

6. If, in a knockout competition one or more objections are registered during the match, which might have the effect of producing a tie at the end of the final round, if any are upheld, then all tie break rounds should be played and the scores recorded.
7. On evenings when teams have no game because they have been knocked out of the competition, sets of questions will be available upon request to and at the discretion of the committee from the headquarters for teams wishing to play friendlies. A fee of £1.00 must be paid on receipt of the questions. (Spare questions will only be available from 8.00 to 8.15 pm on the Monday of cup competitions).
8. In order to take part in any cup competition from and including the quarter finals a team member must have played in at least two previous games or registered as a player at the start of the season.

## LANCASTER CITY QUIZ LEAGUE RULES



headquarters. It is the responsibility of the winning captain to return the score sheet no later than 9.00 pm on Tuesday night immediately following. (If a match result has not been returned within 8 days the secretary will contact the home team to ascertain the result and the winning team, who will be given a further 7 days to produce the result. Should the result not be forthcoming the losing team will be awarded the match and given the divisional average for that week).

It is the responsibility of the home team captain to return the score sheet in the event of a drawn game.

16. (a) The main entrance fee shall be £2.00 per team which will be paid at the start of the season. An entrance fee of £10.00 (of which £8.00 will be returned on satisfactory completion of their fixtures) shall be charged to new teams entering the League. If at any time this sum does not seem sufficient in the opinion of the Committee then a further sum may be required.

(b) An administration fee of £1.00 will be charged to teams wishing to change their venue after the publication of the fixtures – with the exception of venue closures.

17. It is a condition of entry to the Lancaster City Quiz League that teams upon request of the Committee are liable to set questions and be responsible for the packaging into envelopes.

9. Any registered player may vote at the AGM.
10. 'Any Other Business' shall be an item on the agenda of the AGM as matters for discussion but not to involve any alterations in contravention of Rule 8.
11. An Extraordinary Meeting **must** be convened by the Committee on the request of five **teams**. Only **one vote per team** is allowed at an EGM.
12. Press reports of matters concerning the League, teams and individuals must **not** contain any statement or comment capable of causing offence.
13. All away team players, possible officials and supporters must be aged 16 and over.

#### **Section B – Match Rules**

1. Competing teams shall consist of no more than four nor less than three players per side drawn from a pool of registered players. A team starting with only three players will not be permitted to add a fourth player once the first question has been asked. All players must be registered. A player cannot play for more than one team in a season except that requests for special consideration must be received by the Committee before the start of the cup competitions.
2. Playing for a team or signing a registration form constitutes registration. A player who has not previously signed a registration form must, the first time he/she plays for a team, indicate on the back of the score sheet registration for that team.
3. Any team which plays a player who is registered for another team (unless cleared by the Committee under Rule 1 above) shall forfeit the match to their opponents and shall be deemed to have scored no points. Any player who plays illegally for more than one team will be barred from playing for the rest of the season. The above also applies in the case of a new player failing to sign the reverse side of the score sheet.