

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 Kilometres of the railway bridge over the Wigan -Kirkby Railway line on Sandbrook Rd Orrell. (Currently The Delph Tavern at 2023)

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, IT Officer.

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 these Committee positions shall be subject to re-election annually with members serving a two-year term of office.

Committee members can stand down at any point of their choosing, conversely there is no obstacle to them serving in position for multiple terms, provided they face the two-year re-election process.

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 at the designated league headquarters, typically in early December. Notification of this AGM shall be sent to teams ideally 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 on motions is restricted to any member of the Management Committee and ONE delegate from each team.

Proxy voting is not catered for but Delegates or Committee members who are unable to attend the AGM for any reason can submit their votes 'FOR' AGAINST' or 'ABSTAIN' against any circulated proposal or Committee nomination in writing no later than 48 hours prior to the meeting. These written votes should be submitted by email to at least two members of the Committee to help guarantee receipt and the casting of their votes

11 Motions to change rules or the constitution will be voted on at the AGM. Such motions must be submitted in writing or **e-mail** to the General Secretary (ideally copying at least one other Committee member) at least seven days before the meeting. The same requirements apply to any Delegate wishing to propose any amendment to any pre published proposal

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.

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 *either* the AGM or the Registration Meeting (typically Feb) and send a delegate to the AGM/Registration Meeting as appropriate. The Committee must be satisfied as to the commitment and sustainability of a properly resourced team prior to acceptance.

14 The Chairman or General Secretary may at their discretion or on receiving a request signed on behalf of at least 3 member teams call a Special General Meeting ('SGM') to be held at league headquarters. Twenty-one days notice of any 'SGM' shall be given to teams.

15 Membership of the League shall ideally be restricted to within a 10 Kilometre radius of League Headquarters as defined in 2; however, the Committee will consider exceptions to this limit where they are satisfied that relaxing this rule for a properly resourced and committed team, is in the best interests of the League.

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 In addition to the **Registration meeting** in February and the **December AGM** both of which require attendance of the Delegates, there will be two further Delegates meetings held mid-season. In addition to Paying in Fees, Delegates can also bring forward any matters arising during the course of the season for discussion with fellow delegates and any Committee members that may be in attendance. The later of those two Delegate meetings would likely require input to the decision as to if and how we structure a KO cup competition after the conclusion of the regular League season.

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 In a change to previous practice, any teams new to the League will be expected to pay match fees from their first season in line with the existing league members.

3 Match Fees of £8:00 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 instalments as follows*:

£40 by the April Management Committee Meeting.

£55 by the June Management Committee Meeting.

£55 by the August Management Committee Meeting.

All remaining fees by the September Management Committee Meeting.

Any team in default of monies owing to the League at the seasons end will be liable to suspension from League activities including participation in the AGM until such monies are forthcoming.

(*These stage payments are indicative at this point and precise costs may be different as and when any 2024 League format and number of member teams are finalised)

4 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.

5 No team shall cancel any fixture without the prior consent of their opponents and corresponding notification to the League Management Committee, Member teams will ordinarily be allowed to postponement and rearrangement of TWO fixtures per season. (Exceptional and unforeseen circumstances will be catered for.)

6 Players are not allowed to play for more than one team in the course of any one 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.

7 The normal quiz format shall consist of eight rounds of eight questions each round; all rounds shall be individual questions.

8 *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, a minimum of five questions headed "Spare Questions" must be provided.*

9 Any match requiring a spare quiz as laid out in Rule 5 shall render the team regarded as responsible liable for the replacement of said quiz, ie provision of a 'spare set' within TWO calendar months of the said cancellation/variation.

10 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.

(In practice Honorariums have not been claimed for the past two years)

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 IT Officer via email as soon as possible, following the fixture and an electronic/copy photograph of the scoresheet should be attached.

15 Where a League programme ends with one or more teams tied on the same points, their final position will be determined by Points difference, if they are identical then their aggregate 'head to head record' will be used to determine their position firstly by points gained in wins or draws and if identical then their 'head to head' overall points difference.