

2017-2018 LOWER SCHOOL QUIZ BOWL (4th & 5th Grades Only)

Event: April 12, 2018

Deadline: March 20th

Location: TBA

Cost: \$80 per school

GUM IS NOT ALLOWED AT ANY SCISA FUNCTION AND PROPER ATTIRE IS REQUIRED –
STUDENTS NOT IN COMPLIANCE WILL NOT BE ALLOWED TO PARTICIPATE.
SEE DRESS CODE ON SCISA WEBSITE. (NO SHORTS, JEANS, OR GUM)

LOWER SCHOOL QUIZ BOWL

April 12, 2018

Deadline: BY March 20th

(Early deadline is necessary to determine if regionals will be necessary)

SCHOOL: _____ **Sponsor/Coach:** _____

Sponsor's email: _____ **Phone #:** _____

Activities Director's email: _____

I have read and understand the SCISA Dress Code Policy: _____

Sponsor's Signature

Our school is willing to host a regional bowl if necessary: ____ YES ____ NO

Thank you!

Returning this registration form indicates knowledge of the rules. It is important that all sponsors/coaches, participants, and administrators are thoroughly familiar with them.

*****It is not necessary that your payment accompany your registration*****

SCISA-Lower School Quiz Bowl

P.O. Drawer 690

Orangeburg, SC 29116

FAX: 803-535-4840

EMAIL: faullings@scisa.org

SCISA QUIZ BOWL RULES & REGULATIONS

The Student Activities Committee will assess a \$100 fine to any school registers and fails to compete or leaves before all rounds are completed.

1. Participating schools should decide on their team members and alternates and send that information to the SCISA office and their regional host school by the deadline which will be announced.
2. The academic Quiz Bowl is a question and answer game played between two teams of four players each.
3. Points are scored by correct answers to questions asked by the Moderator.
4. There are two types of questions; "Toss-ups," worth 10 points each, and "Bonuses," each worth 20 points.
5. The high school questions, as provided, consist of 25 toss-up and 25 bonuses per round. A round will consist of 25 toss-up questions and as many bonus questions as are needed. Lower and Middle school questions will consist of 20 toss-up and 20 bonuses per round. A round will consist of 20 toss-up questions and as many bonus questions as are needed.
6. If a team (four players and coach) is not present within five minutes of the starting time, a forfeit will be declared. A factor will be applied to the points of the opposing team to lessen the impact of the forfeiture. At the end of competition, the points will be totaled for each team member of the non-forfeiting team and the totals will be multiplied by the factor of five-fourths. This will add the average points per round for each player as the factor to offset the loss in points resulting in a forfeit situation.
7. If the score is tied at the end of a round in regional or state competition, the tie is broken by a sudden death play-off of toss-up questions. The first correct answer scores 10 points and wins the game. The points are not counted toward an individual player's total points. The host school will determine this rule in local competition.
8. At the end of the initial rounds of competition, the team with the most rounds won is the winner. In the event of a tie, the total points will be evaluated and the team with the largest number of points will be the winner. If there is still a tie, previous head-to-head competition between the tied teams will break the tie. If a tie still exists, then a sudden death play-off of toss-up questions will be the determinant. It is required that all rounds be completed in regional competition. Teams are seeded in state competition according to points earned in the region. It is recommended that winners of the first round not play in the second round.
9. After the regional competition, each region will declare their regional finalist and provide the list of winners to the SCISA office via FAX (803-535-4840). Regional finalists will advance to the State Championship. ***Regionals at the Lower School level will be held only if necessary***.
10. The answers provided on the game sheets are the official answers. If a Moderator finds that an answer is incorrect and finds the correct answer, the correct answer must be shown on the answer sheet before the competition; otherwise, the answer on the sheet will be the answer that will be accepted. (Note: The Moderator should notify the SCISA office prior to regional or state competitions if they discover an incorrect answer.)
11. If an active player or coach (**ONLY**) wishes to protest, the protest must be lodged and resolved before the next question toss-up or bonus is started. The Moderator will have final judgment and his/her word stands as official.
12. Tape recording, video-taping or note taking is not permitted in the competition.

II. THE TEAM

1. There can be only one official team from each participating school.
2. Each team will be limited to four players and two alternates. Each team must be accompanied by its coach or sponsor. Substitutions may be made from among the two alternates only between rounds.
3. Before a match begins, each team will designate a captain, who will answer bonus questions for the team or designate the person to answer.
4. LOWER SCHOOL team members must be 4th and 5th graders only.
MIDDLE SCHOOL team members must be full-time students in grade 6-8.
HIGH SCHOOL team members must be full-time students in grades 9-12 and must not have earned a high school diploma.
5. Contestants will not be allowed to have books or other aids during the contest. Paper and pencil will be provided.
6. A team member or an entire team may be disqualified for unsportsmanlike conduct.

