



2018-2019 Scholastic Bowl Rule Book

These rules are intended to promote and preserve the sound traditions of the activity of Scholastic Bowl in the Illinois Elementary School Association.

RULE 1: THE GAME

Rule 1, Section 1: Definition

Art. 1 Scholastic Bowl is a game played by two teams of five players each who will try to answer a combination of toss-up and bonus questions. Points are scored by the team who buzzes in first and answers a toss up question correctly. That team then has the opportunity to answer a bonus question.

Rule 1, Section 2: Match

Art. 1 A match shall consist of two halves.

a. During the State Series, the first half shall consist of twelve (12) toss-up questions and accompanying bonus questions.

b. There will be a two-minute intermission between halves.

Art. 2 Once the match begins, no one will be allowed to enter or exit the room.

a. At the two-minute intermission, the room will be open, but once the second half begins no one will be permitted to re-enter.

Art. 3 Teams will switch sides at half at the request of either coach.

Rule 1, Section 3: Questions

Art. 1 Forty Four (44) match questions shall be a combination of twenty-four (24) toss-up questions and twenty (20) bonus questions consisting of four parts which are rebounding.

a. Rebounding refers to the fact that the team to which the bonus is not awarded has the opportunity to pick up any part(s) unanswered or answered incorrectly by the team to which the bonus was originally awarded.

Art. 2 Question Categories and Sub-Categories: If possible, all categories shall be represented in the questions for each match. If this is not possible, there shall be at least three different categories in the Science, Mathematics, Social Studies, Language Arts, and at least two different categories in the Fine Arts and Miscellaneous.

a. **Science** (5 toss-ups, 4 bonus): Earth Science, General Science, Life Science, Physical Science, Health

b. **Math** (5 toss-ups, 4 bonus): Algebra, Computers, General Math, Geometry

c. **Social Studies** (5 toss-ups, 4 bonus): Civics, Economics, Current Events, Geography, History

d. **Language Arts** (5 toss-ups, 4 bonus): Grammar, Literature, Vocabulary, Spelling (words will come from the Scripps-Howard List)

e. **Fine Arts** (2 toss-ups, 2 bonus): Art, Drama, Music

f. **Miscellaneous** (2 toss-ups, 2 bonus): Agriculture, Consumer & Family Science, Industrial Technology, Physical Fitness, Movies, Popular Music, Sports, Television

Art. 3 No multiple choice or true-false questions will be permitted.

Rule 1, Section 4: Match Scoring

Art. 1 Toss-up Questions answered correctly earn ten (10) points

Art. 2 4-part Bonus Questions– Five (5) points for each part answered correctly.

Rule 1, Section 5: Ending A Match

Art. 1 The team that scores the highest number of points during a match wins the match.

Art. 2 When either the 24 toss-up or the 20 bonus questions are completed, the match is done.

a. After the 24th toss-up question is answered correctly, if neither team has exceeded 300 points, the accompanying bonus questions shall be given.

Art. 3 All regular season and tournament matches shall be terminated when one team's point total exceeds 300 points.

a. If this happens with a correct toss-up answer, the bonus question will not be used.

Art. 4 If there is a tie in the number of points at the end of a regulation match, a tiebreaker overtime shall be in effect and toss-up tiebreaker round questions shall be used.

a. The first team to answer two toss-up questions correctly shall win the match.

Art. 5 **Protests:** Any match that is started shall not be protested.

NOTE: See Rule 1, Section 6 and 7 for tiebreaker procedures for pool play or tournament winners.

Rule 1, Section 6: Ending Pool Play

Art. 1 The following procedure shall determine a pool winner or tournament winner at regional, sectional and state tournaments.

Art. 2 The won-lost record will be used first.

a. If one team wins all its matches or has a clear-cut record better than any others, it is the pool or tournament winner.

Art. 3 If two teams have equal records in any pool or tournament, the winner in the match held between those two teams determines the pool or tournament winner (excluding a best of three, two team pool).

