

WODQL RULES (October 2017 update)

Mission statement: *“The Whitchurch, Overton and District Quiz League (WODQL) exists to promote fun but competitive ‘pub quizzing’ for all pubs/clubs/groups in the Whitchurch and Overton area wanting to participate.”*

1. General Principles

- 1.1 The season will usually run from early September to late March/early April, with a three- or four-week Christmas break, from early/mid-December to after the New Year and, ideally, finishing before Easter
- 1.2 A League Competition will be held each year, with each team playing every other team twice - home and away
- 1.3 A Handicap/Knock-out competition will be included in the overall season. The format of this may vary if the number of teams in the League changes. Matches will be played in line with the regular format
- 1.4 Matches will be played on Mondays (excluding Bank Holidays) as specified in the League fixture list
- 1.5 League and Handicap/Knock-out fixtures will be published on the WODQL website (<http://www.wodql.org.uk/index.htm>) in advance of each competition. The website will also contain:
 - the latest League table and Handicap/Knock-out positions (subject to prompt score submission, and the availability of the webmaster)
 - a record of scores in the current League and the Handicap/Knock-out competitions
 - an online score submission facility
 - an archive of previous years’ competition results
 - the latest rules
- 1.6 On any match night, all matches will start at the same time – approx. 8.30pm - and will use the same set of questions
- 1.7 Question sets will be sent by post to the home pubs/venues, in advance of each round of matches. A spare set of questions will be sent to the League Secretary for contingency. Any pub/venue not receiving their set should contact the League Secretary to arrange to collect these.
- 1.8 **INDIVIDUAL FIXTURES MAY NOT BE ALTERED OR RESCHEDULED.** Teams unable to play on the given night will be liable to forfeit the match, and should notify the opposing team in advance, where possible.
- 1.9 If a team fails to keep a fixture, the following will apply:
 - for a League match, the attending team will receive 2 League points for the ‘win’, and a match score of the average of their three preceding matches (of any kind, but not including handicaps), rounded up to the nearest whole point. The non-attending team will receive no League points and no match score
 - for a Mini League match, the attending team will receive a match score of the average of their three preceding matches (of any kind, not including handicaps), rounded up to the nearest whole point, plus their handicap. The non-attending team will receive no match score

- for a Knock-out match, the attending team will proceed to the next round
- 1.10 If neither team can attend a fixture:
- for a League match, both teams will receive no League points and no match score
 - for a Mini League match, both teams will receive no match score
 - for a Knock-out match, a coin toss will decide who proceeds to the next round
- 1.11 Any team failing to attend three consecutive matches, of any kind, will be withdrawn from the League, and no refunds will be made. Their remaining fixtures will be decided by the 'non-attendance' rules above.
- 1.12 It is the responsibility of the WINNING team Captain (Home team captain in the event of a draw) to post the score on the League website NO LATER THAN THE DAY AFTER THE MATCH
- 1.13 Teams will pay an annual subscription, as decided at the AGM. This will be used to pay the question setter, and for any incidental expenses in running the league. Subscriptions should be paid by electronic transfer, or by cheque/cash to the Treasurer, either in full as soon as possible at the start of the season, or in two equal tranches, at the start of the season and at Christmas.
- 1.14 A Christmas event will usually be held on a Monday in early/mid-December. This will usually consist of a 'fun' quiz, set by one of the teams or anyone who volunteers, and a buffet. Presentations of the previous season's awards will be made on this evening. A small charge per head will be made, to cover the costs of hiring the venue and the catering.
- 1.15 No player may play for more than one team in a season

2. Main League competition

- 2.1 League scoring will be:
- 2 points for a match win
 - 1 point for a draw
 - 0 points for losing
- 2.2 In the event of a draw on League points at the end of the season, to determine the winner (or other League positions):
- the total 'match score' points scored will determine the League winner/higher position
 - if these are the same, the total match score difference ('For' minus 'Against') will be used
 - if these are the same, the total number of match wins
 - if these are the same, wins in the two head-to-head matches between the two teams involved
 - if these are the same, points for, then points difference in the two head-to-head matches between the two teams involved
 - if these are the same, toss of a coin!
- 2.3 Certificates will be awarded to the Winners and Runners up in the League Competition.
- 2.4 In the event of a change in the number of teams, the format of the main League competition may need to be varied, at the discretion of the League Management Committee.

