

Farnham Independent Quiz League Rules

Season 2009-10

There are no changes or additions for this season.

1. Play Arrangements

- 1.1 All Matches are to be played simultaneously, on Mondays evenings, with play commencing at 8.30pm.
- 1.2 The host Pub must provide:
 - i. a person to act as Questionmaster
 - ii. appropriate seating and tables for the Questionmaster, both teams and any non-playing scorers.
 - iii. pens/pencils and paper for all players requiring them.
- 1.3 Questions
 - i. Questions will be posted, in the week preceding each round, to each pub hosting a Home match. Should the Questions not have arrived by the Friday morning before a match, please contact the Organiser as soon as possible thereafter.
 - ii. Questions will be delivered in a sealed plastic security wrapper (usually inside a paper envelope). This wrapper should not be broken before the start of the quiz, and should be offered for inspection by the visiting Team Captain on request.
- 1.4 Late Arrival of Teams or Individuals
 - i. If a team or team member is delayed on the night of the quiz, then, providing the opponents are made aware of the situation, a minimum of 30 minutes should be allowed beyond the designated start time for them to arrive. Further waiting time is at the discretion of the opposing team, otherwise the match should proceed, either with those team members present (see Rule 3.4.v) or substitute(s) if they can be found, else be defaulted.
 - ii. If, after a match is started with a reduced team, a missing team member should arrive they are permitted to join in the match. If however a substitute player has started in their place they may not replace the substitute.
 - iii. If a team has not notified the pub and/or opposing team that they will be delayed, 10 minutes should be allowed beyond the designated start time after which the match may be claimed by default by the other team. Should the team subsequently arrive, the match may of course still take place if the opposing team agrees.
 - iv. It is assumed that if a team is aware in advance that they will be unable to play a given fixture then they will have the courtesy to inform their opponents as soon as possible.
- 1.5 Matches will only be postponed in the most exceptional circumstances, such as the sudden and unforeseen non-availability of the playing venue. Even in such circumstances, the affected team should endeavour to find an alternative venue. In such cases, please consult with the Organiser.

In particular, matches will not be postponed simply because a team cannot raise the required number of players. Substitutes must be used, or a reduced team fielded, or the match must be defaulted.

2. Teams

- 2.1 Quiz Teams are to consist of four players, one being designated Captain.
- 2.2 Each Team may have, if desired, a non-playing scorer to keep track of and agree the scores with the other team and the Questionmaster. Such a scorer must sit apart from their playing team and must not interfere during play. Alternatively, a team member can keep score or the Questionmaster may act as scorer for a Home team.

- 2.3 Team membership need not be fixed from week to week. Substitutes may be used, or teams may be selected from a pool of available players. If a pub has two teams, players may represent either team as required. However, once a given person has played for a particular pub they may not represent any other pub during that season, unless they permanently switch pubs according to Rule 2.5.
- 2.4 If a team cannot provide the full four players they may still compete with a smaller team, wherein Rule 3.4.v will apply.
- 2.5 A player may permanently change the pub they represent during a season as long as the Organiser is notified before any games are played for the new team. After such a switch that player may not play for their original team for the rest of the season.

3. The Match

3.1 Format

- i. The quiz shall consist of eight rounds, each comprising four pairs of matched questions. There will also be two Reserve Questions, for use see Rules 3.6.ii & 3.6.v.
- ii. Questions are read out, one at a time, by the Questionmaster and are answered verbally, each team answering one question per pair. Questions answered incorrectly are offered to the opponents to pick up bonus points.
- iii. Rounds 1, 2, 4, 6, 7 & 8 are Team Rounds where team members may confer. The theme of each pair of questions is not announced but generally they are on similar topics or are in some way related. See Rule 3.3.
- iv. Rounds 3 and 5 are Individual Rounds, the topics of which are announced before the round and are allocated to team members for Individual answering according to Rule 3.4.

3.2 Order of Play

- i. The match begins with the Questionmaster or Home Captain tossing a coin for the Away Captain to call, the winning captain choosing whether to begin as team 'A' and so answer the first question in each pair, or be team 'B' and answer second.
- ii. After Round 4, the A/B designation reverses and the team so far answering first is now questioned second. Note that the questions are always asked in the *order written on the question papers*, the first in each pair now going to the *new* team 'A'.
- iii. There should normally be a short break after round 4, but see 3.4.i. Breaks may be requested between other rounds if required but players should avoid disruption within a round.

