rules of League Knockout Plate Competition**

- 1 This Competition shall be known as the "League Knockout Plate Competition".
- 2 The Rules of this Competition shall be those adopted for the League Knockout Cup Competition.
- 3 Entry into this Competition shall be restricted to teams eliminated from the league Knockout Cup Competition in its Preliminary and First Rounds.

## RULES OF LEAGUE PAIRS KNOCKOUT COMPETITION

- 1 Eligibility for entry shall be the same 'SIX game rule' as required in all other Knockout Competitions and strictly adhered to in all instances.
- 2 **Elimination Round:** shall take the form of **FORTY** questions requiring written answers, questions to be announced at strict **FIFTEEN SECONDS** intervals. During this round only two people competing as a pair should be seated together; pairings will be drawn by organizers prior to commencement of the competition.
- 3 **ROUND TWO:** will normally be contested by the **SIX** highest scoring pairs from the previous round. This round will be conducted orally and will take the form of individual questions directed to each pair in turn, **TEN SECONDS** will be allowed for an answer, no question will be passed to another pair for a bonus. Each pair will draw lots to determine their relevant position prior to the start of the round and will commence this stage of the competition with **THREE** lives, losing one for each incorrect or negative response, until upon losing all three lives they are eliminated from the contest. The round will conclude when there are only **THREE** pairs remaining, all contestants having been asked the same number of questions.
- 4 **ROUND THREE:** this the final round will be conducted as per the previous round and will be played on the same basis until one pair emerges as the winners.