3. Handicap/Knock-out competition

3.1 Based on the current 10 team League membership, the Handicap/Knock-out competition will be divided into two phases – a 'Mini league' phase and a 'Knock-out' phase. (The purpose of the Mini League phase is to reduce the number of teams from 10 to 8, to allow the knock-out format to commence.)

3.2 Handicaps will be calculated after the first half of the season, i.e. when all teams have played each other once.

Handicaps will be calculated as the arithmetic difference between each team's average score per League game and the highest average score per league game. So the team(s) with the highest average score per game would have a handicap of zero, with other teams receiving the difference between their average score and that highest average.

(Fractional averages will be rounded arithmetically, i.e. any fraction lower than 0.5 will round down; any fraction of 0.5 or higher will round up.)

3.3 Mini League Phase

- at the 'half-way point' of the main League season, i.e. once all teams have played each other once, teams will be divided into two 'Mini Leagues' of five teams each
- Mini League 1 will consist of those teams that are in League positions 1,3,5,7 and 9
- Mini League 2 will consist of those teams that are in League positions 2,4,6,8 and 10
- within each Mini League, each team will play each other once and the top four teams in each (based on total question points, including handicaps, scored over the four matches), will go forward to the knock-out phase
- in the event of a tie on points scored, points difference will be used to determine final Mini league positions. If these are the same, this will be decided by the toss of a coin.

3.4 Knock-Out Phase

- fixtures for the 8 teams in the Quarter final of the knock out will be determined by each team's finishing position in the mini-league phase
- the fixtures will be drawn as follows:
 - top of League 1 v fourth placed in League 2
 - second in League 2 v third placed in League 1
 - second in League 1 v third placed in League 2
 - top of League 2 v fourth placed in League 1
- this draw will apply for the remainder of the knock-out phase, so the winners of the first two matches will contest one semi-final, the winners of the last two matches will contest the other semi-final
- the semi-final losers will contest a playoff for 3rd/4th place, on the same night as the final
- if this can be arranged, the final and play-off will be played at 'neutral' venues and with 'neutral' Quizmasters. Otherwise they will be held at a location and with a Quizmaster agreed between the two teams.

3.5 FOR KNOCK-OUT PHASE MATCHES ONLY, in the event of a tie, the following tie-breaker rules will be applied, in descending order:

- the team which has scored the highest number of bonuses in the match will be declared the winners
- in the event of a tie on bonuses, the Gallon round will be started, with the A/B question order as first half of the main match. At the end of the first half, the team in the lead will be declared winners of the knockout match (with the Gallon round continuing to its conclusion as usual, with the result based on ALL of the Gallon round questions)
- should this still not identify a winner, the remainder of the Gallon round will be played (question order reversed) and the winner will be declared winner of the knockout match (and the Gallon Round)
- if there is still a tie, bonus points scored in the Gallon round will be counted to determine the winner of the knockout match
- should there still be a tie, the Question Master will toss a coin to decide the match

3.6 Certificates will be awarded to the Winners and Runners up in the Handicap/Knock-out Competition.

3.7 In the event of a change in the number of teams, the format of the Handicap/knock-out competition may need to be varied, at the discretion of the League Management Committee.

4. General match rules

4.1 Each team shall consist of a maximum of six players, one being the Captain.

4.2 All members of both teams should be present no later than 8:25 pm on the evening of the match, for an 8.30 start

4.3 The Quizmaster (question reader) is the landlord of the Home team's pub/venue or someone nominated by the landlord. In practice, this may be a member of the Home team's 'squad'.

4.4 The Quizmaster will keep scores and monitor timing of question responses, unless either team supplies a non-playing scorer/timekeeper on the night

4.5 Both team Captains must be present when the sealed envelope containing the questions is opened by the Quizmaster

4.6 Each match will consist of eight rounds of eight questions each - four questions per team per round

4.7 For all Main League and mini-league/Knockout matches where there is a designated 'Home' team, the Home team will always be the 'A' team for the main quiz.

(The exception to this will be any match played at a 'neutral' venue – such as a Knock-out final or 3rd/4th play-off. In this case, a toss of a coin will decide who goes A, with the visiting team calling the toss.)

- for the first 4 rounds, the Quizmaster will read the first (left-hand column) question of each pair to the 'A' team, and the second (right-hand column) question of each pair to the 'B' team
- for rounds 5 to 8, the Quizmaster will read the first (left-hand column) question of each pair to the B team, and the second (right-hand column) question of each pair to the A team

4.8 There must be a nominated spokesperson within each team (normally the Captain) to answer all questions. Only they may answer, and only their first answer will be accepted. (However, the Captain may nominate another team member to answer a specific

question, on an ad hoc basis, in the event of complicated pronunciation/spelling, or specialist knowledge in explaining an answer.)

