

SCISA QUIZ BOWL RULES & REGULATIONS

I. GENERAL DESCRIPTION & RULES

1. The SCISA Academic Quiz Bowl is a question and answer game played between two teams of four players each.
2. There can be only one official team from each participating school.
3. Each team will be limited to four players and two alternates. Each team must be accompanied by its coach or sponsor.
4. Middle School team members must be full-time students in grade 6-8. **Lower School team members must be full-time students in grades 4-5.** High School team members must be full-time students in grades 9-12 and must not have earned a high school diploma.
5. 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. The Student Activities Committee will assess a \$100 fine to any school registers and fails to compete or leaves before all rounds are completed.
6. Before a match begins, each team will designate a captain, who will answer bonus questions for the team or designate the person to answer.
7. Contestants (**including those not participating in the active game**) will not be allowed to have books or other aids during the contest (**including electronic devices**). Paper and pencil will be provided. **All rounds will begin with clean paper.**
8. A team member or an entire team may be disqualified for unsportsmanlike conduct.
9. Substitutions may be made from among the two alternates only between rounds.
10. **The Moderator will have the participating teams draw numbers prior to the start of the competition. Teams will draw from numbers 1,2,3,4 as applicable for the number of participating teams. The moderator will apply the team number to the tournament brackets:**

Bracket for 3-Team Tournament

Match 1: Team 1 plays Team 2

Match 2: Loser of Match 1 plays Team 3

Match 3: Winner of Match 1 plays Team 3

Bracket for 4-Team Tournament

Match 1: Team 1 plays Team 2

Match 2: Team 3 plays Team 4

Match 3: Winner of Match 1 plays Winner of Match 2 Match 4:

Loser of Match 1 plays Loser of Match 2

Match 5: Winner Match 4 plays remaining team they have not played Match 6:

Winner of Match 3 plays remaining team they have not played

II. GAME OFFICIALS

A. SETUP

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, score-board and clock. The Moderator must tell the team the form of toss-up recognition to be used, before each round. **Recognition by first name is the preferred method of recognition.**
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.
4. The Moderator is thoroughly familiar with the questions and answers, and ready to rule, upon request, on the acceptability of an answer. The Moderator **will** 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). **Every effort will be made to use buzzers. If buzzers are setup for use and working, they must be used. Signaling by hand or other form when working buzzers are in use will not be accepted by the Moderator.**

C. SCOREKEEPER

1. **The official scorekeeper keeps the official team scores on paper. A second scorekeeper will keep a visual score that is clearly visible to both active teams. The scores of the two scorekeepers will be validated against each other at the end of the match. A winner will not be declared until the two scores have been validated and no discrepancies exist between the two scores.**

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.

III. THE GAME

1. There are two types of questions; "Toss-ups," worth 10 points each, and "Bonuses," each worth 20 points. **Players may not ask for a question to be repeated.**

2. 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. Middle **and lower** 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.
3. Points are scored by correct answers to questions asked by the Moderator.
4. 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.)
5. If an active player or coach wishes to protest, the protest must be lodged and resolved before the next question toss-up or bonus is started. **Under no circumstance will a member of the audience be allowed to participate in a protest, to include providing information to a coach or player concerning the protest. The moderator may choose to confer with all coaches (including those not participating in the active game) prior to making his/her decision.** The Moderator will have final judgment and his/her word stands as official.
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. At the end of the initial rounds of competition, the team with the most rounds won is the winner.
8. It is required that all rounds be completed in regional competition. Teams are seeded in state competition according to total points earned in the region. It is recommended that winners of the first round not play in the second round in regional or state competitions.
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.
10. Tape recording, video-taping or note taking is not permitted in the competition.

IV. TIEBREAKERS

1. 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 tossup questions. The first correct answer scores 10 points and wins the game.
2. In the event of a tie at the end of the initial rounds of competition the following tiebreakers (in order) will be applied:

- a. The total points accumulated from all rounds will be evaluated and the team with the largest number of points will be the winner.
- b. If there is still a tie, previous head to-head competition between the tied teams will break the tie. (Note: this tiebreaker can only be used for a two-team tie).
- c. If a tie still exists, then a sudden death play-off of toss-up questions will be the determinant between the tied teams. If more than two teams are tied, numbers will be drawn and the sudden victory playoff will commence with Team 1 vs Team 2. The second Game will feature Team 3 vs winner of the first match, and so on.