3.3 Questions and Answers - Team Rounds.

Each question is read out by the Questionmaster and an answer accepted within a time limit in accordance with the following:

- i. Each question must be clearly read out, so that *both* teams can hear and understand it satisfactorily. If factors such as background noise, unclear question wording or the like prevent this, the Questionmaster should repeat all or part of the question as required. Difficult or ambiguous words should be spelled if required and proper chance should be given for any important details to be jotted down. Only when the question has been adequately delivered in this way should timing of the response begin.
- ii. The team to which the question is directed then has 30 seconds in which to give an answer. If an incorrect answer or no answer is given, the question is offered over to the opponents who then have 15 seconds in which to answer.
- iii. Either team may, during their proper time to answer, ask for repetition or clarification of all or part of the question. If the Questionmaster deems that the question has already been satisfactorily asked according to 3.3.i above then such a request and the subsequent response must take place as part of the time limit allowed. In particular, if a Question is offered over after a wrong answer there is no requirement to first repeat it unless there are clear reasons why the second team could not properly hear it when first asked.

- iv. All answers in Team Rounds must be given through the Team Captain. The Questionmaster must:
 - a. accept the first response from the Captain that is clearly intended to be an answer, and:
 - b. ignore and not comment upon the correctness of any answer offered by a non-Captain, except to point out that answers must come through the Captain, excepting that:
 - c. the Captain may at any time nominate another team member, *University Challenge*-style, to answer the question in his place, in which case the nominee replaces 'Captain' in the above. Such a nomination and the subsequent answer must occur within the existing time limits.
- v. The Questionmaster should indicate when 5 seconds of the time limit remain, and then ask for an answer to be immediately given when time is up. Simple phrases such as "5 Seconds" and "Your answer please" are preferred. Distracting practices such as counting down "5-4-3-2-1" should not be used.
- vi. It is most important that *both* teams should be able to hear each question when it is first read out. If a team considers that they cannot properly hear questions when they are initially directed to their opponents, they should point this out to the Questionmaster who must act to resolve the matter.

3.4 Individual Rounds

In two of the rounds questions are directed to individual team members who must answer without conferring with their team mates. Basic play is as given for Team Rounds, with the obvious changes in wording where 'Team', 'Captain' and the like are concerned, and with the following additional rules:

- i. Before each Individual Round the Questionmaster will announce the four question categories given on the question paper. Each team will then:
 - a. allocate the categories between the four team members, one per player.
 - b. select one category to be their Joker question, which will score double points if answered correctly, including if it be offered to the opposition.
 - c. announce the team member playing each category and the category carrying the Joker. These details should be noted down by the Questionmaster. Team 'A' must declare first if requested.

Note - the question categories for Round 5 are traditionally announced immediately after round 4 so that allocation of categories can commence during the half-time break.
- ii. The Questionmaster will then question each team alternately, as in Team Rounds, but will direct the question at, and only accept an answer from, the 'active' player on that team - i.e. the person nominated for that category. Should the correct answer not be given then the question is offered to the opposite team's 'active' member, i.e. the one who has selected the same category. To avoid confusion when asking or offering an Individual Round question, the Questionmaster should identify the appropriate active player or players.
- iii. During an individual round question the non-active players on both teams must not talk, write or act in any way which could be construed as attempting to assist the active player. In particular, only the active player on each team may hold a pen or other writing implement.
- iv. Should a non-active player mistakenly attempt to answer a question instead of his active team mate then the active player's chance is forfeit and if appropriate the question must be offered, without comment as to the correctness of any answer given, to the opposing active player.

- v. Playing with a reduced team.

When a team plays with fewer than four members the categories are allocated as follows:

- a. for Three Players, one player may answer two questions. Different players must answer the extra question in each round and the players who are to do so must be selected randomly - NOT nominated - before the match starts. Question categories are then allocated as usual by the Team Captain. The selected players must be identified to both the Questionmaster and the opposing team.

Note - for selecting the players to answer twice it is recommended that three lots are prepared, marked "1st", "2nd" and "None", and that each player draws one to determine in which individual round, if any, they answer an extra question .

- b. for Two Players, each player answers two questions each.
c. for One Player, that player answers all questions.

3.5 Scoring

- i. A correct answer to the initial asking of a question scores two points. If the question is not answered correctly and is offered over, a correct answer then scores one point, excepting that:
ii. when a Joker is played on an Individual Round question then points are doubled, scoring four and two points respectively.

Note - when a question originally asked to an Individual Round player *not* playing a Joker is offered to and correctly answered by an opponent *who is* playing a Joker on that category, then one point only is scored: a Joker affects only a single question, not the other question in that category.

- iii. After each round, Teams and/or Scorers should compare and agree on the scores so that any discrepancies can be resolved while responses given are still fresh in the mind.

3.6 Anomalies

- i. While most questions admit of a single unambiguous answer, or else list acceptable alternative replies, there are certain types of question, such as asking for a description or explanation, where the answer given cannot be expected to match word-for-word the answer on the paper. In such cases the Questionmaster should exercise fair judgement in comparing the answer given to that on the paper, possibly asking for further elaboration if appropriate.
ii. If there is doubt about the validity or completeness of the answer given on the question paper then the Questionmaster should consult with both Team Captains and decide on one of the following courses of action:
a. If after discussion both Team Captains agree that the answer given is either acceptable or unacceptable, the Questionmaster should accept this decision.
b. If not, the Questionmaster may opt to use their judgement and rule on whether to allow or disallow the answer.
c. Failing this, the question should be declared void and one of the supplied Reserve Questions substituted.

