

# RULES

Updated Thursday 26 September 2019

## 1 Committee

- 1.1 The League is run by a committee elected at the AGM. The Chairman only votes in the event of a hung decision.

## 2 Fees

- 2.1 At the beginning of each season all teams pay a registration fee to cover League expenses.
- 2.2 The size of the fee is agreed at the AGM and is typically around £40.

## 3 Teams

- 3.1 For any match a team shall consist of no more than six players. If a team has more than six players available, ONE substitution may be made at half-time. A team intending to make such a substitution must make their opponents aware of the nominated substitute before the start of the quiz.
- 3.2 Players should play for only one team during the season. The committee must approve any individual changing team during the season and will do so only under exceptional circumstances.
- 3.3 Teams wishing to change venue and/or team name during the season should inform the committee and webmaster before doing so. Please give as much notice as possible.

## 4 League placings and points

- 4.1 Two league points are awarded for a win, one for a draw.
- 4.2 Placings are determined by league points scored; teams level on points are ranked by average score (also see rule 4.4).
- 4.3 A team and individual trophies are awarded to the winners and runners up in the League, Cup and Plate competitions. Teams may choose to make a donation to charity or receive gift tokens instead of individual trophies.
- 4.4 If two or more teams finish level on points and this affects first, second or relegation places or qualification for 'Europe' (see rules 4.5 and 4.6), average scores will **not** be used to decide these placings. mini-league table will be constructed from the results of all head-to-head matches between the teams involved. If this fails to produce a winner teams will be ranked using points difference in the mini-league table. The example below (from the 2016–17 A Division) shows that the Alexandra had the best record of the three tied teams, winning three of their four matches against Smart Italics and Tiviot.

	<b>Pld</b>	<b>W</b>	<b>D</b>	<b>L</b>	<b>F</b>	<b>A</b>	<b>Pts</b>
Alexandra	4	3	0	1	226	232	6
Smart Italics	4	2	0	2	231	228	4
Tiviot	4	1	0	3	228	225	2

- 4.5 Teams finishing in the top four places of the A Division will qualify to play in the following season's WIST Champions' Cup.
- 4.6 Teams finishing in positions 5 to 8 of the A Division will play in the following season's second-tier inter-league competition, the Lowly Grail.

## 5 League matches

- 5.1 The season runs (approximately) from late September to early May; dates of fixtures are agreed at the AGM.
- 5.2 Matches are played on Thursdays, commencing at 8.45 pm. If both teams agree, it is permissible to start at 9 pm.
- 5.3 Each team will play all the other teams in the League home and away. From 2019–20 each team will also play one league game against every team in the **other** league division.
- 5.4 The home team must provide a question master (QM); the away team should try to provide a scorer.
- 5.5 If the home team has six or fewer players (including QM) and the away team has seven or more it is customary (although not compulsory) for the away team to offer to provide a QM.
- 5.6 Teams should toss a coin for the choice of going first or second.
- 5.7 The first thirty questions in each half are to be answered verbally by either team alternately. If a team fails to answer correctly the question is put to their opponents as a 'bonus'.
- 5.8 Two points are awarded for a correct answer to a team's own question and one point for a bonus.
- 5.9 Teams are allowed thirty seconds to answer a question (this time starts when the QM has finished reading the question). When a question is asked as a bonus, an additional ten seconds are allowed for an answer.
- 5.10 Both teams must provide written answers for the final ten questions in each half. If both teams answer correctly they each score one point; if only one team answers correctly, they score two points. Teams have thirty seconds to answer each question. Once all ten questions have been asked teams may ask the QM to repeat any they wish to hear again.
- 5.11 The onus is on the winning team to submit the match score, although both teams are encouraged to do so. If a result is not received within 14 days the winners may be subject to sanction. Scores should be sent to [stockportquiz@hotmail.com](mailto:stockportquiz@hotmail.com)
- 5.12 If a team fails to fulfil a fixture their opponents will be awarded a 'walkover' victory.
- 5.13 A fixture may only be postponed with the approval of the committee and under exceptional circumstances (which do **not** include being unable to field a full team due to holidays, work or other 'conflicting engagements').
- 5.14 If a team is unable to fulfil a fixture every effort should be made to inform the opposing team **before** the

date of the quiz. Contact details for all teams and venues can be found [on the homepage](#).

5.15 In the event of a disputed result teams should follow the appeal process, which is [here](#).

## **6 Knockout competitions**

- 6.1 Each season there are two knockout competitions: the Cup and the Plate. Unless stated otherwise, matches are played under the same rules as league matches.
- 6.2 Matches in these competitions are played on selected Thursdays throughout the season. These dates will be determined at the start of the season and published with the league fixtures.
- 6.3 Each team is given a handicap score based on average league score. The handicap for an A Division team is calculated as the difference between the team's average league score and that of the A Division team with the highest average league score. For teams in the B Division it is calculated as the difference between the team's average league score and that of the team with the highest average league score in the A Division, plus an 'extra' five points. The handicap score is added to a team's total points scored. Submitted scores should include the handicap for both teams.
- 6.4 The format is essentially the same as for league matches: two rounds of thirty verbally-answered questions and two written rounds.
- 6.5 The verbally-answered questions are not paired as in league matches. Teams choose questions randomly by picking a number (from 1-30 in the first half and from 41-70 in the second half). The home team has 'first pick' in the first half, the away team in the second half.
- 6.6 In the event of a tie a third written round should be used as 'extra time'. If this fails to produce a winner, both teams should provide a written answer to a 'nearest-the-bull' tie-breaker question.

## **7 Questions**

- 7.1 A question-setting rota is published on the website at the start of the season. It is the responsibility of teams to check when they are due to set questions.
- 7.2 Questions are set by a team with a bye on the date of the quiz.
- 7.3 Wherever possible teams will not be asked to set knockout questions more than once during the season. Cup final questions will be set jointly by the two Plate finalists and vice versa.
- 7.4 After they have been used, teams should submit their questions for publication on the website (this helps to avoid duplication of questions later in the season).
- 7.5 Guidelines on how to set questions can be found [here](#).

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