

Brother Martin High School Elementary Quiz Bowl Regulations

I. General

- a. The tournament director's decisions are final. They may not be protested.
- b. Each game will have a moderator. Other officials may assist the moderator. They may include individuals to keep a running tally of the score, to supervise the clock, and to recognize players.
- c. The designated official using the buzzer system will judge who signaled first. These judgments are final and may not be protested as they are determined electronically.
- d. The timepieces used by the designated officials are the official time and may not be protested.
- e. **Teams will consist of a maximum of four players and one alternate.** A team may substitute their alternate for any active member during the breaks between each round of play. Alternates who are substituted into play will remain active for the entire round. Teams who attempt to bring more than five players will be disqualified from all rounds of play.
- f. Each round will start with twenty Face-Off questions. Beginning with the twenty-first Face-Off question, each correctly answered question will be followed by a Lagniappe question.
- g. Answers must begin within two seconds after the player has been recognized. Answers begun after the moderator calls "Time" will not be accepted. Ties between the moderator and player will be decided in favor of the player.
- h. **One school-appointed coach and five team members (active players and alternate) per team are allowed entry to rooms of play for the four preliminary rounds. Spectators are welcome to attend the semi-final and final rounds of play.**

- i. Ranking Procedures
 - i. The first criterion of the ranking process is the number of wins a team establishes. (Number of losses is not considered. Consequently, a 3-0 team and a 3-1 team are tied until the next criterion is considered.)
 - ii. The second criterion is the average score a team establishes. (It is possible for a 3-1 team to rank higher than a 3-0 team when the average score of the 3-1 team is higher.)
 - iii. If there is still a tie for the top four rankings, a coin flip will determine the higher ranking.

II. Beginning of Rounds

- a. All players must be seated in their assigned rooms before the match is scheduled to begin. Any player who is not seated in the assigned room on time will be barred from the round.
- b. All matches will begin simultaneously when the announcement is made to start each round.
- c. Each match will last twenty minutes or until all questions have been answered, whichever comes first.

III. Face-Off Questions

- a. When a Face-Off question is asked, the first player to buzz in will be recognized by the designated official.
 - i. **Players must wait for the designated official to recognize them before answering. Players who answer without being recognized will disqualify their team for that question.**
 - ii. A player may buzz in before a question has been completed. The moderator will immediately stop reading the question (even if only one word remains in the question), and the player will be recognized by the designated official.
 - iii. If no one has buzzed in within ten seconds after the question has been completely read, points will not be awarded, and play will proceed to the next Face-Off question.
- b. Players who consult each other for Face-Off questions will disqualify their team for that question.
- c. Teams who answer correctly will be awarded ten points.
- d. Teams who answer incorrectly will not be awarded any points nor will they lose points. However, the opposing team will have an opportunity to answer the Face-Off question.
 - i. The question will not be repeated unless the rule in Section III. a. ii. applies.

- ii. Following a team's incorrect answer, the opposing team will be given ten seconds to answer. If the opposing team does not answer, neither team will receive points. Play will continue to the next Face-Off question.

IV. Lagniappe Questions

- a. Lagniappe questions will follow all correctly answered Face-Off questions beginning with the twenty-first question in each round.
- b. A team who answers a Face-Off question correctly will have fifteen seconds to deliberate after all parts of the Lagniappe question have been read. Teams may not interrupt the reading of Lagniappe questions.
 - i. Teams may consult amongst themselves, but only the captain's responses will be recognized. **Captains may not defer to team members.**
 - ii. Answers to each part of the question should be given in the order in which the parts were read. However, answers given in the incorrect order will be accepted if the player clearly indicates which response accompanies each section of the question.
 - iii. For unknown answers, the captain must clearly say "pass."
- c. The designated official will record scoring for each Lagniappe question in the following manner: points awarded for the Face-Off question, followed by the number of points awarded for the Lagniappe portion of the question.
 - i. Teams will receive five points for each portion they answer correctly.
 - ii. Teams will not be penalized for incorrect answers.

V. Conclusion of Rounds

- a. If the announcement to end a round is made while the moderator is reading a Face-Off question or a Lagniappe question, the moderator will not complete the question, and it will not be answered.
- b. If the announcement to end a round is made while a Face-Off question is being answered, the player may complete his or her answer within the regulation time limits.
 - i. In this instance, a Lagniappe question will **not** follow a Face-Off question. The round will end with the Face-Off question.
 - ii. If a team answers the final question in a round incorrectly, the opposing team will not have an opportunity to answer the question.
- c. Rounds may not end in a tie. A tiebreaker question will be provided.
- d. The designated official from each room will report the scores to the tournament director who will tabulate and display the scores.

VI. Protests

- a. Active players in a round of play or the coach of an active team may indicate a protest during a round of play by simply saying, "Protest" and the moderator will acknowledge the protest by saying, "Noted."
- b. Protests will be addressed following the completion of the round of play unless the moderator feels the protest can be settled within 30 seconds. The person making the protest should briefly explain the nature of the protest to the room moderator, other designated officials, and the opposing team's coach.
- c. Matters which may be protested include execution of game procedures, scoring errors, factual errors in a question, and the acceptability of answers.
- d. Duplicate questions and questions containing factual errors will be discarded and any points awarded will be removed from all teams' scores.**

VII. Conduct

- a. Each team is responsible for the behavior of all persons associated with it, including players, coaches, school representatives, and any other individuals accompanying that team.
- b. Any tournament official may deem behavior as inappropriate. Misconduct includes disruptive behavior during any round of play, unethical behavior, unsporting behavior, or copying/recording questions during rounds of play.
- c. Misconduct by any person associated with a team may include sanctions, such as suspension of a participant or spectator from the remaining rounds of play, loss of round for a team, timing or scoring adjustments, and/or disqualification from the tournament. Sanctions will be determined by the tournament director.
- d. Moderators and other designated officials may not impose sanctions. However, moderators will provide a single warning to any person committing misconduct. Upon a second instance of misconduct during that round, the moderator will eject the individual from the game. Players ejected from the round may not be replaced during that round.
- e. Sanctions may not be protested.