

Madison County Schools

High School Scholars' Team Competition Rules

2014-2015 Procedures and Rules

- 1. Player Eligibility:** Players must be enrolled at the represented school and must be in high school. Teams that play ineligible players shall, at a minimum, forfeit any rounds in which the ineligible students competed.
- 2. Teams** may consist of an unlimited number of players. Only four players may play at a time during the tossup/bonus rounds and only six players can participate during worksheet rounds..
- 3. Rounds:** A round matches two teams who compete to answer a series of academic questions. Teams earn points for correct answers. Each team designates a captain before the round. Teams may replace players with their substitutes at the beginning of a period by having the captain (or coach) inform the moderator. Three periods comprise a round:
 - Period 1: 10 toss-ups (worth 10 points each) with two part bounce-back bonus questions (worth ten points each).
 - Period 2: A worksheet of 20 questions, worth five points each.
 - Period 3: 10 toss-ups (worth 10 points each) with two part bounce-back bonus questions (worth ten points each).
- 4. Officials:** The moderator reads the questions and is head judge. The moderator enforces and interprets the rules. He/she decides whether to recognize a player, decides whether the answer given is correct, and whether the answer was given in accordance with the rules. His/her decisions are final. The timer tracks the seconds after the moderator finishes reading a question. His/her sole authority is to call "time" as necessary. The scorekeeper records the points and announces the tally after each period. *These officials may be combined as the moderator deems necessary and appropriate.*
- 5. Observers,** though welcome, are expected to be quiet and not move around. They should not cheer or clap until the round is over. Spectator actions should not interfere with game play in any way.
- 6. Toss-up Questions:**
 - a) On a toss-up, any player may press the buzzer to answer a question. **Once the player's light is on, the player is free to answer. Please try to wait for the moderator's recognition.**
 - b) At the conclusion of the reading of a toss-up question, contestants shall have five seconds to buzz (fifteen seconds for designated computation questions). If no player buzzes within that time, the moderator shall reveal the answer and continue to the next toss-up.
 - c) Once a player is recognized to answer a toss-up question, he/she must begin answering the question within three seconds. If the answer is incorrect or not given in time and the question was read in its entirety, the moderator shall offer the question to the other team. A player on that team must signal immediately or else the moderator shall reveal the answer and continue to the next toss-up. The moderator shall not re-read the question (compare with 13d).
 - d) During the reading of a toss-up question, a player may interrupt to answer it. The moderator shall stop reading and recognize the player who buzzed. If the player's answer is incorrect or not given in time, the moderator shall go back to reading the question for the opposing team. That team shall have five seconds (**15 seconds for computations**) to buzz after the conclusion of the reading of the question unless they too interrupt by buzzing to answer the question.
 - e) If the buzzer system malfunctions during a tossup question, that question will be thrown out and replaced with a totally new question.
- 7. Bonus Questions:** During Periods 1 & 3, bonus questions shall be offered after each correctly answered toss-up. The two part bonus question will be read **one part at a time**. The teams will have 10 seconds to answer each question. After the ten seconds is up, the reader will call time. **Note: 15 seconds will be given for each part of a computation/math bonus question.** The team captain, or a player the captain designates, must give an answer immediately. If the captain asks the moderator to repeat any bonus questions, this reading shall be included in the 10-second conference time. Incorrectly answered and unanswered bonus questions shall then be offered to the opposing team. Their captain or designee must begin answering immediately. Questions may not be re-read for the bounce-back team. **If neither team correctly answers the first bonus question, the answer will be read aloud before question two is read.**

8. **Worksheets:** Period 2 consists of a worksheet containing twenty questions. Each team shall receive two copies of the worksheet faced down and shall write their school name on the back of them. All team members (up to six) may participate during the worksheet period. Once the moderator (or timer) says “begin”, the teams shall have two minutes to confer and complete the sheet. The timer shall prompt by saying “one minute”, “thirty seconds”, “fifteen seconds”, and “stop”. The moderator shall collect the official copy of the answer sheet (the team may keep the second copy), check answers silently, and announce the points earned. The moderator shall not read the correct answers.
9. **Conferencing:** If a player talks or signals to anyone (including team members) during a toss-up question or talks or signals to anyone other than competing teammates during bonus or worksheet questions, his/her team shall be disqualified from answering the current question(s). The other team shall not be deprived of their opportunity to answer the question(s).
10. **Disclosed Answers:** If an answer is disclosed before teams have a chance to answer the question, that question shall be replaced with an emergency question, which shall be offered to both teams. If, after Team A misses an answer to a question, the moderator reveals the answer before giving Team B an opportunity to answer, the moderator shall select another question solely for Team B to answer.
11. **Sudden-Death Tiebreak:** If the score is tied after the completion of Period 3, toss-up questions shall be asked until a team correctly answers a question. That team wins the round, but receives no points for the tiebreaker question.
12. **Protests:** Provided answers are assumed to be correct. Any protest in procedures shall be lodged and resolved before the reading of the next question. The team captain and/or coach should state the protest, preferably by raising his/her hand and waiting for recognition. Discrepancies in announced scores shall be reconciled before the next period begins. The moderator’s decisions are final! After a round is completed, the results may not be contested.
14. **Math Questions—The time for all math questions (tossup or bonus) is 15 seconds.**