Art. 4 If more than two teams have equal records in any pool or tournament, a tiebreaker series round shall be held with rematches between those teams in the order of the initial tournament schedule. Only one moderator will be assigned for all tiebreaker matches.

a. Each tied team must play the others again who have equal records.

b. Only special tiebreaker toss-up and bonus questions shall be used.

c. Each match shall consist of 5 toss-up questions with accompanying bonus.

c2. If at the end of a tiebreaker match there is a tie, the moderator will ask an additional toss-up plus 4-part bonus until a winner is determined. That winner is decided by point total.

d. At the conclusion of the tiebreaker round, the team with the best tiebreaker record will advance.

e. If at the end of the tiebreaker round all teams are still tied (equal number of wins and losses), the team with the most tiebreaker round total points shall be the pool or tournament winner.

f. If a pool or tournament winner still can not be determined, repeat this process between the teams with equal tiebreaker total points until a winner is decided.

g. If at the end of the tiebreaker round there is a tie for runner-up, the team with the most tiebreaker points will advance to the consolation match or be declared the second place finisher in sectional play.

g2. If a tie still exists in total team tiebreaker points, the match between the two teams in regular pool play will determine the winner. (Consolation only)

Rule 1, Section 7: Determining Pool Runner-Up

Art. 1 If two teams are tied for second place in any pool or tournament, other than that which is described in Art. 2, the winner of the match between those two teams shall finish as the runner-up.

a. The score of a forfeited match is 301-0.

Art. 2 If more than two teams are tied for second place in any pool or tournament play, then the team with the highest total number of points in all matches combined throughout the competition shall finish as the runner-up.

Note: This procedure is used only when ties occur to determine the runner-up.

RULE 2: MATCH EQUIPMENT

Rule 2, Section 1: Equipment

Art. 1 During the state tournament series, a fully functioning ten position lockout system shall be used in all competitions.

a. At the state tournament these systems shall be provided by Slam-In to use on site.

b. If the lockout system does not have a timer, a stop watch must be provided for each room.

Art. 2 Each individual shall provide a nameplate for competition.

a. The nameplate should be displayed in front of the player at all times so that the moderator can read the name on the placard.

Art. 3 Pencils and Paper

a. Paper must be clean. Bonus numbers and lines are permitted on the paper, but no other writing.

Art. 4 Scoreboards

a. A chalkboard, flip chart or dry erase board must be provided for the scorer to display for the spectators.

Art. 5 No items, other than those required for match play, will be permitted in the general vicinity of the contest area.

RULE 3: OFFICIALS

Rule 3, Section 1: Authorized Officials

Art. 1 The match is administered by a moderator, scorer, and timer.

Art. 2 The moderator has the final authority over everything that takes places during the match. This includes but is not limited to:

a. Decisions involving illegal communication (Rule 7)

b. Judging answers as correct or incorrect and awarding points

c. Handling situations involving equipment malfunctions and assessing penalties

d. Recovering from moderator errors

e. The choice of replacement questions if needed.

f. Handling appeals to the moderator

g. Decisions on what to do if she/he catches an error before, during, or after reading questions

h. Declares the winner of the match.

Art. 3 Jurisdiction of the officials begins upon their arrival on the floor and extends through the conclusion of the match.

Art. 4 The officials for each match in the IESA state tournament series must be 18 years of age or older.

Rule 3, Section 2: Moderators

Art. 1 Pre-match

a. Review all match questions.

b. Make sure no contestants are chewing gum *or eating during a match*.

c. Introduce yourself, the timer, and scorer to the students.

d. Remind players of the communication rules and penalties applied.

- e. Introduce both teams and have all team members check their buzzers by hitting it and giving their name and grade.
- f. Remind audience of communication rules applying to them.
- g. Remind everyone that questions can not be recorded or reproduced in any form.

Art. 2 During the Match

- a. To begin the match “We are ready to begin. The first toss-up is in...”
 - a1. All toss-up and bonus questions must be read in the numerical order on the page.
- b. Before each question state the question number and if the question allows 30 seconds for the answer.
- c. Do not repeat a toss-up question once completely read.
- d. Recognize the player by name whose lockout light is lit.
 - d2. If a player on either team answers before being recognized by the moderator, that team that blurted the answer is given five (5) points for a correct answer and the bonus question. If the answer is incorrect the toss-up question would then be rebounded to the opponent.
- e. If preempted before finishing reading the question, the moderator may repeat the entire question, however they are not required to.
- f. On bonus questions
 - f1. Indicate ‘correct’ or ‘incorrect’ after the response to each part of the question.
 - f2. Ask the rebounding team to respond to those parts not answered.
 - f3. Give the points totals for each team to the scorer.
 - f4. Indicate the correct response for each part that the rebounding team answers incorrectly.
- g. Questions
 - g1. All answers provided must be assumed to be correct unless there are exceptions noted.
- h. The moderator may stop the match for the following reasons;
 - h1. To check the score.
 - h2. To correct an error on the moderator's part.
 - h3. To discipline the players or audience.
 - h4. To resolve a protest called by a coach’s clarification timeout.
 - h5. Malfunction with the lockout system.
 - h6. Halftime will occur following toss-up question number 12 and necessary bonus question.