The Questionmaster's decision will be final.

This process must be carried out before any further question is asked. Under no circumstances will questions or answers be reviewed at a later stage of the quiz, nor will there be an after-match appeals committee.

Comments to the Organiser regarding the accuracy or otherwise of questions are however welcome, and will be passed on to the question compilers where appropriate.

- iii. Should a Team or Player answer a question out of turn, the Questionmaster should, without commenting on the correctness of any answer given, inform them of their error and permit the other Team or Player to continue with their answer, regardless of any information divulged by the other side.

- iv. Should any person not involved in the quiz shout out or otherwise broadcast an answer in response to a question, then the Questionmaster should consult with both Team Captains and decide on one of the following courses of action:
 - a. Agree that the team due to answer already knew the response they would give and were therefore not influenced by the interruption, and allow them to answer, or:
 - b. Declare the question void and substitute a Reserve Question.

The Questionmaster's decision will be final.

The Questionmaster must take reasonable action to ensure such interruptions do not continue.

- v. In the unlikely event that the required number of questions for a full 8 rounds are not supplied, teams should continue to play to a result using those questions, including Reserves, that are available.

3.7 Result Reporting

- i. At the conclusion of the quiz it is the responsibility of the Winning Captain, or Home Captain in the case of a draw, to notify the Results Person of the scores.
- ii. It is **not** the responsibility of the Results Person to chase up missing results. Results not received by 11.30 pm on the night of the quiz may be disregarded.
- iii. Current Results Person is Russ Eaton. Results may be Telephoned or Texted to (07768) 428303. Please bear in mind that Russ plays the quiz and will not be able to take calls while his own match is still in progress.

3.8 Beer Round

Each quiz also contains an informal 20 question written-style quiz. This is played between the two teams after the main quiz, the losers buying the winners a round of drinks. Spectators may also join in this quiz for fun.

4. League Organisation

4.1 League Makeup and Structure

- i. The League shall be open to teams representing Pubs and Clubs within reasonable travelling distance of Farnham. Due to the Home and Away nature of the League, each Pub may enter a maximum of two teams.
- ii. The League shall consist of up to 3 Divisions of up to 14 teams each. The Organiser will from time to time review the number of Divisions required and decide how to add or remove Divisions if required.
- iii. Applications to join the league are welcomed and will be considered in relation to available capacity. Successful new applicants must pay a £5.00 registration fee on first joining. Note however that on occasions a minimum number of new teams may be required to make the creation of a new division viable.
- iv. All genuinely new teams entering the League will join in the lowest division.
- v. A team forced mid-season to stop playing at their original venue but which finds a suitable alternative venue to accommodate them may transfer and rename without penalty.
- vi. Should a more-or-less entire team change pubs outside the playing season they will normally be entitled to remain in the division in which they would otherwise have played. Should the original Pub enter a team in their place it will be treated as the new team and be subject to Rule 4.1.iv above. If there is dispute about the situation the Organiser will arbitrate an agreeable arrangement.
- vii. Where a Pub has two teams in different divisions and the higher-placed team either moves without retaining their placing using Rule 4.1.vi or else withdraws completely then the remaining team will be entitled to - but not obliged to accept - the higher position.

4.2 League Scoring

- i. All teams in a Division will play each other twice a season, once at home and once away. Should there be an odd number of teams, or a discrepancy between numbers in different Divisions, "Rest Weeks" will be used to pad out the fixtures.
- ii. Two points are awarded for a win, one each for draw.
- iii. Where teams have the same League points, average points score (per match) is used to decide placings. If, at the end of the season, two or more teams are still tied then head-to-head results will decide. Should these be equal a tie will be declared.
- iv. If a match is defaulted, the "winning" team will be awarded two points and credited with the average winning points score in that division for that week. The other team will be credited with one less than the lowest losing score in that division that week.
- v. Where a team withdraws from the league mid-season, unplayed ties for that team will become rest weeks and Divisional positions recalculated omitting all results from matches played so far by that team.

4.3 Promotion and demotion

- i. At the end of the season, the top two Teams in Divisions other than 1 will win automatic promotion. The bottom two teams in Divisions other than the lowest will automatically be relegated.
- ii. Further promotions or relegations may be required in order to accommodate teams joining or leaving the League.

4.4 Trophies and Certificates

- i. A Winner's trophy will be maintained for each division and will be awarded to the winners at the end of the season, to be kept for one year. Replica trophies, to be kept permanently, will also be provided.
- ii. Certificates of Merit will be awarded to Runners-up in each division.
- iii. The main Winner's trophies remain the property of FIQL at all times.

4.5 Awards Ceremony and Big Friendly Quiz

At the end of each season an Awards Ceremony will be organised, incorporating an informal fun quiz open to all involved in the League during that season.

--- End of Rules ---