

**ALLEN COUNTY EDUCATIONAL SERVICE CENTER QUIZ BOWL
ACADEMIC LEAGUE RULES**

Team Rules

A coach and the team of students will be selected by the administration of each school. Participants must be enrolled in that school.

A team roster should be submitted before the second match of the year. The coach shall have the right to add or remove members during the season as long as those changes are communicated to the ACESC quiz bowl coordinator(s). **Participants are permitted to play on teams above their grade level, but not below their grade level.**

A participant's eligibility shall not exceed six semesters.

Each team is required to supply one person (minimum age, high school) at each match to serve as official timekeeper or scorer.

Coaches, team members, and spectators are requested to turn off all cell phones prior to a match starting.

Competition/Meets/Tournament

Each team will compete against other teams at least once during league play and at least once during the tournament.

Tournament meets will be conducted in round robin format. Teams will be assigned randomly to play each other team one time. The winner will be the team with the most victories during the tournament. In the event that the tournament ends with teams tied (based on tournament wins/losses), points scored in the tournament will be the determining factor. If for some reason a team fails to compete during a tournament meet, the team forfeits the meet to the opposing team. (Note: In order to determine a winner if there is a tie in wins/losses and a team has not earned points during a game due to a forfeit, the average points per game will be calculated based on the total possible points a team could have earned.) The top three places will receive trophies.

Competition will include a round of toss-up questions and a buzz round (described on page two). Should the teams have a tie score following the buzz round, a tie breaker round of questions will be initiated. If the score still remains tied, then there will be a sudden death format.

A maximum of four team members will participate in each match at any one time. Substitutions may be made after the toss-up round.

The use of calculators during competition is prohibited.

There is to be no recording of questions – electronically or otherwise.

Matches will be conducted in closed sessions. Entry or exit from a room is not permitted after a match begins.

ALLEN COUNTY EDUCATIONAL SERVICE CENTER QUIZ BOWL ACADEMIC LEAGUE RULES



Toss-Up Round

Officials will include a reader who will serve as judge during the competition. A timekeeper and scorekeeper (one provided by each team) will assist with the contest.

Matches begin with official, team, and coach introductions. Teams are expected to be familiar with the rules prior to competition.

The following procedure explains the process.

1. The reader will read the question.
2. Each team will have 15 seconds (30 seconds math) to collaborate as a team and provide an answer in writing using a dry-erase board.
3. Each team will immediately display an answer to the reader when time expires. Teams may also be required to provide an oral answer if the judge makes such a request.
4. The reader will determine if each team's written/oral answer is correct. Exact spelling is not required.
5. Two (2) points will be awarded for a correct response from the team(s).
6. No points (0) are awarded for an incorrect response.
7. The judge may request to consult with a coach during competition.
8. A replacement question will be used if the judge questions the accuracy or reading of the original question.
9. The reader will announce the correct answer after each question and signify the number of points awarded.
10. The judge's decision is final.
11. Buzzer systems will not be used during the toss-up round.
12. Scores will be announced at the end of the toss-up round.

Buzz Round

1. Ten questions will be posed during the buzz round.
2. The reader will read the question. The question will have a ten second time limit (30 seconds math).
3. A team member from either team may buzz whenever he/she determines he/she knows the answer. The reader will recognize the team member who buzzed and

ALLEN COUNTY EDUCATIONAL SERVICE CENTER QUIZ BOWL ACADEMIC LEAGUE RULES

- accept an immediate verbal response. In the event that a team member provides an answer without first being recognized by the reader, the response shall immediately be ruled incorrect by the judge and the question offered to the opposing team.
4. If the response is correct, three (3) points will be awarded. If the answer is incorrect, no points are awarded, and the opposing team has the opportunity to respond with an answer.
 5. A member from the opposing team may buzz after the incorrect response (should there be time remaining on the clock), and when recognized, immediately provide an answer. (In the event that the question was not read entirely during the initial reading, the reader shall read the entire question, and an individual may buzz and be recognized for an answer.)
 6. Three (3) points will be awarded if correct. No points (0) if incorrect.
 7. Final scores will be announced at the end of the buzz round.

Tie-Breaker Round

In the event that the final score ends in a tie, a tiebreaker round will follow. Five additional questions will be asked following the buzz round format and procedures. Each correct answer shall be worth one (1) point. Substitutions may be made before the tiebreaker round begins.

Sudden Death

If the score remains tied after the five questions, a sudden death format will follow. The first team to give a correct response in buzz round format will be declared the winner.

Challenges

A team shall be permitted no more than two challenges per match. The challenge can be made by only one of the four participating team members. A challenge must occur before the next question is read.

A team may challenge a judge's decision in the following circumstances.

1. A question is misread or mispronounced.
2. The accuracy of an answer is in question.

A challenge may be resolved in one of three ways.

1. The challenge is denied.
2. The challenge is affirmed, and points are awarded.
3. The challenge is affirmed, and a replacement question is introduced.

The decision of the judge is final.