**GOVERNOR’S ACADEMIC COMPETITION**

**ARKANSAS QUIZ BOWL**

**RULES OF COMPETITION**

**(July 2015)**

The following is a list of the rules and regulations for the Arkansas Governor’s Quiz Bowl

Association academic competitions. This organization is sanctioned by the Arkansas Activities Association and must abide by its guidelines and policies. Please review and study each item with the students who are to compete. All students and coaches are expected to understand and follow the rules. Failure to comply with the general rules will result in disciplinary action. This may include penalties specified in the rules, disqualification of the team, and/or forfeiture of scholarship monies, trophies, and awards for which the team or individual student may have been eligible.

**General Rules**

1. The game of Quiz Bowl is between two teams. For tournaments leading up to the State Finals Tournament, each team will be composed of a captain, three other players (four other players for junior high), and up to eight alternates (seven other players for junior high). Any combination of four players (five players for junior high) from the twelve names listed on the registration form can be used during a match. Substitution of alternate(s) can occur at the end of any quarter of play but not during a quarter, unless a time-out has been called (See Rule 14). The players on each team must be from one school. The team members can be from grades 7-9 for junior high or 9-12 for senior high.

Ninth grade players who compete in any invitational, co-op, or AGQBA-sponsored quiz bowl tournament at the senior high level may not compete at any future junior high quiz bowl tournaments. This does not apply to practice matches. The AGQBA Board may grant exemptions should Junior Finals be held after Senior High Regionals.

**Clarifications:**

* + 1. The AAA guidelines regarding 9 grade players must be enforced.
		2. Teams with fewer than four (4) players may continue to play.
		3. Any player may be designated captain, depending on the specific rules for each round.
		4. Schools may allow one or more team members to participate late under school guidelines. Example: Team member(s) are also band member(s) who have a competition on the morning of Quiz Bowl Tournament. These students may play in the later games as long as they were listed as one of the 12 original team members as submitted for tournament play.
		5. If fewer than 12 team members are listed on Regional tournament registration forms, teams may **NOT** add team members to the registration form after regional play has concluded. The list of names turned in will be the only players allowed to play at subsequent tournaments. Players may be listed on the form who do not play at the regional level.
		6. Teams attending regional and state level tournaments are required to bring all items listed on the tournament checklist, including a working set of buzzers.

Wireless buzzers sets may be used.

* + 1. All players competing in regional and state-level must attend the school for which they are competing.

1. The team members must remain the same for all AGQBA-sponsored tournaments.

1. It is expected that each team be ready for competition when the team’s match is called. Failure to report on time will result in the forfeiture of the game unless advance notice is given to the host school and arrangements made to offset the delay.

**Clarifications:**

* 1. A team that is delayed for the firstgame will forfeit that game. The team may play the remaining games.
	2. AGQBA will possibly impose sanctions against schools violating this rule by placing that school on probationary status for a length of one to three years.
	3. Delay of game is defined as being late by more than 15 minutes after the posted time of play.
	4. Reasons for the delay should be restricted to situations beyond the coach’s and team’s control, not poor planning or choices.
	5. Forfeiture will count as a loss. The scheduled opponent will receive a win. The average points will not consider this game.

1. The game is played in a four-quarter format with a short interval between each quarter. Each quarter of play is described on the following pages.

1. Points are scored by correct answers to questions. There is no point subtraction for wrong answers.

1. Questions requiring a person’s name as an answer may be correctly answered by giving the person’s surname only, unless there are others having the same surname with whom he/she might be confused (e.g. Kennedy, Roosevelt).

1. **Mispronunciations:** Simple mispronunciations should not be deemed incorrect answers. Some leeway must be given to students with speech and hearing difficulties, as well as speakers for whom English is a second language. In addition, some students may have only encountered some words in print, and never may have heard them pronounced. Pronunciations that are phonetically plausible should be acceptable.

An answer is incorrect if extra syllables are added which cannot be accounted for phonetically, or if the answer given is another actual word that cannot be formed by the letters in the answer. EXAMPLE: Richard Wagner should be accepted as RICHard WAGner, even though his name is pronounced RiCARD VOGner, but the Awful Tower should not be accepted for the Eiffel Tower, nor should SEB-ER-REE-US be accepted for Cerberus (SIR-BUR-US). Additionally, extra sounds make some answers incorrect such as proper names like:

F Scott Fitzgerald correct F Scotts Fitzgerald incorrect

Daniel Shays correct Daniel Shay incorrect

1. Contest judges, **not the moderator**, will make **final** judgment on the correctness of answers and other matters of judgment.

**Clarification:**

* + - 1. Schools are required to bring an adult judge and a scorekeeper as tournament workers. Scorekeepers, who may be students, will be allowed to accompany their teams from game to game during tournament play. The Official Scorekeepers who are team members may NOT play during any round of that game. Teams may change scorekeepers ONLY between games.
			2. A “no-benefit forfeit” will be utilized as the immediate penalty for a team that does not provide a judge for competitions.
			3. Alternate answers for obvious errors rather than those requiring documentation may be accepted by mutual consent/agreement of both coaches and the judges.

1. If the answer to any question is interjected from the audience, the question may be discarded at the discretion of the judge(s) or the moderator. A question will be taken from the “extra questions” list.

1. If the moderator gives the answer to a toss-up question without giving the second team a chance to respond after an incorrect answer, an extra toss-up will be read for the second team only.
2. If the student gives multiple answers that are **all equally correct**, as long as the answer sought is in the set of answers given, the answer will be counted.

