



PENRITH & DISTRICT QUIZ LEAGUE

GENERAL RULES

All matches will be played on the night stated in the fixture list commencing at 20.30.

Each team will consist of a maximum of four players but there is no lower limit on the number of players who may represent a team. No substitutes are allowed during the Game.

No player may play for more than one team during a season unless they have permission from the League Secretary. Infringement will result in team forfeiting game and accumulated question score and possible expulsion from the League.

Home team to provide Chairman to ask the questions and apply the rules and a scorer/timekeeper where possible.

A match win will be awarded 2 points and a draw 1. League position will be a combination of points scored and total question score. League tables will be issued each week and published regularly in the Cumberland and Westmorland Herald. Teams will receive an e-mail copy on publication.

In the event of a team failing to turn up, the game will be awarded to their opponents. The non-offending team will be credited with a match win and a points score which is the average of the other winning teams playing that night.

Fixtures will not be re-arranged except in very exceptional circumstances and only in agreement with the League Secretary.

If a team resigns from the League during the season their results and those of their opponents will be deleted and future programmed matches cancelled. Depending on timing the League Secretary may make adjustments to take account of some teams having played more matches than others.

Questions will be sent to the Home team venue in clearly marked sealed envelopes. The envelope must be handed to the Chairman on the night unopened. They must show the unopened envelope to both teams. If the envelope has been opened the visiting team have the right to claim the match.

Result must be sent **BY THE HOME TEAM by e-mail to jphinchliffe@btinternet.com OR text to 07789366673**. This must be done by noon the following day.

The winner of the League will be the team with the highest number of aggregate points. In the event of a draw then points difference will determine the winner.



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ROUND RULES AND TIMINGS

Chairman and Timekeeper must rigidly enforce the timing rules. When time is called you must answer immediately or the question will be handed over or forfeited.

ALL QUESTIONS MUST BE ANSWERED VIA THE TEAM CAPTAIN

General: There will be eight rounds of eight questions. The questions will be asked on an alternate basis, with the away team having the option of going first. At the end of the round 4 there will be a short break and thereafter the team which was asked the questions second in the first half will be asked the questions first.

Consultation Rounds: Consultation time 30 seconds. If correct answer is given score is 2 points. If answered incorrectly the question is handed over to the other team they have 10 seconds to answer. If they answer correctly they score 1 point

Stick or Twist: These are four linked questions in ascending order of difficulty.

Question 1 earns 1 point; Question 2 earns 2 points; Question 3 earns 4 points and Question 4 earns 8 points. Should any question be answered incorrectly all scored points are forfeited. Teams may opt to STICK before answering a question. Time allowance for each question: 20 seconds. **At no stage is this question to be passed over.**

Two Part:

Each question has two parts. If the first part is answered it earns a score of 4 points. If the team elect to take the second part and answer correctly they score 2 points. If they get the question wrong after hearing the first part the question is handed over and if answered correctly earns 3 points, if the second part is requested and answered correctly they earn 1 point. Timings: First team First part 20 seconds, same team second part 20 seconds. First part handed over 10 seconds, second part requested 10 seconds.

Individual:

There must be no use of writing materials. Teams are allowed two minutes to discuss the categories and nominate to the Chairman those that will answer each category. After the two minutes there must be no further discussion whilst the questions are being asked/answered. For each category the question is first asked to the nominated person. They have 20 seconds to answer (correct answer scores 2 points) or say 'No Answer'. If 'No Answer' is given, the opposing nominated person has 10 seconds to answer (correct answer scores 1 point). If a team is playing with less than four members the team captain can nominate a team member to answer the category. If they answer the question correctly they receive 1 point only. If it is handed over and answered correctly that also scores 1 point.

Repeated questions: At any stage you may request that the question is repeated but if you do the question must be answered within 10 seconds of the Chairman completing the re-reading of the question. If the Chairman thinks a team is persistently asking for questions to be repeated as a delaying tactic they can opt not to repeat a question.



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CHAIRMAN AND SCORE/TIMEKEEPER RULES AND ADVICE

Chairman: It is your duty to ensure the Quiz is run according to the rules. These notes may help.

1. Make sure you have read and understand the General Rules
2. Start the quiz at 20.30hrs
3. Show the unopened envelope to each team captain before opening it.
4. Remind teams to switch off all mobile phones and other electronic devices
5. Advise teams that the timing rules for the questions will be applied rigidly.
6. Ask the Away team whether they want to go first or second. After the half way break the other team receives the questions first.
7. A short break should be taken after Round 4.
8. It is important that the Chairman and Timekeeper work closely. Once a Timekeeper has said **'time'**, Chairman must ask for an **immediate** answer.
9. You must be completely neutral when asking questions.
10. Read the questions clearly and where there are unusual words spell these out – particularly important with foreign words.
11. The only acceptable answer is the one in bold capitals on your question sheet. The words in brackets do not form part of the answer.
12. In the event of an answer being queried the question can be set aside provided **both** captains agree. In this case one of the spare questions can be substituted.
13. Be careful with the Stick or Twist; Two Part and the new Individual Round that you play them correctly particularly the handing over arrangements where applicable. In the case of the Individual Round ensure you apply the rules regarding the use of writing materials and discussion.
14. Be wary of requests to repeat questions this can be used by teams to extend their thinking time. Make sure that when you have repeated a question the ten second allowance to answer is rigidly enforced. If a team repeatedly asks for questions to be repeated you can refuse to repeat them where you think it is being used as a deliberate delaying tactic.
15. Either you or the Timekeeper/Scorer should give the round score and cumulative scores at the end of each round.
16. The first answer given is the only one that can be accepted.
17. Prompting by supporters results in the full points for the question being passed to the opposition
18. Remember this is supposed to be fun. Don't be too heavy but it is important that the rules are operated correctly, particularly those on time.
19. Any disputes which arise during the course of the game should be referred to the League Secretary preferably in writing within 24 hours. Their decision is final.
20. The Quiz is followed by a 20 Question Beer Round. The team that went first in the earlier Quiz can elect to go first or second. Unlike the Quiz there is no switch over half way through the Questions. Correct answers score 2 points, handover questions also score 2 points.
21. In the event of a tie use the tie-break question.



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TIMEKEEPER/SCORER

1. It is important that you understand the different timings allowed for different types of question and adhere strictly to the timings.
2. Make sure you understand the point allocations particularly with hand over questions and the specialist question rounds.
3. Begin timing as soon as the Chairman has finished reading the question.
4. Give a warning where applicable when ten seconds remain.
5. At the end of the time allowance call 'Time' clearly.
6. Where a question is repeated begin the 10 second time allowance immediately Chairman has finished re-reading the question.
7. Make sure on the Individual Round that the General Discussion is limited to 2 minutes.
8. Either you or the Chairman should give the round and cumulative scores at the end of each round



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TIMINGS AND SCORING MATRIX

	Thinking time	Correct answer	Handover time	Correct answer	Comments
CONSULTATION	30 secs	2 points	10 secs	1 point	
STICK OR TWIST	30 secs per part	Q - 1 point Q 2 - 2 pts Q 3 - 4 pts Q 4 - 8 pts	NO HANDOVERS IN THIS ROUND		Teams may stick after they have answered the first, second or third questions correctly and after the next question has been asked. If an incorrect answer is given at any stage all the accumulated points are lost.
TWO PART	30 secs each part	1st part 4 pts after 2nd part 2 pts	10 secs	1st part 3 pts after 2nd part 1 pt	
INDIVIDUAL	30 secs	2 points	10 secs	1 point	
BEER ROUND	30 secs	2 points	10 secs	2 points	