

GOVERNOR'S ACADEMIC COMPETITION

ARKANSAS QUIZ BOWL

RULES OF COMPETITION

Revised July, 2010

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, and up to eight alternates. Any combination of four players 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. 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** tournament. This does not apply to practice matches. The AGQBA Board may grant exemptions should Junior Finals be held after Senior High Regionals.

Clarifications:

- (A) The AAA guidelines regarding 9th grade players must be enforced.
- (B) Teams with fewer than four (4) players may continue to play.
- (C) Any player may be designated captain, depending on the specific rules for each round.
- (D) 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.
- (E) 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.

2. The team members must remain the same for all AGQBA-sponsored tournaments.
3. 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:

(A) A team that is not present for a preliminary game will forfeit any games missed. If a team is delayed and misses the first game, it may still play the scheduled second and third game.

(B) 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.

(C) Delay of game is defined as being late by more than 15 minutes after the posted time of play.

(D) Reasons for the delay should be restricted to situations beyond the coach's and team's control, not poor planning or choices.

4. 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.
5. Points are scored by correct answers to questions. There is no point subtraction for wrong answers.
6. 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).
7. Contest judges, **not the moderator**, will make **final** judgment on the correctness of answers and other matters of judgment.

Clarification:

(A) 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.**

(B) A "no-benefit forfeit" will be utilized as the immediate penalty for a team that does not provide a judge for competitions.

(C) Alternate answers for obvious errors rather than those requiring documentation may be accepted by mutual consent/agreement of both coaches and the judges.

8. 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.

9. 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.

10. 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:

(A) No rambling or “fishing” for answer is allowed. All parts of an answer must be correct.

11. 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.

12. 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:

(A) Teams with more than one coach may send only one coach to present a challenge to the judges. **ONE COACH PER CHALLENGE.**

(B) Players, other participants, or spectators may not speak to or approach the judge/s unless the judge/s specifically ask(s) them to contribute to the discussion.

(C) 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. **NO electronic sources or other**

electronic devices are allowed within a match or match area during tournaments.

(D) Internet sources are not acceptable as references in proving challenges, and internet access during games is prohibited.

(E) Procedural challenges must be lodged immediately upon violation of the rules.

13. 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.

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

15. 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:

(A) 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.

16. Teams must be accompanied by at least one adult advisor who is a school employee.

17. 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 the team's 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.

18. If the results 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.

19. 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.

20. ALL RULES WILL REMAIN CONSISTENT FOR ALL OFFICIAL COMPETITIONS IN ALL LOCATIONS.

RULES AND REGULATIONS: First and Fourth Quarters

1. All questions are toss-up questions and must be answered by an individual player.
2. Toss-up questions have a value of 10 points.
3. 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:

(A) 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.

4. 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:

(A) Recognition of the player means that the caller should say school name and student name. Students responding before this is done should have his/her answer ruled incorrect because he/she did not wait to be recognized.

(B) 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.

5. 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:

(A) 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.

6. 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.

7. 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. Moderators may use discretion in repeating interrupted questions. Completed questions will not be repeated.

8. On most questions a five-second interval between the question and signal will be allowed. The only exception will be math calculation questions for which up to fifteen 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:

(A) It is the intent of rule 8 to allow up to fifteen (15) seconds for math computations.

(B) Unless otherwise stated in the question, math computational answers must be in lowest terms and with appropriate measurement units.

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

10. Categories of questions will not be announced except for the math calculations questions.

11. The first and fourth quarters will each have 20 toss-up questions.

12. 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.

2. 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.

3. If a team member is correct on a toss-up question, the team gets a reserved chance at a bonus question. All bonus questions will consist of four parts. Five (5) points will be awarded for each part in the four-part bonus that is correctly answered by a team.

4. Collaboration among team members is forbidden during the toss-up questions but permitted and encouraged during the bonus questions.

5. 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.

6. 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 during the time interval, the moderator will say, “**ANSWER PLEASE,**” to indicate the discussion period is over. At that time an answer must be given immediately! No response is treated as an incorrect answer and play will resume.

Also, math calculation questions will be allowed fifteen seconds before the answer is required.

Clarifications:

(A) On computation questions or bonus lists, 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.”

(B) 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.**

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

8. 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:

(A) 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.

(B) 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.

9. 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.

2. 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:

(A) The whole team may consult on the choice of categories.

(B) 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.

(C) 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.

3. Each category will consist of 10 questions.

4. 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 answer in the Second Quarter should call the coin while it is in the air.

5. 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:

(A) 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.

(B) The clock starts with the first word of the first question.

(C) 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.

(D) No question missed or passed, even if time remains in the round, may be revisited for answering.

6. 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.

7. 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.

8. 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.

9. 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.

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

11. 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.

CLARIFICATIONS

Challenge Rules Introduction: Judges may ask for input from other people in the room. Coaches may ask the judge to consider the statements from someone else, but the judge is not required to do so. Players should not speak to the judges unless asked for input.

Moderator's Guidelines:

- (A) 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.
- (B) 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.
- (C) 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:

- (A) The judges should consult with each other and then speak with both coaches during a challenge. Judges may request information from players, spectators, the moderator, or tournament director. The judge is not obligated to research a challenge.
- (B) 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'.)