**Clarification:**

1. No rambling or “fishing” for answer is allowed. All parts of an answer must be correct.
2. Alternate answers for obvious errors rather than those requiring documentation may be accepted by mutual consent/agreement of both coaches and the judges.
3. If a tie exists at the end of the match, the next five questions from the “extra questions” list will be asked to break the tie. If a tie still exists, then the winner will be determined by a sudden-death play-off. The first team to answer a toss-up question correctly is declared the winner. The points earned during the tie-breaker period will not be considered in seeding a team for a tournament.

**Clarification:**

(A) In an overtime situation, substitutions may be made before the five (5) question overtime but **not** between the five questions and the sudden-death question.

1. Challenges regarding answers to questions can only be lodged by the team’s coach, not the players. Challenges must be lodged at the end of each quarter except for the second quarter (see specific rules for the second quarter). If a coach fails to follow the outlined challenge procedure, the appeal will not be considered. Some type of hand signal between players and coach to indicate the need for a conference should be worked out prior to the competition.

Team-coach conferences will be allowed at the end of each quarter.

**Clarifications:**

* + 1. Teams with more than one coach may send only one coach to present a challenge to the judges. ONE COACH PER CHALLENGE.
		2. Players, other participants, or spectators may not speak to or approach the judges.
		3. Any reference material must be in the room in the possession of the team issuing the challenge. Only recognized, up-to-date reference materials such as almanacs, encyclopedias, fact finders, textbooks, dictionaries, or anthologies may be used for proving challenge. Lists and other quiz bowl preparatory materials published by question source companies or individuals are not considered acceptable reference materials. **Coaches or their designees will be permitted the use of electronic resources (laptops or tablets only) with the following restrictions:**
			- No web resources will be permitted.
			- The internet must be disabled at all times.
			- E-book versions of acceptable resources as detailed in Rule 13-c may be used as challenge materials.
			- Electronic devices are intended for challenges only.
			- No cell phone use will be permitted. Phones must remain off.

 If the moderator and/or judges observe players using such devices during a match, the offending player(s) will be immediately ineligible for play during the rest of the game. If the player was at the competition table, the coach must use his/her time-out to substitute or wait until the end of the round to replace the removed player.

* + 1. Internet sources are not acceptable as references in proving challenges, and internet access during games is prohibited.
		2. Procedural challenges must be lodged immediately upon violation of the rules.
1. If the result of a challenge call for an answer to be judged incorrect that was initially correct for the first team responding, then the points for that question will be removed from that team’s score. Since the other team did not get an opportunity during the regular match play to respond to that question, a new toss-up question will be given to the second team even though time is out.
2. One 30-second time-out per team per game excluding the 60-Second Round will be allowed. Time outs must be called by the coach of the team. Time outs may be called only prior to the reading of a toss-up question. Substitutions by one or both teams are allowed during these time outs.

1. **NO** team shall leave the competition area until the judge or moderator declares the score official.

1. Decisions of the judge(s) shall be final. The official declaration of the outcome of the match shall be irrevocable. As in any contest, a game shall not be replayed, even if the outcome could have been altered by judgment errors.

 **Clarification:**

* 1. The game is officially over once the moderator has asked for any challenges, all challenges have been decided by the judges, and the final score has been announced.

1. Teams must be accompanied by at least one adult advisor.

 **Clarification:**

* 1. The adult advisor MUST BE a school employee.
	2. No exceptions will be made.

1. Any player who exhibits unsportsmanlike behavior or uses profanity during a match can be asked to leave at any time by the moderator or judge. This student will then be replaced by an alternate. If a team exhibits unsportsmanlike behavior, the team will be asked to leave the competition area and the game will be forfeited. Unsportsmanlike behavior may also include teams leaving the site before completing their tournament play. Unsportsmanlike behavior may be subject to probationary action by AGQBA.

 **Clarification:**

In the spirit of good sportsmanship, all players are expected to be dressed and groomed in a manner that is in keeping with school dress code guidelines. Clothing, hair, and makeup should not be distracting to other players or tournament officials.

1. Any coach or others accompanying the team who fail to **exemplify** good sportsmanship or cause unnecessary delays in the game may be required by the officials of the tournament to leave the premises. Exemplary behavior is expected of all tournament officials as well.

1. All rules will remain consistent for all official competitions in all locations.

**RULES AND REGULATIONS: First and Fourth Quarters**

1. The first and fourth quarters consist of 20 tossup questions whichmust be answered by an individual player.

**Clarification:**

Each player must buzz in for him or herself.

1. Toss-up questions have a value of 10 points.

1. A player may interrupt a question while it is being asked if he believes that he can anticipate the answer required by the completed question. If the student interrupts the moderator to give an answer, the student should immediately give the answer. Rambling as an attempt to give the correct answer in a lengthy oration will be considered “stalling or fishing” and will not be allowed. **Clarification:**

If a student interrupts a question and gives an answer which seems correct with the limited part of the question heard but would be incorrect if the entire question were read, the answer given by the student will be considered incorrect. This includes answers which are lists. All parts of the list must be correct with the complete question.

1. The toss-up process consists of four parts: the question, the buzzer signal, the recognition of the player, and the answer. If a player gives the answer without either of the two middle parts, the answer will be treated as an incorrect answer.