V. 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. **The Timer will suspend, not erase, the time once Team A has signaled and been recognized. If the answer is correct, the Timer will reset the time for the following bonus questions.** If the answer is incorrect, the Moderator will ask the opposing team for an answer, **and the team will have only the remaining time to answer.** A player on the opposing team must signal, be recognized, and begin the answer immediately. **If a player signals as time is being called, the Moderator will recognize the player, and the answer must be given immediately. If time expires while and answer is being given, the Moderator will allow the recognized player to complete the answer.**
4. If a signal comes after the five seconds, or fifteen seconds for mathematical computation, and the 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 Moderator will inform the other team the entire question will be repeated, and they are given five seconds (or fifteen seconds for mathematical computation) to signal. If the other team chooses to signal in early while the entire question is being repeated, the Moderator will cease repeating the question, recognize the student, and he/she must immediately begin the answer.**
6. If a player signals he/she knows the answer and is recognized by the Moderator and another teammate answers the question, correctly or incorrectly, the question is given to the other team. **There is no warning given for this infraction.**

7. 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.
8. 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.
There is no warning given for this infraction.
9. **(This paragraph applies to both toss-up and bonus questions) Once a player is recognized, 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.**
10. **(This paragraph applies to both toss-up and bonus questions) When the answer to a question is a name, or names, only the last name is required for a correct response. Moderators will only ask for a first name if there is clearly an alternative answer that could cause the given answer to be construed as incorrect, such as delineating between the two President Roosevelts. Asking for a first name should be a rare exception. If a player provides only a last name and the moderator determines a first name is required, he/she will ask the player, "Be more specific." If the moderator does ask for a first name, the recognized player must answer immediately. In almost all circumstances, a student who provides a last name as an answer has provided enough information to prove a correct response.**

If a player chooses to provide the first name it must be correct. For example:

- a. Moderator asks: Who was the first President of the United States? Player answers : Washington
Result: Correct Answer
- b. Moderator asks: Who was the first President of the United States?
Player answers: Joe Washington

Result: Incorrect Answer

In some cases, a player may give only the first name as a correct response. The moderator will only accept a first name as a correct answer when it is clearly evident the first name is the acceptable identification of the person. First name only correct responses should be the exception. For example:

- c. Moderator asks: Who is considered the father of observational astronomy?
Player answers: Galileo

Result: Correct Answer. Galileo is the historically accepted identification of Galileo Galilei. Note the player could have also given the last name Galilei as an acceptable correct response.

1. 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 will select as a toss-up question part of an unused bonus question and read the question for Team **B** only.
2. If someone in the audience shouts out an answer, the following procedures apply:
 - a. If someone in the audience shouts out an answer before either team has a chance to answer, the Moderator will discard the question and select as a toss-up question part of an unused bonus question and read the question to both teams. The five and fifteen second rules still apply.
 - b. If someone in the audience shouts out an answer after team A has attempted and failed to answer correctly and the Moderator has not had chance to turn the question over to team B, the Moderator will discard the question and select as a toss-up question part of an unused bonus question and read the question to Team B only. 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. **The Moderator will accept the first answer given by the team captain (or the designated player). The team captain (or designated player) may begin to answer at any time without being recognized by the moderator.**
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 **all** 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 **(except mathematical computation). Math questions that do not require computation will be treated as regular bonus questions.**
Follow this example:

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

Read the question, 20 seconds to answer

Total 20 seconds

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

Read part one, 10 seconds to answer

Read part two, 10 seconds to answer

Total: 20 seconds

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

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 mathematical computation Bonus Question:

Read the question(s)
Total 15 seconds for each mathematical computation question read

4. The team captain (or designated player) must begin to give the answer before the time keeper calls time. If time expires while an answer is being given, the Moderator will allow the recognized player to complete the answer.
5. If someone in the audience shouts out an answer, the Moderator throws out the entire question and selects an unused bonus question.