Art. 3 Ending the Match

- a. Congratulate the teams on a well played match.
- b. Announce the final score.
- c. Do not dismiss the audience until all matches for the round have been completed.
- d. The moderator will verify the score by initialing the score sheet at the completion of the match.

Art. 4 Errors

- a. Mangled pronunciation or misreading of a toss-up question in a way that changes the meaning.
 - Remedy:** Discard and replace the toss-up and read it for both teams.
- b. Giving the answer to a toss-up before anyone has a chance to answer.
 - Remedy:** Discard and replace the toss-up and read it for both teams.
- c. Giving the answer to a toss-up before the rebounding team has a chance to answer.
 - Remedy:** Read a replacement toss-up for the second team only.
- d. Mangled pronunciation or misreading a bonus in a way that changes its meaning.
 - Remedy:** Stop the match and reread the bonus correctly. Start time over if it had begun.
- e. Giving the answer to one or more bonus parts before anyone has had a chance to answer.
 - Remedy:** Discard and replace the bonus.
- f. Giving the answer to a bonus part before the rebounding team has had a chance to answer.

Remedy: Read an appropriate number of replacement parts to the rebounding team only.

- g. The moderator has the final authority to decide how to proceed with a fair and equitable decision on errors not mentioned above.

Art. 5 Penalties

- a. If a player communicates during the reading of a toss-up or bonus question, his/her team immediately forfeits the right to answer that question.
- b. When the captain or designated player begins to answer a bonus question and receives more information after time has been called and the captain (or designee) begins answering, any answer not yet given is disqualified and any incorrect and remaining parts of the bonus question are rebounded to the other team.
- c. If any player(s) on either team talks to question match procedures or a particular answer, that player's team will forfeit its opportunity to answer the next toss-up question.
- d. If a moderator determines a player or coach is guilty of unsportsmanlike conduct the moderator shall have the authority to eject that player from the match. All additional penalties are in accordance with IESA by-law 5.100 Any player ejected from a contest shall be ineligible for the next interscholastic contest. Any coach ejected from a contest shall be ineligible for the next two interscholastic contests.

Art. 6 Correctable Errors

- a. In order to correct any of the moderator's error, such error must be recognized by the moderator prior to the reading of the next toss-up question.
- b. Points scored that occur prior to the recognition of a moderator's error (after questions have been read), shall not be nullified.
- c. Clerical errors, such as points awarded to the wrong team or mathematical errors may be corrected at any point.

Rule 3, Section 3: Scorers

Art. 1 Duties

- a. Score every question as numbered on the score sheet.
- b. Indicate to the moderator that you are ready to begin prior to the start of the match.
- c. Notify the moderator if anyone is communicating illegally.
- d. Mark both team and clarification timeouts on the score sheets.
- e. Have the moderator sign the score sheet at the conclusion of each match.

Rule 3, Section 4: Timers

Art. 1 Duties

- a. Indicate to the moderator that you are ready to begin prior to the start of the match.
- b. Begin timing toss-up questions as soon as the moderator completes the reading of the question.
 - b1. If neither team has responded within the 10 seconds (30-seconds for advanced computation), indicate 'Time'.
 - b2. If an individual preempts the moderator's reading of a toss-up question and answers incorrectly, the moderator can choose to continue the question at a reasonable place prior to the point of interruption for the rebounding team.
- c. When a team presses its buzzer to answer a toss-up question do not stop the clock. It runs for the said time period or until both teams have responded.
- d. The moderator will make the 3-second call for rebounding teams.
- e. Bonus questions
 - e1. When the moderator is finished asking the bonus question, begin timing a 30 second conference period. Indicate 'Time' at the conclusion of this time period.
 - e2. Do not stop the clock if teams ask for parts of the bonus to be reread.
 - e3. Teams may indicate to the moderator their readiness to answer before the 30 seconds has elapsed.