**Clarifications:**

* 1. Recognition of the player means that the caller should say school name and /or the student name. Students responding before this is done should have his/her answer ruled incorrect because he/she did not wait to be recognized.
	2. If a buzzer system malfunction occurs during a student’s attempt to buzz in, the question should be thrown out and one from the extra questions substituted. If the malfunction occurs during a second response after the first team has answered incorrectly, the extra question will be given for the second team.

1. Collaboration, either written, ~~or~~ spoken, among team members is prohibited during the first and fourth quarters. If a team collaborates during a toss-up question before or during answering, that answer will be treated as an incorrect answer.

**Clarification:**

* 1. Consultation is allowed only on bonus and 60-second rounds. If teams talk or exchange notes during any other question, it must be ruled incorrect or not turned over because of consultation.

1. If the recognized player gives an incorrect answer or no answer, the first member of the opposing team to signal readiness may respond after he is recognized.

1. If the question was not completed and the first team answers incorrectly, the question will be completed and the opposing team will be given 5 secondsto answer. Moderators may use discretion in repeating interrupted questions. Completed questions will not be repeated.

1. On most questions a five-second interval between the question and signal will be allowed. The only exception will be math/science calculation questions for which up to twenty seconds will be allowed. As with all questions, once the answer given by the first team is deemed incorrect and the question has been completed, the second team has only five seconds to signal.

**Clarifications:**

1. It is the intent of rule 8 to allow up to twenty (20) seconds for math/science computations.
2. If the first team answers incorrectly, the second team has the opportunity to respond *immediately* even if the 20 seconds has expired.
3. Unless otherwise stated in the question, math/science computational answers must be in lowest terms and with appropriate measurement units.

1. On all questions, once a player has signaled and has been recognized, he should immediately provide an answer.

1. Categories of questions will not be announced except for the math/science calculations questions.

1. When a challenge occurs at the end of either quarter that results in points being removed from one team’s score, the team that won the challenge will be given, if necessary, an extra toss-up question of its own as a result of not having the opportunity during the match.

**RULES AND REGULATIONS: Second Quarter**

1. There are two kinds of questions in the second quarter: toss-up and bonus. The quarter starts with a toss-up question. All toss-up questions are worth 10 points.

1. Toss-up questions work like all first and fourth quarter questions, and all first and fourth quarter rules apply in regard to question answering procedures.

1. If a team member is correct on a toss-up question, the team receives a four-part bonus question.Five (5) points will be awarded for each part in the four-part bonus that is correctly answered by a team.
2. Collaboration among team members is forbidden during the toss-up questions but permitted and encouraged during the bonus questions.

1. Answers to bonus questions **must** be given by the team captain, who need not be recognized before answering. The electronic response system is not used during bonus questions.

**Clarification:**

The captain may designate another player to answer

1. Like toss-up questions, each part of the bonus question will have five seconds between question and answer. If the team captain has not responded within 5 seconds, the moderator will say, “**ANSWER PLEASE**,” at which time the answer must be given. The captain or designee may say “pass.”

Also, math/science calculation questions will be allowed twenty seconds before the answer is required.

**Clarifications:**

* + 1. On listing bonuses,if the moderator asks for an answer that indicates the time is up and an answer must be given immediately. Moderators need to be consistent in asking for an answer as time expires. If no countdown clock is visible to players, moderators or timers may announce “5 seconds left.”
		2. If the bonus question is a list, such as “List the first four books of the Old Testament,” the captain must have started the answer before the 20 seconds expire. If he is in the middle of a list when the buzzer sounds, the answer will be accepted if he does not pause. **Only the first four answers given will be accepted**.

1. The quarter will end when four (4) bonus questions have been attempted or when the tenth toss-up question has been used.

1. The challenge of each toss-up question must be indicated immediately after the completion of the answer to that specific question and before the bonus question is started. However, challenges to any bonus questions must be indicated at the end of the quarter.

**Clarifications:**

* + 1. Moderators will not ask for challenges after toss-up questions. The team captain should plan for a signal to the coach to indicate a challenge. Coaches must announce a challenge quickly. If a toss-up is not challenged immediately, it CANNOT be challenged at the end of the quarter.
		2. Coaches should not abuse the immediate challenge and are obligated to defend a challenge within five (5) minutes. Frivolous challenges are a violation of good sportsmanship; legitimate challenges are respected.

1. During the Bonus Round, the Captain of a team may designate another active player on his/her team to answer a specific question. The Captain must designate by name who will give the answer. Then that person would answer that particular question. There would need to be a verbal designation for each answer, not one designation for the bonus round.

**RULES AND REGULATIONS: Third Quarter**

* 1. The electronic response system is not used during this quarter. Collaboration among team members is allowed. All answers must be given by the team captain. The captain need not be recognized before responding. All questions are worth 10 points.

 **Clarification:**

The captain may designate another player to answer

* 1. Before the 60-second round plays begins, both teams will hear the three subject categories and their descriptors. They may then consult with their coaches, announce their choice of categories, and then make substitutions.

**Clarifications:**

* + 1. The whole team may consult on the choice of categories.
		2. Consultation of team and coaches may take no longer than one minute and must occur at the team table. Teams who take longer than the allotted time may lose their choice. Judges will be the official timers for this consultation. After the one minute has lapsed, judges may choose a category for the team at their discretion. Judges’ decisions will be final.
		3. Any coach suggesting answers to questions at any time during consultation will be considered guilty of “obvious cheating,” and the team is subject to an immediate penalty which will be loss of choice of that category in the lightning round. The category will still be available to be chosen by the opposing team.
		4. The moderator should **NOT** read the third quarter category choices until all second quarter challenges have been decided by the judges and challenge resources closed or put away.
		5. During the third quarter (60 sec round) consultation period and substitution period, no team member or coach may access any reference material.

