

## Quiz Bowl Rules 2006

### ROUND ONE-TOSS UP QUESTIONS

1. Toss-up questions are worth ten points.
2. The player signaling first must be recognized by name before giving a response to the question.
3. Answering before being recognized is the same as a wrong answer and the opposing team will be given an opportunity to answer the question even if the answer given by the first player is correct.
4. Consultation is not permitted during this round and any answer given will be disallowed. The opposing team will be offered the chance to respond to the question.
5. Teams will be given a maximum of ten seconds to buzz in after the moderator has completed reading the question unless the question is a math computation question when the time limit is extended to fifteen seconds. These questions will be clearly marked.
6. The player must respond immediately upon being recognized. The moderator will allow for a “natural pause,” but no stalling is allowed.
7. If the recognized player gives an incorrect answer or no answer, the moderator will offer the question to the opposing team for an immediate response.
8. If a team member buzzes in at the same time that the clock expires, he or she will be allowed to respond upon being recognized. If the answer is incorrect, the opposing team may immediately buzz in and provide an answer.
9. It is not necessary for players to wait until a toss-up question has been read in its entirety to signal their readiness to answer a question. The moderator will stop reading as soon as a student signal is received.
10. If the moderator is interrupted while reading a question and an incorrect response is given, the moderator will reread the question for the opposing team and the ten or fifteen second time allotment will then be given.
11. After both teams have had an opportunity to answer a question, the moderator will give the correct answer.
12. If the moderator inadvertently gives an answer while the question is still active for one team, the moderator will substitute another toss-up for the active team.
13. If the moderator misreads a question which influences the answer given, another toss-up will be substituted.

## **ROUND TWO-RAPID FIRE**

1. Round two will begin with a coin toss to decide which team will go first. The team on the moderator's right will be heads and the team on the moderator's left will be tails.
2. The team that wins the coin toss will answer the first set of 10 questions.
3. Each category will consist of ten questions worth **five points** per question.
4. The team responding to a category is playing against the sixty-second clock. The clock will begin after the moderator reads a brief overview of the category and as the moderator begins to read the first question.
5. Consultation is permitted and all answers must be given by the team captain or designate.
6. The captain does not have to be recognized before giving an answer.
7. The captain may respond before the moderator has completed the question.
8. Once the clock has started, the moderator will give a team an indefinite period of time to answer each question-- that is until the sixty-second clock expires.
9. If the team cannot answer the question, the captain must say **PASS** before the moderator will begin the next question.
10. Once a team has passed on a question, it can return to that question at any time by indicating to the moderator the number of the question and then giving the answer, or it can return to answer the question if time remains at the end of the question set. Passed questions may be repeated if the captain requests repetition.
11. The moderator will indicate whether an answer is correct or incorrect at the end of each response.
12. After time has expired, the second team will have sixty-seconds to answer any questions missed, passed, or not answered by the first team. All rules applying to the first portion of the sixty-second round apply to this round.
13. If a team correctly answers all ten questions, it will be awarded a **ten point bonus**.
14. If the moderator inadvertently gives an answer to a question in a sixty-second round without giving the team a chance to respond, six seconds will be added by the timekeeper at the end of the round, and a substitute question will be added in order to make a total of ten questions available.
15. Because the sixty-second round is timed, the electronic timer system or stop watch will end the moderator's reading of each set of questions. If the moderator is reading a question and time is called the question does not count. However, if time is called after the moderator finishes a question and a team is attempting to answer the question, the answer will be allowed.

16. The electronic buzzer system is not used during this round of play. The team freely consults with each other, and the team captain gives the answer whenever ready. The team is playing against the sixty-second clock and not against the opposing team.

### **Round 3--WORKSHEET TWO MINUTE ROUND**

1. Each team will be given two copies (face down) of the same twenty question worksheet. Both teams will answer the questions at the same time. Each answer is worth ten points.
2. The captain will write the team name on the back of each sheet.
3. When the timer says “begin” both teams will have two minutes to write down their answers.
4. The timer will announce when one minute remains and then when thirty seconds are left.
5. When the timer calls time, the teams must stop writing immediately and the captain will turn in **ONE copy** of the worksheet which the moderator will score and then announce the total points.
6. The moderator will not read the answers aloud. In scoring, spelling does not count against a team but the moderator must be sure that spelling is close enough to indicate the correct answer. The moderator may not ask for clarification.

### **ROUND 4: TOSS UP/BONUS ROUND**

1. All rules and regulations used in the toss-up round are in force during this round except the number of questions has been reduced to eight.
2. After a toss-up question has been answered correctly by a team, that team will be awarded a bonus question.
3. Each bonus question will consist of four parts, and will be worth five points each.
4. Consultation among team member is allowed during the bonus segment **ONLY**, not during the toss-up segment.
5. After a bonus question has been read, team members may confer for twenty seconds. The timekeeper will call time. The team captain or designate may then begin to give the team’s answers. If the captain begins answering prior to time being called, all answers must be given and further consultation is forbidden.
6. Immediately after the first team has answered as many of the bonus questions as possible, the team captain of the second team or designate will be called on by the moderator to answer any bonus questions missed or not answered for five points each. This is commonly referred to as **bounce back**.
7. Whenever the first team begins to answer the bonus questions or when time has been called the second team must end consultation including the passing of notes, hand signals, and verbal communication.