

Tameside Quiz League 2016/2017 Season

Match Rules

1. Matches to commence at 9.00pm on the night of the quiz. Any team not available for 9.10pm will forfeit the game.
2. Teams to consist of a maximum of six players, although two substitutions can be made at half time.
3. Each team must appoint a captain.
4. The question master can only accept an answer from the appointed captain or a nominated spokesman
5. Before the game, a toss of a coin will be made by the question master. The away team shall call and the team winning the toss will have the choice of receiving the first question or electing the opposition to do so. If the team answering first fail to correctly answer the question, regardless of whether the opposition correctly answer the question as a bonus, the next question is also given to them until such time as that team correctly answers a question. The next question goes to the opposition and this sequence continues until half time.
6. The team answering have 45 seconds to answer, if correct, they receive 1 point, if wrong, it is passed over to the opposition who then have a maximum of 15 seconds to state the correct answer for a bonus point. All answers must be started before time is called by the timekeeper. After 30 seconds the timekeeper will announce that 30 seconds have elapsed.
7. After 30 questions there will be a refreshments break of approximately 10 minutes.
8. At the start of the second half, regardless of rule 5, the team who answered the first question in the quiz will not receive the first question of the second half.
9. Home teams should provide both a question master and timekeeper/scorer.
10. Unless both teams agree to accept a spare, the question master can only accept an answer written on the question/answer sheet.
11. If a team considers an answer to be incorrect and both teams cannot agree on a spare, they can appeal. To do so they must make their intentions known to their opponents at the time and both captains should acknowledge this by signing the back of the match sheet. Within 24 hours the team appealing must inform the league secretary of the appeal[s] stating question number and grounds etc. This will then be placed on the agenda for the next league meeting where back up evidence should be produced.
12. Home teams are expected to provide after match food for both teams.
13. All results should be rung in the next day to the secretary's home by 4.30pm. Failure to do so will result in the team in question losing the game and having 2 points deducted from their league total. The home team are responsible for the ringing in of the result.

14. After the game all team members must print and sign their names on the match sheet as well as the question master and timekeeper/scorer. The sheet must be in the hands of the secretary by the Saturday after the match. Failure to do so will result in a warning two warnings will result in a 2 point deduction . A player may only appear for 1 club in the league/cup. Any team fielding an ineligible player will forfeit the game in question.
15. League meetings will be held periodically .
16. Questions will be set by a different team each week. No more than 6 questions are allowed on any one subject. . 6 spare questions should be set by the questionnaires in case of question master error or agreed wrong answers or unreadable questions/answers. It is the question setters responsibility to ensure the questions are delivered to the correct venues at least 48 hours before the match and also ensure a match sheet is included. No multiple part answers will be allowed except in the explanation of abbreviations. Each quiz should have 2 halves of 30 question
17. If 2 or more teams finish level on points in the final league table then the number of correct answers throughout the season will decide. If that figure is the same then the greatest aggregate difference will decide.
18. At each league meeting each team present will be entitled to 1 vote and the league officials also. The chairman will have a 2nd or casting vote in the event of a tied vote.
19. If a team member's behaviour becomes unacceptable the team captain should take action to Exclude them and inform the committee. If this does not happen the matter will then be referred to the league.
- 20 At each enrolment meeting all clubs must pay to the treasurer the forthcoming league and cup Fees.
- 21 All cup rules will be agreed during the season but players must have appeared in the league during the season to be eligible to play.
- 22 Promotion/relegation issues will be decided by the 3 league officials
- 23 A trophy to be retained will be awarded to the winners and runners up of each competition and annual trophies for the team which will be kept for a year. Teams are responsible for the safe keeping and returning of the annual trophies. (Any costs incurred by the league for repairs or replacement of trophies will be charged the the team responsible)
- 24 In answering questions the surname of individuals will be sufficient unless the question asks For both Christian and surname or states "full name required"
- 25 At presentation night up to 8 players may play for any team but note rule 14
- 26 In the handicap competition, if after the handicap the scores are tied a tie breaker question will decide the result(knockout games only)(*to be reviewed annually*)
- 27 A spare copy of the questions must be left with the secretary (*presently Lowes Arms*)