

RULES

Updated Friday 29 September 2023

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 (2023-24 season).

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 website manager 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. A 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 season) shows that the Alexandra had the best record of the three tied teams, winning three of their four matches against Smart Italics and Tiviot.

	Pld	W	D	L	F	A	Pts
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 qualify to play in the following season's WIST Champions' Cup.
- 4.6 Teams finishing in league positions 5 to 8 will play in the following season's second-tier inter-league competition, the Lowly Grail.

5 League matches

- 5.1 The league season typically runs from early October to early May, with dates 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.
- 5.4 The home team must provide someone to read the questions (QM).
- 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 the 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 for the chance of 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 have 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.
- 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 winning team is responsible for submitting the score, which they should do **immediately** after the quiz. If a result is not submitted by 9 a.m. on Friday both teams will receive **one** email reminder. Failure to submit the score by noon on Friday will result in the match being awarded as a walkover win to the team that originally lost on the night. Scores should be sent to 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 be postponed only with the prior 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 alongside the league fixtures.
- 6.3 Each team is given a handicap score (based on average league score) which is added to a team's total points score in the match. Submitted scores should include the handicap for both teams.
A team's handicap is calculated as the difference between the team's average league score and that of the team with the highest average league score. Handicaps are calculated after completion of the last round of league games before the break for Christmas/New Year. These handicaps will apply to all subsequent rounds of the knockout competitions during the season.
- 6.4 The knockout format is essentially the same as league matches: two rounds of thirty verbally-answered questions and two written rounds.
- 6.5 The verbally-answered questions are not paired. 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 each team 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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