* 1. Each category will consist of 10 questions.

* 1. If at the end of the second quarter the two teams are tied in their scores, a coin is tossed to determine which team goes first in the round. The Moderator will toss the coin, and the team which gave the last correct tossupanswer in the Second Quarter should call the coin while it is in the air.

* 1. At the beginning of the quarter, the team with the lowest score selects one of three categories. The time clock is set on sixty seconds, and the team must answer as many of the questions as possible in the time period. After the moderator reads the questions, one of three things must happen: (1) the captain gives an answer; (2) the captain indicates the team will pass the question; or (3) the captain does not respond.

**Clarifications:**

* + - 1. If the question has been read AND the captain has not responded, THEN the question is considered the final one and will not be turned over.
			2. ***The clock starts with the first word of the first question***.
			3. A response from the captain of “Stall” or “We stall the round” will not be considered an answer and will not allow that question to be passed to the other team.
			4. No question missed or passed, even if time remains in the round, may be revisited for answering.

* 1. The captain may respond before the moderator has finished the question. In this case the moderator should stop reading that question and move directly to the next question.

* 1. After the sixty seconds have expired, the second team may try to answer any questions that were missed or passed by the first team. When the moderator turns to the second team to offer the questions missed or passed by the first team, he reads only those that were missed or passed by the first team.

* 1. When the moderator turns to the second team to ask questions missed or passed by the first team, the second team has only the usual length of time for a toss-up question (5 seconds) to respond.

**Clarification:**

(A) Responses must be given in 5 seconds. The moderator does not have to ask for an answer. The team captain must be ready with the answer. Consultation should have already taken place. Under no circumstances should team B consult in a distracting manner while team A is answering lightning round questions, and vise versa.

* 1. After the second team has finished answering the questions missed or passed by the first team, then the second team is given 60 seconds to answer questions from the category previously chosen by them. After the sixty seconds have expired, the first team is given the opportunity to answer any questions missed or passed by the second team.

* 1. If any team correctly answers all ten questions in a set category, the team is awarded a 20-point bonus.

* 1. During the 60-Second Round, a team may designate a separate captain for its initial category and for the bounce back. The designated captain may then designate another active player on his/her team to answer a specific question. The captain must designate who will give the answer. Then that player would answer that particular question.

**GENERAL CLARIFICATIONS TO THE RULES**

**Moderator’s Guidelines**:

* + 1. The moderator is to accept what is printed as the answer or a corrected answer as distributed by the director. If it is incorrect or there is an alternate answer, it is the coach’s responsibility to challenge and prove the answer.
		2. Consultation is allowed only on bonus questions and during the 60-second round. If teams talk or exchange notes during any other question, it must be ruled incorrect or not turned over because of consultation.
		3. During bonus questions, if the answer is incorrect, do not reveal the correct answer until all parts of the bonus question have been attempted.

**Judges’ Guidelines**:

* + 1. The judges should consult with each other and then speak with both coaches during a challenge. Judges may request information from the moderator or tournament director. It is the judges’ responsibility to make an informed and quick decision based on the presented material.
		2. If a quick, easy judgment cannot be made, the coach has a maximum of five minutes to prove his challenge. Any reference materials used must be in the room and in the possession of the team issuing the challenge. (See General Rule #12, Clarification (C) for acceptable reference material.)

**Spelling**

(A) Answers to be spelled must be completely answered in one try. A player may not begin an answer, realize he made a mistake, and go back to start over. The first answer is the one that counts. If the spelling involves a proper name, the player does not need to say “capital” before the first letter. Failure to say “capital” is not grounds for a challenge.

**Parts of Speech**

(A) If a question asks for a word in a specific part of speech and the answer is given as another part of speech, then the answer will be considered incorrect, unless the question is ambiguous as to which part of speech was expected.

**Articles in Titles**

 (A) Unless it is definitive, an article at the beginning of titles is not necessary as part of an answer. (*a, an, the*).

(Example: Ralph Ellison’s work is *Invisible Man*; H. G. Wells’ work is *The Invisible Man*. This is one case when the article is definitive and must be included as part of the answer if the work is Wells’.)

Please note: the moderator’s guidelines and the judge’s guidelines will serve as de facto rule clarifications.

AGQBA

Moderator’s Guidelines

(Revised July, 2015)

AGQBA thanks you for volunteering to be a Quiz Bowl moderator. This competition depends on skillful readers to make the game a success. This information covers most of what you need to know. Please read this memo, rules and clarifications, and the judge’s guidelines. Very simply, as a moderator your job is to read the questions and keep the game running smoothly.

To help you, there should be a caller (recognizes the player who buzzed in), a scorekeeper, and two judges. The judges will deal with challenges related to questions. They will have a set of questions, which they have not seen ahead of time. You will be the only one in the room who has seen the questions. Part of your preparation is to go over the questions and clear up any problems you recognize.

 The game is played in four (4) quarters with general rules and some specific rules for each quarter. The following information covers most of it, but if something is unclear or you aren’t sure what to do, ask the coaches. Most of them have been involved with Quiz Bowl for several years, but some things have changed recently.