4.9 Question scoring:

- a correct answer will score 2 points
- a question answered incorrectly, or not answered, will be offered to the opposing team who will score 1 bonus point for a correct answer

4.10 Each team is allowed 30 seconds to answer their own questions

- the Quizmaster will give a verbal prompt when there are approximately 10 seconds remaining, and will call 'time' and ask for an answer if none has been given after 30 seconds

4.11 In the case of an incorrect answer, or no answer, the question will be passed over to the opposing team, and they will have a further 15 seconds to answer

- the Quizmaster will give a verbal prompt when there are approximately 5 seconds remaining, and will call 'time' and ask for an answer if none has been given after 15 seconds

4.12 In the event that a question becomes null and void, e.g.

- the Quizmaster accidentally reads out the answer, in the initial reading, or before passing it over
- an audience member calls out an answer
- the quiz sheet answer is unreadable/unintelligible

then the Quizmaster should discard that question and use one of the 'Spare Questions' provided, in its place. This should be asked to whichever team was due to answer the voided question. I.e. if one team had already got the question wrong, and it was about to be handed over to the opposing team for a bonus, the spare should just be used to determine the bonus.

4.13 Where any words are in CAPITALS on the answer sheet, all of these words must be included in the answer offered for it to be accepted by the Quizmaster

4.14 Where no words are given in capitals (e.g. where a description is involved) the correctness of the answer offered shall be decided upon by the Quizmaster, whose decision is final

4.15 There will be a BEER MATCH/GALLON ROUND of 16 questions (8 per team) but its score is not included in the match results.

- the Captain of the losing team in the main match (or via the toss of a coin if the match is drawn) will decide which team is 'A' or 'B' in the Beer Match/Gallon Round.
- this order will apply to ALL of the Beer Match/Gallon Round questions
- the team losing the Beer Match/Gallon Round will usually buy a round of drinks for the other side, unless the two teams come to a different arrangement on the night

4.16 It is considered advisable that the Quizmaster is in possession of a copy of the rules at every match.

4.17 There will be no 'appeals' for after-match queries. The answer supplied on the question sheet shall be deemed correct for match purposes. If subsequent research confirms that the supplied answer was incorrect, this should be communicated to the League Management Committee. The League Management Committee will forward details to the Question

Supplier. MATCH RESULTS WILL NOT BE MODIFIED AS A RESULT OF SUCH QUERIES.

5. League organisation

- 5.1 A League Management Committee will be elected to organise the League. This will consist of a minimum of four people drawn from a minimum of three different teams, to include:
- Chairman
 - Treasurer
 - Secretary
 - Committee member(s) without portfolio
- 5.2 The role of the League Management Committee shall be to manage the League's affairs in accordance with these rules, and any resolutions adopted at the AGM
- 5.3 An AGM of the league will be held in each calendar year - after the end of the season, and prior to June 30th
- 5.4 Proposals to change or add to the League rules will only be considered if they are received in writing/e-mail by the League Secretary not less than 14 days prior to the AGM
- 5.5 One representative from each team in the league will be able to vote on resolutions put to ballot at the AGM
- 5.6 The AGM will include the following items:
- recording of names voting representatives of each team present
 - adoption of minutes of the previous AGM (with any necessary amendments)
 - Chairman's report
 - a verbal review of the League's finances, supported by a written statement
 - a review of the suitability of the current question supply and options for the subsequent season
 - review of the team subscriptions for coming season
 - the election or re-election of members of the League Management Committee
 - the assignment of the roles of Chairman, Treasurer, Secretary
 - consideration of any applications to join the league
 - any other agenda items submitted in advance by teams
 - AOB on the day
- 5.7 In exceptional circumstances, an Extraordinary General Meeting may be called at other times
- 5.8 The League Secretary shall ensure that an up-to-date copy of the league rules is available on the website by the start of each season
- 5.9 THE DECISION OF THE LEAGUE MANAGEMENT COMMITTEE SHALL BE FINAL IN RESPECT OF BOTH THE INTERPRETATION OF THE RULES AND OF ANY DISPUTE OR DISAGREEMENTS ON ANY ASPECTS OF THE LEAGUE'S ACTIVITIES.

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