- f. Team timeouts are 60 seconds in length. A coach may resume play earlier the allotted time.
- g. Clarification timeouts have no time limits and the moderator will let the timer know when the match will resume.
- h. Intermission is two minutes in length.
- i. Notify the moderator if anyone is communicating illegally.

RULE 4: THE TEAM

Rule 4, Section 1: Team

- Art. 1** A scholastic bowl tournament team shall consist of a maximum of 15 players in grades 5-8.
- Art. 2** Five team members shall begin play for each match.
 - a. Less than five team members may continue in the match if there are extenuating circumstances.
- Art. 3** Each team shall provide a name placard with each member's first name and a team name placard for each match in which it participates.
- Art. 4** Each team must submit a regional entry form prior to the start of the state series (the first match of regional play). 15 players are permitted on this form. No changes will be allowed to this form after the team's first match has begun.

Rule 4, Section 2: Coaches

- Art. 1** Each team shall be accompanied by at least one coach who has been designated by the administration of the participating school.
 - a. Coaches shall be responsible for reviewing all instructions with their team members.

RULE 5: DURING PLAY

Rule 5, Section 1: Toss-Up Question

- Art. 1** Toss-up questions may be answered by individuals only
 - a. No conferring will be allowed. Conferring is defined as giving or receiving aid including looking over at a teammate's written material during or after the reading of a toss-up and then triggering the lockout system to gain a competitive advantage.
 - b. A competitor's initial response to a question will be considered to be the competitor's answer. Corrections will not be permitted unless the moderator asks for clarification.
 - c. The first individual to press the response button within the 10 second time limit is eligible to answer if recognized by a moderator.
 - c2.** One exception: Any questions in any category identified as advanced computation receives a 30-second time limit.
 - d. **The answer must be stated within three seconds after the individual has been verbally recognized by the moderator or when a lock-out system verbally recognizes the individual**
 - d2.** The moderator will call the three seconds.
 - e. If a player on either team answers who has not buzzed in, that team forfeits the right to answer that toss-up question.
 - f. If a player after triggering the lockout system and gaining possession, but before being recognized by the moderator, blurts out the answer; the only penalty is that a correct answer will be worth five (5) points instead of ten (10) points. The accompanying bonus will then be awarded to the team who blurted the answer. An incorrect answer will be ruled as incorrect with no penalty and the toss-up rebounded to the opponent.
- Art. 2 Pre-empted toss-up questions**
 - a. If an individual preempts a question incorrectly, the moderator can choose to continue the question at a reasonable place prior to the point of interruption.
 - a. Rule 6, Section 1, Art. 2b: A clarification time-out must be requested by the coach before

the reading of the bonus *question* or the next toss-up category is given.

b. At completion of repeating the question, any member of the opposing team has 10 seconds (30 seconds if involving advanced computation) to press the response button and answer the question.

c. Once the category has been read any preempt, accidental or not, requires an answer from the individual.

Art. 3 Once a toss-up question has been completely read, it will not be repeated.

Art. 4 If the first team individual incorrectly answers a toss-up question which has been completed by the moderator, an individual from the other team may press the response button, be recognized and give an answer.

a. Time will start at the completion of the reading of the question.

b. The clock will continue to run for 10 seconds (30 if involving advanced computation) or until both teams have responded.

c. The rebounding team will have the remaining time or three seconds, whichever is greater, to buzz in.

d. For systems that recognize two individuals, the system must be reset by the moderator to allow the other team to respond.

Art. 5 Pencils

a. May be used at any time during the reading or answering of any toss-up question.

b. No penalty shall be assessed if any player uses or holds a pencil during the reading or answering of a toss-up question.

Art. 6 If the first team answers a toss-up question incorrectly and the moderator gives the correct answer before the second team has had an opportunity to answer, the question will be disregarded.

a. The second team will then have an opportunity to answer the replacement toss-up question.

Art. 7 Lock-out malfunction

a. If a malfunction of the electronic lock-out response system occurs, thereby causing any tie, the question will be discarded.

b. The moderator will then call an official's timeout and the electronic lock-out response system will be corrected.

c. After this has occurred, a replacement toss-up question will be asked of both teams.