 The competition schedule is fairly tight, so although you should be friendly and enjoy this, we need to keep the games moving to stay on schedule. The next game cannot begin until all rooms are finished.

 Preparation: You need to read through these guidelines, the rules, and the questions. If you are not clear about something, talk to the tournament host who recruited you. Practice counting to yourself to recognize how long five seconds takes so that you will be able to judge how long to allow for an answer to be given,

 Clarification: Moderator accepts what is printed as the answer or a correct answer as distributed by the tournament director. Alternate answers for obvious errors rather than those requiring documentation may be accepted by mutual consent/agreement of both coaches and the judges.

 Question Difficulties and How to Deal with Them Prior to the Match

Unsure of pronunciation: look up the word or ask another moderator how to pronounce it. On your question page, write a guide to pronunciation that you can understand. It is too distracting to the players to have words spelled out in a question.

 How to Read a Formula: Chemistry or math/science– again, ask another moderator or an expert in that subject to help you write it out as it should be said.

You Think an Answer Given on the Page is incorrect or that there is an Equally Acceptable Answer: research it, and contact the state director with your concerns so it can be determined if this information needs to be changed prior to the tournament for all sites. Each moderator should have the same acceptable answers when competition begins.

 There will be a moderator’s meeting the day before the tournament, or in some cases, the day of competition, to go over any problems that were found.

General Guidelines and Rules

 Buzz, Recognition, and answers: As a question is being read, players can buzz in at any time. When you hear a buzzer, STOP! Mark where you stopped reading the question.

 *If you prefer to recognize the players rather than using a caller, that is fine.* The caller should say the school name and /or the player’s name before the player begins to answer. If the player does not wait, rule the answer incorrect “because you must wait to be recognized.”

 Clarification: After the recognition of the player who has buzzed in to answer, no further prompting of “answer please” will be given by the moderator. A five-second interval has been allotted for the answer.

 If the answer is not correct, give the other team a chance to answer. If the answer was incorrect and five seconds have elapsed, immediately prompt the other team for an answer. If the question was not completed and the first team answers incorrectly, the question will be completed and the opposing team will be given an opportunity to answer. Allow that team 5 seconds to answer. Moderators may use discretion in repeating interrupted questions. They do not have to ask for it to be finished. A player must still buzz in and be recognized.

 On your paper, mark which team got the points or if neither team did. This helps to double check the score.

 If you forget to turn the question over to the second team, give them a make–up question from the extras. Watch carefully for conferring on these toss–up questions by the second team. In these situations where the second team has the question all by itself, students have a tendency to look to one another or signal in some way as if to say,

“Are you going to get this one?”

Questions about Acceptable Answers

 Pronunciation: If a player has difficulty pronouncing a word, be kind in your judgment, especially on foreign words. This is particularly a problem in names of people and places. Listen for *extras letters or syllables* in pronunciation; allowing this leaves room for challenges. Ask the judges if the answer is acceptable if you have doubts.

Mispronunciations: Simple mispronunciations should not be deemed incorrect answers. Some leeway must be given to students with speech and hearing difficulties, as well as speakers for whom English is a second language. In addition, some students may have only encountered some words in print, and never may have heard them pronounced. Pronunciations that are phonetically plausible should be acceptable. An answer is incorrect if extra syllables are added which cannot be accounted for phonetically, or if the answer given is another actual word that cannot be formed by the letters in the answer. EXAMPLE: Richard Wagner should be accepted as RICHard WAGner, even though his name is pronounced RiCARD VOGner, but the Awful Tower should not be accepted for the Eiffel Tower, nor should SEB-ER-REE-US be accepted for Cerberus (SIR-BUR-US).

More than one answer: If a player buzzes in early and anticipates the rest of the question, he may give a multi– part answer as long as *all parts are correct and the required answer is given.* No long rambling or fishing expeditions for answers will be allowed. Challenges involving multiple answers should be dealt with using the general rules.

 Clarification: Moderators, remember if a student gives a partially correct answer but you need more detail, you must say “be more specific” elicit the additional information to determine if his answer is correct or not. You do not just pause and hope he will give additional information.

 Clarification: Computational math/science answers must be stated in lowest terms with the specific unit of measurement given with the answer.

Timing

 After the question is completed, allow five seconds for players to buzz in. Once the answer given by the first team is deemed incorrect and the question has been completed, the second team has only five seconds to signal. *If the question was interrupted, finish the question for the other team.*  Allow that team 5 seconds to answer. The only exception is math/science calculation questions; for those allow twenty seconds. If the question involves a math/science calculation, alert the players before beginning the question by saying, “Math/science ~~question~~ calculation” or “Pencil and paper ready?”

BE VERY CAREFUL TO BE CONSISTENT IN ENFORCING THE TIME LIMITATIONS.

 Clarification: If a math/science question has been interrupted and the team buzzing in early misses the question, the second team is given its full twenty seconds to buzz in and answer after hearing the completed question. (July, 2011)

# Consultation

 Consultation is allowed only on bonus and 60– second rounds. If teams talk or exchange notes during any other question, it must be ruled incorrect or not turned over because of consultation. Really watch for this on math/science problems; players are very tempted to look at each other’s papers.

Tie

 At the beginning of the 60– second round, flip a coin to decide who goes first. At the end of the game, there are five tie-breaking questions. If there is still a tie after the five questions, there is a sudden death situation. A question must be answered to break the tie.