III. GAME OFFICIALS

A. SET UP

1. The Moderator should face the audience with the students sitting with their backs to the audience.

B. MODERATOR

1. The Moderator enforces all the rules of the game in a fair and judicious manner. He/she runs the game. The other officials are there to back him/her up and to intervene only when the Moderator cannot handle a situation alone.
2. The Moderator must be able to see and hear all the action of the game, players, announcers, visual props, scoreboard and clock. The Moderator must tell the team the form of toss-up recognition to be used, before each round.
3. The Moderator enforces the five second rule on toss-up and the twenty second rule on bonus questions. When a player or team takes too long to answer, the Moderator enforces the time limit.
5. The Moderator is thoroughly familiar with the questions and answers, and ready to rule, upon request, on the acceptability of an answer. The Moderator may disallow an answer to any question if there is prompting from the audience.
5. The Moderator will ensure that sponsors from participating teams will be given the duties of scorekeeper (Visual and official), timer, and spotter (if buzzers are not used).

C. SCOREKEEPER

1. The Scorekeeper keeps the official team scores and individuals' scores and makes certain they are accurately transferred to the score center.

D. TIMER

1. The Timer is responsible for the signal to indicate the start and end of each round, and for monitoring the time of each toss-up and bonus question.
2. In case of clue questions, the Timer will suspend, not erase, the timing while each clue is being read.

IV. THE QUESTIONS

A. TOSS-UP QUESTIONS

1. Team Members may not confer, verbally or non-verbally, on toss-up questions.
2. If a player answers a toss-up question correctly, his/her team scores 10 points and is given a chance at a bonus question.
3. Players will be given five seconds to signal from the time the Moderator stops reading the question. However, questions that require mathematical computation will have fifteen seconds buzz-in time. On any type of question, once a player is recognized to answer a question, he/she must immediately begin the answer. If the answer is incorrect, the Moderator will ask the opposing team for an answer. A player on the opposing team for an answer. A Player on the opposing team must signal, be recognized, and begin the answer immediately.
4. If a signal comes after the five seconds, or fifteen seconds for mathematical computation, time limit has been called, it does not count.
5. If a player believes he/she knows the answer to a toss-up question before it has been completed, he/she may interrupt the Moderator by signaling. If the answer is correct, the team scores 10 points. If the answer is incorrect, the entire question is repeated for the other team, and they are given five, or fifteen for mathematical computation, seconds to signal.
6. If a player signals he/she knows the answer and is recognized by the Moderator and another teammate answer the question, correctly or incorrectly, the question is given to the other team. If a player signals he/she knows the answer and gives the answer before being recognized by the Moderator, a warning will be issued to the team upon the first instance. Upon the second instance the other team will be given the opportunity to answer. The Moderator will not reread the question if the entire question has been read.
7. If a player confers with a teammate, the answer is disqualified and the opposing team is permitted to signal, be recognized, and begin immediately to give an answer.
8. On a toss-up, the first response given is the one that counts. Sometimes a player will attempt to give more than one piece of information in his/her answer. There are instances when such a response is acceptable. The Moderator must distinguish whether the player has in fact pinpointed the answer or is just rattling off a list of facts on a given subject. The situation is particularly likely to occur on an interruption. The Moderator must be alert. This is a judgment call.
9. If, after team A misses the answer to a toss-up, the Moderator inadvertently gives the answer before turning the question over to team B, the Moderator selects as a toss-up question part of an unused bonus question.
10. If someone in the audience shouts out an answer before either team has a chance to answer or after team A has attempted and failed to answer correctly and the Moderator has not had a chance to turn the question over to team B, the Moderator discards the question and selects as a toss-up part of an unused bonus question. The five and fifteen second rules still apply.

B. BONUS QUESTIONS

1. Team members may confer on bonus questions. All team members are encouraged to participate as much as possible. However, the Moderator will ask the team captain for the team's official answer or for the captain of the team to designate someone to answer the bonus question.
2. If a bonus question has multiple parts, each part of the question will be read individually. Correct answers to the bonus questions will not be given until all parts of the bonus question have been asked and answered. Partial credit will be given in the case of multiple part bonus questions.
3. The team will have five seconds to answer a four part bonus question, ten seconds for a two part bonus question, the exception is fifteen seconds for questions with mathematical computation, and twenty seconds if the question must be answered as a whole; a total of twenty seconds is allotted to answer bonus questions. Follow this example:

If it is 4-part regular (not math) Bonus Question: If it is a 2 part regular (not math) Bonus Question:

Read part one	10 seconds to answer
Read part two	10 seconds to answer
Total:	20 seconds

Read part one	5 seconds to answer
Read part two	5 seconds to answer
Read part three	5 seconds to answer
Read part four	5 seconds to answer
Total	20 seconds

If it is a 2-part regular (not math) Bonus Question:

Read part one	10 seconds to answer
Read part two	10 seconds to answer
Total:	20 seconds

If it is a 1-part regular (not math), to be answered as a whole, Bonus Question:

Read the question	20 seconds to answer
Total	20 seconds

The Timekeeper will call "time," and the team captain must begin the answer. If the bonus question is asked to be repeated, this is included in the time allotted for answering the question.

4. If someone in the audience shouts out an answer, the Moderator throws out the entire question and selects an unused bonus question.