

# QUIZ BOWL

## COMPETITION GUIDELINES

1. Each team **MUST** consist of four members. These four students must be registered at the convention and the national office in order to participate. The same four members must participate in oral rounds, if team advances. If a sponsor needs to change a team member's name once the entry has been completed online, he/she must call the National Office at least two weeks prior to the date of the convention. No changes concerning team members may be made after this date.
2. The preliminary will be a multiple choice written exam, if more than eight teams enter the competition.
3. The eight teams with the highest composite scores on the written test will advance to the oral rounds, which will be in a quick recall format setting.
4. The team in the oral competition and a sponsor must attend a mandatory meeting at a designated time printed in the program.
5. In the event a qualifying team member is unable to participate in the oral rounds, his/her team must withdraw from competition. No alternates may be used.
6. The oral competition will be single elimination. If a team is late or fails to appear at all, the team will forfeit their match. Times will be printed in the program. There will be no rearrangement of the match schedule.
7. Electronic devices are not permitted.



### HOW TO ENTER:

- Visit [www.betaclub.org/registration](http://www.betaclub.org/registration) and follow directions.
- Register students and then select competitions to enter.
- The entry must be completed and submitted by the deadline date.

### NATIONAL ELIGIBILITY



### Educational Connections

- 9-12 Core Standards
- Creativity and Innovation
- Information/ Media Literacy
- Communication and Collaboration
- Critical Thinking and Problem Solving

# PROCEDURE FOR QUIZ BOWL MATCH

1. Quiz Bowl is a question-and-answer game played between two teams of four players each. The oral competition
2. Points are scored for correct answers to questions asked by the moderator.
3. Two types of questions are asked: toss-ups, worth 10 points each, and bonuses that may be made up of a varying number of questions that are worth a total of 20 points.
4. On toss-ups and bonuses, unless otherwise stated in the question, players may use abbreviated answers, such as last names only, nicknames, acronyms, chemical symbols, etc., as long as such answers still correctly indicate clear and precise knowledge of the information requested in the question.
5. Players will be given approximately 5 seconds from the time the moderator stops reading to signal and then must answer as soon as recognized. The moderator will allow for a natural pause, but stalling is not allowed. An exception to this rule is mathematics questions that require calculation which will be given 15 seconds response time.
6. If a player confers with a teammate on the toss-up question, the answer does not count. The question is turned over to the other team. The first player to signal on the other team and be recognized will answer.
7. If a player answers without being recognized, the answer counts the same as a wrong answer. The question is then turned over to the other team and the first player on the other team to signal and be recognized will answer. This rule is in effect to prevent players from answering because they "think" they signaled first. That is not the same as actually signaling first. The right of the player who really has signaled must be protected.
8. On a toss-up, the first response is the one that counts. Sometimes a player will attempt to give more than one piece of information in his/her answer. There are some instances when such a response is acceptable. The moderator and the judge must distinguish whether the player has, in fact, pinpointed the answer or is just rattling off a list of facts on a given subject. This situation is particularly likely to occur on an interruption. The officials must be alert. This is a judgment call.
9. If a player answers a toss-up correctly, his or her team scores 10 points and is given a chance at a bonus question.
10. If a player answers a toss-up incorrectly, the question is turned over to the other team, and if a team member answers correctly, his/her team scores 10 points. On the turnover, a player must still signal and be recognized before answering. If the moderator has finished reading the question for the first team, it will not be repeated.
11. If a player believes he or she knows the answer to a toss-up question before it has been completed, he or she may interrupt the moderator by signaling. If the answer is correct, the team scores 10 points. If the answer is wrong, the entire question is repeated for the other team.

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12. If the moderator inadvertently gives an answer to a toss-up without giving either team a chance to respond, a new toss-up is read for both teams. However, if one team has given an incorrect answer and the moderator inadvertently gives the answer without turning it over to the opposing team, then a new toss-up from a replacement list will be read for the opposing team only.

13. If someone in the audience shouts out an answer, the moderator discards the question and goes to the next question in the stack, with all other rules as set forth in effect.

14. Team members may confer on bonus answers. All team members are encouraged to participate as much as possible. However, if there are conflicting answers, the moderator will ask the team captain for the team's official answer.

15. On all bonuses, the moderator will anticipate some delay in response because of conferences or pressure of giving multiple answers. He/she will allow the answers to come naturally, but stalling is not allowed.

16. If a bonus question has several parts that are to be asked separately, the moderator will allow approximately 10 seconds per part for the team members to confer and answer.

17. If a bonus question is a listing question requiring several answers, the moderator will allow approximately 30 seconds for the team members to confer and answer.

18. Quiz Bowl is played in two (2) halves. Each half will have ten (10) toss-up questions. The team that is ahead when the final whistle is blown at the end of the second half will be the winner. Note: there is a 3-minute break between halves. Also, this time may be used for consultation by the coach.

19. If the score is tied at the end of the regulation time, 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.

20. **PROTESTS:** If a player or team wishes to protest either an accepted answer to a question or a game procedure, the protest must come during the game at the time of the occurrence from the team captain. A decision will be made at that point by the moderator and the judge and it will be final. If a team has had two unsuccessful protests in one game, it may not make any further protests during the game.