# Conduct

 Good sportsmanship must be maintained by players and coaches. If you or the judges feel a team is out of line, give it a warning. If the team does not respond courteously and fairly, you may stop the game and call in the tournament director for consultation. Do not let a team or coach bully you.

# Challenges

 Challenges regarding answers to questions can be lodged only by the team’s coach, not the players. Challenges must be lodged at the end of each quarter except for the second quarter (see specific rules for the second quarter). If a coach fails to follow the outline challenge procedure, the appeal will not be considered. Some type of hand signal between players and coach to indicate the need for a conference should be worked out prior to the competition. Team-coach conferences will be allowed at the end of each quarter.

 Clarification: Teams with more than one coach may send only one coach to present a challenge to the judges. ONE COACH PER CHALLENGE (August, 1997). Players, other participants, or spectators may not speak to the judge/s unless the judge/s specifically ask them to contribute to the discussion. (July, 2002).

# Quarter Rules

 First Quarter: (Twenty toss-up questions worth 10 points each.) Players must buzz in, no consultation. You may read the question number if the coaches wish you to do so*.*  *Challenges must wait until the end of the quarter*. Procedural challenges must be lodged immediately upon violation of a rule. The judges deal with these challenges.

 Second Quarter: Toss-up (same as first quarter), followed by a four-part bonus question. The team that correctly answers the toss-up question gets the bonus. Each part of the bonus question is worth five points. In this quarter only, challenges must be made after the toss-up. See the rules for dealing with challenges. This prevents a bonus question from being asked and answered on a toss-up question that may be challenged, thrown out, or ruled incorrect/correct.

 The answers for bonus questions must be given by the captain or his designee, but team consultation is allowed on the bonus questions. Ask the captain to look at you when giving the answer. During the Bonus Round, the captain of a team may designate another active player on his/her team to answer a specific question. The captain must designate by name who will give the answer. Then that person would answer that particular question. There would need to be a verbal designation for each answer, not one designation for the whole Bonus Round.

 Read the bonus introduction, if there is one. For four separate questions, read the first one, give

five seconds (20 for math/science calculations) to consult, then “answer, please.” Answers must be given immediately after you request them.

 If the bonus question is a list, such as “list the first four books of the Old Testament,” read the question and then allow twenty (20) seconds to give the entire answer. Use the timer or a watch. Prompt the captain when 15 seconds has passed, “five seconds left.” The captain must have started the answer before 20 seconds expire. If he is in the middle of a list when the buzzer sounds, accept the answer if he does not pause. If the answer is not given in a continuous stream, the parts given after a pause are not accepted if time has expired. Do not ask for the answer after time has expired; be consistent. Only the first four answers will be accepted.

 On the 4-part bonus questions, NEVER GIVE A CORRECT ANSWER TO ANY PART OF A

QUESTION UNTIL ALL FOUR PARTS HAVE BEEN ASKED AND ANSWERED BY THE TEAM!!!.

 The bonus round ends after the four bonus sets have been read or you have read ten second quarter toss-up questions. If they did not get enough toss-ups right to get a chance at all four bonuses, the quarter is still over and play moves into the third quarter.

 Third Quarter: After any challenges from the second quarter have been dealt with and the score has been announced, READ THE THREE CATEGORIES AND INTRODUCTIONS FOR THE

THIRD QUARTER. THEN teams may confer with the coach. After conferring with the coach, the team with the lower score chooses first from the three sets of 10-related questions. The second team then makes its selection of category. Then both teams make their substitutions and play begins.

 Consultation of team and coaches may take no longer than one minute and must occur at the team table. Teams that take longer than the allotted time may lose their choice. Judges will be the official timers for this consultation. If a team does not make a choice in the allotted time, the judges will choose a category for the team. Judges’ decisions will be final. (July, 2006)

 ALL ANSWERS MUST BE GIVEN BY THE CAPTAIN OR A DESIGNEE OF THE

CAPTAIN. During the 60– Second Round, a team may designate a separate captain for its initial category and for the bounce-back. The designated captain may then designate another active player on his/her team to answer a specific question. The captain must designate who will give the answer. Then that player ~~would~~ will answer that particular question. (July, 2002)

 Read the introduction, and then tell the timer to start the clock with the reading of the first word of the first question. Read the questions quickly. DO NOT READ THE NUMBERS. Teams may consult, but the answer must come from the captain or his designee. If the answer is correct, say “Yes” and go on. If it is incorrect, say “No” and move on. The captain may say “pass” and you go to the next question. *It is easier on the scorekeeper, teams, coaches, and spectators if you say “yes” or “no” rather than “correct” or “incorrect”.*  Please practice this ahead of time and be consistent. The

“Yes/No” answer also takes less of the 60– second time allotted for this round.

 Due to the recent rule change concerning the 60– second round, team captains do not have to respond to the question. They may legally “sit” on a question rather than turning over it or the remainder of the category to the other team. In such a case, the team may simply allow time to

run out. They are also allowed to say “Stall” to end the round.

 Clarifications: If the captain gives an answer that needs to be more specific, such as a name, quickly say “more specific.” If you are unsure on any answer, say “no” and go on. After time has expired, you may ask for clarification of an answer. Let the judges, players, and coaches know why you are asking. Ask the judges what they heard. Do not accept challenges at this time.

Teams cannot go back to questions they passed even if they have time remaining.

 If the captain is in the middle of a word when the timer sounds, accept the answer. No answers may be accepted if they start after the buzzer.

