



LFYFC Quiz Competition Rules

ORGANISATION:

1. Clubs may enter one or more teams, consisting of 6 members – 3 junior members (16 and under as of 1st September 2022) and 3 senior members (28 and under as of 1st September 2022)
2. The competition format consists of both junior and senior sections.
3. An entry form must be completed for each team wishing to compete in the competition. The entry form must be accompanied by a round of questions and answers for juniors and a round of questions and answers for seniors.
4. The management committee is responsible for the dates and times of all events. They are also responsible for arranging a 'neutral' venue for the final.
 - a. The 'home team' is responsible for arranging a venue for each round of the competition except the final
 - b. Each quiz evening will consist of six rounds in total for both juniors and seniors, with one round as a team round.
5. If a club enters **one** team, the team need not be constituted of the same members for each round.
6. If a club enters **more than one team**, members are **not permitted to interchange** between those teams. This will result in disqualification.
7. 3 preliminary heats will be held - following which, the 8 teams in each section with the highest aggregate score, will proceed to the Quarter Finals. The teams will be seeded in accordance with their aggregate scores (1 being the highest score and 8 the lowest)
 - a. Quarter final draw will be arranged as follows: **1v8 | 2v7 | 3v6 | 4v5**
8. The four winning teams from the quarter final round, will proceed to the semi-finals
 - a. Semi-final draw will be arranged as follows: **winner A v winner D & winner B v winner C**
9. A team wishing to cancel a round MUST contact the judge and opposing team no later than 4.00pm on the day of the heat. In the event that none of these are contactable, the team must get in touch with the County Office by calling or texting 07533 756897
10. If a contest cannot be held due to weather or other exceptional circumstances, it will where possible, be held at a later date, determined by the management committee or alternately be declared as OFF, in which case each team shall be awarded an average of their two other preliminary heat scores.
11. Should a team fail, without reason, to fulfil a fixture; they shall be awarded a score of zero points. The team present will answer the relevant questions to obtain their score.

Failure to comply with the above conditions will result in penalties and/or disqualification.

OFFICIALS:

1. **The Judge** - is appointed by the Federation and their decision on all matters is final. The Judge is in charge of the contest, will formally open the competition and invite teams to introduce themselves. As question master for the quiz, they will read each question once as printed, without elaboration or explanation. They may repeat a question ONCE at the request of a competitor.
 - a. The judge will decide:
 - i. Whether the quiz be declared "OFF" through the late arrival of a team.
 - ii. Whether questions can be offered for bonus marks.
 - iii. The marks to be awarded for an answer given.
 - iv. Any penalty marks to be deducted.
 - b. After the contest, an image of the completed scoresheet must be sent to County Office. This can be done via email (county.office@lffyfc.org.uk) or WhatsApp (07533 756897)
2. **Timekeeper / Scorer** - It is the home team's responsibility to provide a timekeeper/scorer for the preliminary rounds and quarter finals. County will provide a timekeeper/scorer for the semi-finals and final.

PROCEDURE:

1. The Quiz shall commence at 8.00pm prompt.
2. **MOBILE PHONES MUST BE SWITCHED OFF BEFORE THE START OF THE EVENT.**
3. If any section of a team has a member missing, the 2 members present shall answer their own questions. The missing members' questions can be put to them for a bonus, except in the Memory Test Round.
4. The toss of a coin will determine which team receives the first question.
5. In each round, questions will be put first to the JUNIOR section and then to the SENIOR section.
6. Each question shall consist of 2 parts. TWO marks shall be awarded for each part correctly answered.
7. Members shall stand to receive and answer a question. Sitting down will indicate the answer is complete and no further elaboration is permitted.
8. Prompting or answering out of turn is not permitted and will result in a score of ZERO being awarded for that question.
9. If a member cannot answer both parts of a question or fails to get any part correct, then the whole question shall be put to the relevant section of their team, as a bonus, who may confer before giving an answer.
10. No questions shall be offered for a bonus in the Memory Test Round.
11. Questions offered as a bonus, shall be awarded ONE mark for each part of the question correctly answered.

TIMINGS:

1. A member must start to answer a question within 30 SECONDS and has ONE MINUTE to answer the question fully.
2. 30 SECONDS shall be allowed to answer any question offered as a bonus.
3. THREE MINUTES shall be allowed to answer the Team Round.

PENALTY MARKS:

The Judge of the event will decide on penalty marks. Penalty marks are to be deducted from the team's total score before the result of the contest is announced.

1. **LATENESS:** A team arriving late will be penalised ONE mark for every minute late. In the event that only one section of the team is late, then only that section shall incur penalties. Any penalty points to be deducted, must be announced before the competition starts. See new rule relating to lateness penalty marks.
2. **MOBILE PHONES** - All mobile phones must be switched off before the start of the event. Failure to do so could result in penalty marks or disqualification, at the Judge's discretion.
3. **CANCELLATIONS** - Failure to follow Rule No. 5, will result in one point being deducted from the Involvement Award.
4. If members **INTERCHANGE BETWEEN TEAMS**, this will result in disqualification from the competition.

GENERAL:

The Federation through the Management Committee and County Officers, has the sole right to the interpretation of Rules, the arrangements for the competition and the settling of any problems that may arise.

SUMMARY:

1. **Start Time:**
 - a. **8.00pm** prompt – teams should arrive at the venue at 7.45pm to ensure they are ready
 - b. Toss coin to determine who receives first question
2. **Marks:**
 - a. 2 points for each question correctly answered
 - b. If a member cannot answer both questions or fails to get either correct – both questions shall be put to the team – one point for each question answered correctly
3. **Memory Round:**
 - a. BOTH questions must be asked before any answers are given. NO questions offered to the team
4. **Timings:**
 - a. Members must start to answer within 30 seconds – one minute allowed in total
 - b. Questions to team – 30 seconds
 - c. Team round – 3 minutes
5. **Lateness:**
 - a. Penalty points: one point for each minute late