

The Winchester Quiz League 2007/08 – Rules v1.7

Please note: The format of the rounds has changed slightly this year, as follows;

Round 1: General Knowledge, Round 2: Sports & Games, Round 3: General Knowledge, Round 4: Individual, Round 5: General Knowledge, Round 6: Arts & Entertainment, Round 7: General Knowledge, Round 8: Connection

- 1) In the event of any dispute, the decision of the organisers is final.
- 2) Each team shall comprise of four players and an additional person to act as Questionmaster and Timekeeper when playing at home.
- 3) The quiz shall be held on a Wednesday evening and start at 8-30pm prompt, or up to fifteen minutes earlier if both teams are present and agree, and no other teams are in the venue at the time.
- 4) The Captain of each team shall be introduced before each match.
- 5) If a team wishes to participate with less than four players, then they shall be allowed to do so. In the individual rounds, one player will be allowed to answer two (and no more) individual questions, but is not allowed to play the Joker on either question. Bonus attempts at the opposition team's questions are allowed as normal, but only a single point will be scored on an opposition team's Joker bonus by the player with two individual questions.
- 6) Either team is allowed to substitute any player at the half-time interval in the League match, or in the interval between the League match and the Challenge game (formerly the Gallon round). Only one substitution per team per evening is allowed. The substitute must not be the Questionmaster or anyone with access to the opened questions.
- 7) At the start, the Questionmaster shall toss a coin, the 'Away' team captain calling the toss, and the winner choosing to answer questions 'A' or 'B'. Following the League match interval, both teams shall swap 'A' and 'B' questions.
- 8) The Question papers shall only be opened by the Questionmaster in the presence of both captains.
- 9) In the event of a dispute concerning an answer, the only acceptable answer is that written with the question. The Questionmaster's decision is final.
- 10) The League and Cup matches shall consist of eight rounds. Rounds 1, 2, 3, 5, 6, and 7 are team rounds. Round 4 is an individual round; a joker may be played (the joker is optional) on only one subject in each game (see rule 13). Round 8 is a team round where the teams have to establish a connection.
- 11) Each team or individual is allowed a maximum of thirty seconds to answer their allocated question, reducing to fifteen seconds for a bonus attempt. For round 8, a maximum of two minutes is allowed between questions and after the final question. There is no time limit on the beer breaks, but the Questionmaster will call 'time' as appropriate.
- 12) Except for during the individual rounds, the only acceptable answer is the first answer (or first connection attempt) given by the captain, and no other answers shall be deemed acceptable, irrespective of who answers them.
- 13) There shall be no conferring or writing during the individual rounds, except for the person being asked the question. If the question relates to mental arithmetic or similar, then no writing is allowed by any player.
- 14) Each team may play a joker on an individual question in the individual round. The Joker doubles the score for a correct answer (i.e. 4 points). If the question is passed over for a bonus and the opposition answer it correctly, then the bonus score is doubled (i.e. 2 points).
- 15) The Challenge game (formerly the Gallon) shall consist of twenty questions which shall be written down by each team, and then marked by the opposing team after all twenty questions have been asked.
- 16) For the League and Cup matches, each correct answer will score two points, or one point for a correct bonus (except round 8). A correct joker question will score four points, and two points for a correct bonus on the opposing team's joker. For round 8/9, a correct answer will score ten, eight, or six points for a correct answer after the third, fourth and fifth clues respectively, each incorrect answer (except after the fifth) scoring minus two points (only one attempt is allowed after each question).
- 17) For the League and Challenge game, a winning team shall score two league points, a draw shall score one league point and a loss shall score zero league points.
- 18) The League and Challenge game positions shall be decided by firstly points, secondly match points difference, and thirdly by match points scored 'For'.
- 19) In the Cup competitions, if the scores are equal after a match, the Challenge game shall be used as the decider. On these evenings, the Challenge game does not score any league points.
- 20) In the event of a team failing to complete a match, two points shall be awarded to the opposing team. In addition, an average 'For' and 'Against' shall be added to the opposing team's score, and the team failing to complete the match shall have an average 'Against' only added to their score.
- 21) All quiz scores shall be telephoned to 01962 881188 (U.B. Entertainment - answering service) by 11pm on the following Thursday. This is the responsibility of the winning captain, and failure to do so may result in teams scoring zero league points.
- 22) Under no circumstances is an individual allowed to play for more than one team during the season. In the event of this occurring, the individual's team (other than the individual's first team) shall lose all league points attained whilst the individual was in the team.
- 23) All team shields and cups remain the property of the League, and any loss or damage shall be reported to the organisers. Individual trophies may be given to individuals at the discretion of the organisers.

Any problems or questions, please contact Peter 'Uncle Belly' Byford on 01962 881188 (U.B. Entertainment).