 Any questions missed or passed are turned over to the other team. If the last question read was not missed or passed, it is not turned over.

 There is no prompting of “answer please” during 60–second round.

 Consult with judges, scorekeepers, and coaches: “I have #4, #6, and so on to turn over. Is that right?” Then the other team has a chance to answer. Read the question and allow no more than five seconds for a response. You do not have to prompt them; they should have the answer ready.

 When the second team is giving bounce-back responses to those questions missed by the first team, again NEVER EVER GIVE ANY CORRECT RESPONSES UNTIL ALL ITEMS MISSED BY THE FIRST TEAM ARE ASKED OF THE SECOND TEAM AND THEY HAVE RESPONDED TO ALL ITEMS.

 After both teams have had a chance, read the correct answers to the ones that were missed by both teams.

 If there is problem in this round, use the 11th question from the category list or a question from the category that was not picked.

 Fourth Quarter: Same as the first quarter. Begin with the question labeled for the Fourth Quarter. Toss-up not used in the Second Quarter DO NOT carry over.

 Ask for challenges before announcing the final score. After all challenges have been

settled, announce the final score. If there is a tie, see the general rules. If the match results in a tie, you give five (5) toss-up questions, not three (3) as printed on the score sheet. These points only break the tie to declare a winner– they are not added to the final score of the match.

The next game will not begin until all games for the round are finished. Keep the questions with you and secure at all times. Turn in all questions to the tournament host at the end of the tournament.

 The entire Quiz Bowl organization committee, hosts, coaches, and players thank you for taking part in this tournament. Quiz Bowl couldn’t happen without dedicated volunteers, especially moderators.

*Moderator Script*

*Most important – Don’t stress. Have fun. The coaches will be glad to help. The rules are in the file right there with you. Don’t be afraid to LOOK UP A RULE. Project your voice to the back of the room. Everyone needs to hear you. Call on each student before they answer or designate who will (a judge or scorekeeper). Math/science – say the equations SLOWLY; the players must write them down.*

*In the Beginning*

“This is Game \_\_\_ of our tournament with *(school name)* playing *(school name).* Let’s make sure I can correctly pronounce all your names *(say them all).* And let’s have a buzzer check.” “Please no one leave the room until the score keeper returns from delivering the game forms to the Record Room.”

“Let’s begin Round 1 – 20 toss-up questions for both teams.”

*At the End of Round 1*

“This is the end of Round 1. Are there any challenges at this time? *(Deal with any challenges presented – 5 minutes)* Our score is... *(Let the scorekeeper read the score)* Does everyone concur? *(Check with the coaches; they keep score too.)* Are there any substitutions?”

*At the Beginning of Round 2*

“Let’s begin Round 2. We have 10 toss-up questions to determine which team gets the bonus question. Coaches, any challenge of a toss-up question should come after each toss-up question – not at the end of the Round. Any challenge of a Bonus Question must be made at the end of the Round. Let’s begin.”

*When a Team gets a Toss-up Correct*

“*(School name*) gets the first *(second, third, or fourth)* 4 part bonus question. Who is your captain? Your answers will come through him/her.”

*After Each Bonus Question*

"And back to the Toss-up Questions for both teams.”

*At the End of Round* *2*

“This is the end of Round 2. Are there any challenges at this time? *(Deal with any challenges presented – 5 minutes)* Our score is… (*Let the scorekeeper read the score)* Does everyone concur? *(Check with the coaches; they keep score too.)* Are there any substitutions?”

*At the Beginning of the Lightning Round*

“With the score \_\_\_ to \_\_\_ *(school with the fewer points)* gets first choice of the Lightning Round possibilities. Your categories are as follows: *(Read the titles and descriptions for all three Lightning Round categories.)* You have 1 minute to confer. Substitutions will be made after both teams have made their selections.” *After 1 minute get the decisions of both teams. While they are making their substitutions, write the names of the schools at the top of their respective categories. Write a* (right) *or* X (wrong or pass) *next to the answers as they go.* *DO NOT SAY THE NUMBERS OF THE QUESTIONS AND READ AS QUICKLY AS POSSIBLE. REMEMBER TO SAY*

*“YES” OR “NO”, NOT “CORRECT” OR “INCORRECT”.*

*“(School name)* will have 1 minute to answer these ten questions on *(re-read the title and description).* Time begins after I finish reading the first word of number 1. Here we go.”

*If a team says “STALL” after hearing a question, that question does NOT get thrown over to the other team.*

*“(Other team)* gets the Bounce Back on questions *(give the numbers of the ones the first team missed).”*

*REPEAT THE PROCESS FOR THE OTHER TEAM.*

*At the End of the Lightning Round*

“This is the end of Round 2. Are there any challenges at this time? *(Deal with any challenges presented – 5 minutes)* Our score is… *(Let the scorekeeper read the score)* Does everyone concur? *(Check with the coaches; they keep score too.)* Are there any

substitutions?”

*At the Beginning of Round 4*

“We have 20 Toss-up Questions left for both teams for a possible 200 points. It’s still anyone’s game.” *(Always good to encourage)*

*When you get to #40, you may wish to begin saying the numbers of the questions: it builds suspense toward the end.*

*At the End of the Game*

“Are there any challenges? (Deal with any challenges) Can we have the final score please? (Let the scorekeeper read the score.) Does everyone concur? Congratulations \_\_\_\_\_ ! Great game! We need the coaches’ signatures on the Official Scoresheet and the All-Tournament Tally Sheet.”

*Send the scorekeeper to the Record Room with the Official Score sheet and the All Tournament Tally Sheet.*

*Don’t let anyone leave until the scorekeeper comes back to the room.*

AGQBA

Judge’s Guidelines

 Judges are to assist the moderator in ruling on answers given by the teams. You should be familiar with Quiz Bowl competitions before serving as a judge in a tournament. Please read the Moderator’s Guidelines, the rules and clarifications, and these guidelines carefully before judging an AGQBA tournament. Schools schedule practice matches for the teams, and these are also valuable for training judges.

 You will not see the questions ahead of time, unless this has been arranged by the local tournament host or moderator. Neutral judges may see the questions; judges representing a specific school may not. The moderators have had an opportunity to read the questions and should have dealt with any problems they found. Judges provide another set of ears and knowledge.

 The following information covers most situations that might require your judgment.

1. Improper procedures or violations of rules should be brought to the judge’s attention immediately. This type of challenge may be oral but should not interrupt the moderator during a question in play.

1. Judges should watch carefully for conferring on an alternate toss– up question by the second team when the moderator has compromised the question after the first team has answered.

1. If a team believes points were, or were not, awarded based on a faulty answer in the question set or another problem, the coach may protest at the end of the quarter.

1. If you know that the moderator has accepted a clearly wrong answer, tell the moderator immediately; for example, a mispronunciation. (We are aware that there are situations where hearing may be obstructed for the moderator and the judges may be in a better position to hear the answer given by the student.)

1. Before the 60-second round play begins, both teams will hear the three subject categories and their descriptions. They may then consult with their coaches, announce their choice of categories, and then make substitutions. During the sixty-second round, consultation of team and coaches may take no longer than one minute and must take place at the team table. Teams who take longer than the allotted time may lose their choice. Judges will be the official timers for this consultation. After the minute has elapsed and the team has not made a choice, judges will choose a category for the team. Judges’ decisions will be final.

1. Players may signal the coach that they want to protest but must not interrupt the game. Protests/challenges wait until the end of the quarter (except second quarter) and should be resolved before going on. If a challenge is being prepared, the coach must indicate this immediately at the end of the quarter. The challenge rules state this must be in progress within one minute of the end of the quarter. The coach may talk to the players and then present a written challenge on the AGQBA Challenge Form. The challenge must be written and submitted quickly.

1. Only the coach may present the challenge. Teams with more than one coach should send only one coach per challenge. Players, other participants, or spectators may not speak to the judges unless the judge specifically asks them to contribute to the discussion. The judges should consult and then speak with both coaches. Judges may request information from players, spectators, the moderator, or tournament director. The judge is not obligated to research a challenge.

1. If a quick, easy judgment cannot be made, the coach has a maximum of five (5) minutes to prove his/her challenge. Any reference materials used must be in the room in the possession of the team issuing the challenge. Only recognized, up-todate reference materials such as almanacs, encyclopedias, fact finders, textbooks, dictionaries, or anthologies may be used for proving a challenge. Lists and other quiz bowl preparatory materials published by question source companies or individuals are not considered acceptable reference materials. No internet connection is allowed. Electronic resources are allowed according to Rule 13c.

1. In any challenge, judges should consider the copyright date of the materials presented. The most up-to-date reference is normally preferred. If there is a conflict between two acceptable reference materials, the question should be thrown out and another question used to replace it. The best decision may be to play an extra question and toss the controversial one out.

1. Challenges must be resolved quickly; the next round cannot begin until all rooms are finished Do not drag out challenges. Make a decision that is quick but fair.

1. One of the judges in each room will serve as the All-Tournament Team scorekeeper. These judges will be provided with the All-Tournament Team records score sheets which contain blanks for the names of the players which the judge will fill in after asking players their names. The judge will simply use hash (tally) marks to indicate toss-ups which have been answered correctly by players in the three quarters in which toss-ups are asked. The judge should check with the regular scorekeeper to make sure both score sheets have the same number of toss-ups indicated as answered after Quarters 1,2,and 4. The All-Tournament Team scorekeeper should not count bonus questions or 60-second round questions even if it can be determined which student gave the actual correct answer. Only toss-up questions are counted. (Please make sure that you have listed students’ first and last names on the form. This is extremely important for the tournament record keeper and for AGQBA records as well.)

1. In the event of a challenge, make sure the student who actually answered correctly based on the results of the challenge gets a tally mark on his or her record sheet.

**Refer to the AGQBA rules for any other questions about challenges**

Check with your local coach for any updates or rules clarifications.

 Scorekeeper’s Guidelines

 The scorekeepers for each game may be team members of the playing teams but cannot play during that game. As scorekeeper, you will keep the score of the game and do any other jobs the moderator needs you to do (clear the buzzers or acknowledge players, for example). You will sit at the front of the room with the moderator/judges so that you may more easily follow the game. You must remain at the table until the game is over. No consultation with teams or coaches is allowed.

 Pay attention to the game and announce the score at the end of each round. Ask coaches (who always keep score) if they concur. If your scores do not match, don’t panic. Moderators and judges also keep a record on the questions of which teams answered what questions. Just double check until everyone agrees on the score.

 At the end of the game, announce the final score, get the signatures of each team’s coach, and take the Official score sheet, the All-Tournament Tally Sheet, any Challenge Forms, and used questions to the Record Keeper for the tournament.

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