Rule 5, Section 2: Bonus Question

Art. 1 Bonus questions shall consist of four parts.

a. All bonus questions must be read completely and can not be preempted.

b. A maximum of 30 seconds conference time will be permitted for each question.

c. Both teams should confer during this time. (Any member of a team awarded the bonus may ask for the question to be repeated.)

d. Once the team to whom the bonus question was awarded indicates its readiness to answer, all discussion and writing will cease.

d1. Following the calling of time, teams will have 3-seconds to pass papers to the captain, as judged by the moderator.

d2. The answer must be started within three seconds after the individual has been verbally recognized by the moderator.

e. Only one person may answer for their team.

Art. 2 Responses

a. The captain will give the answers or will designate someone else to answer.

a1. All answers must be given in numerical order. Answers not given in order will be disqualified.

b. Whoever answers the question can receive no aid, either written or verbal, after starting the response.

b1. If anyone gives such aid, the parts of the answer following the aid will not count.

c. Parts not answered correctly or those disqualified by the moderator will rebound to the opposing team. The same rules above apply to the rebounding team.

Art. 3 Pencils

- a. No student shall have a pencil in hand during the answering of a bonus question.
- b. The penalty shall be losing the opportunity to answer or the loss of points on that question.

Rule 5, Section 3: Replacement and Tiebreaker Questions

- Art. 1** Replacement toss-up and/or bonus questions are to be used in the event of moderator error.
- a. The moderator will select the appropriate type of replacement question.
- Art. 2** The packet of replacement questions for each tournament level (regional, sectional and state) will contain ten toss-up and ten bonus questions.
- Art. 3** Questions used
- a. Moderators must notify the tournament office at the end of each round which replacements were used.
 - b. The tournament office will then notify all moderators to delete those questions as possible replacements prior to the start of the next round.
- Art. 4** Tiebreaker toss-up and bonus questions will be used in the event of a tiebreaker at each level as described in Rule 1-6-4.

Rule 5, Section 4: General Rules

- Art. 1** Last names will be sufficient in answers unless full names are necessary for identification or clarification.
- Art. 2** Capitalization will not be necessary when spelling proper nouns, postal abbreviations, the periodic table and units of measure.
- Art. 3** Periods will not be required for abbreviations in spelling.
- Art. 4** All answers involving Pi (π) should be expressed in terms of Pi unless otherwise noted.
- Art. 5** All fractions or ratios must be expressed in lowest terms unless otherwise noted.
- Art. 6** Units required unless otherwise noted. Moderator will not prompt.
- Art. 7** Articles are not required, but if they are given, then the article must be correct.

RULE 6: TIME OUTS

Rule 6, Section 1: Definition

Art. 1 Team Time-out

- a. A time-out can be requested by the coach or captain to substitute and/or confer with players.
- b. A team time-out or clarification timeout must be called before the category of the next toss-up question is read by the moderator.
- c. During a team time-out, both teams may confer with their coaches.
- d. Each team will have 1 team time-out per half.
- e. A time limit of sixty seconds is allowed for a team time-out.

Art. 2 Clarification Time-out

- a. A clarification time-out may only be used to clarify match procedures.
- b. A clarification time-out must be requested by the coach before the reading of the bonus question or the next toss-up category is given.
 - a1. Players shall not be allowed to challenge or request a clarification time-out.
 - c. A coach who requests a clarification time-out shall not be charged for the use of their time-out if the error is correctable.
 - c1. The moderator's decision is final.
 - c2. Protests of answers to questions shall not be permitted.
 - d. Procedures: In requesting a clarification of a moderator's decision, the coach must explain the request to the moderator who then:
 - d1. Changes his/her decision and asks the official score to be changed;

- d2. Consults with the timer and/or scorer before making a decision;
 - d3. Sustains his/her original decision.
 - e. Each team has 1 clarification time-out per match.
- Art. 3 Substitutions**
- a. Substitution is the exchange of at least one player in the match by a teammate who is listed on the roster.
 - b. Substitutions can only be made during a team time-out or the two minute intermission.
- Art. 4 Tiebreaker Time-outs**
- a. Each team gets one time-out for the tiebreaker series.

RULE 7: COMMUNICATION

Rule 7, Section 1: Definition

- Art. 1** Communication shall be defined as any form of written, verbal or physical exchange between players, and between players and non-players to gain an advantage.
- Art. 2** Communication includes, but is not limited to:
- a. Talking, whispering, or mouthing
 - b. Pointing, gesturing, signaling
 - c. Passing of papers
 - d. Deliberate physical contact with the intent to gain another player's attention
 - e. Looking at another player's written materials for answers
 - f. Using your communication device. (example: cell phone)
- Art. 3 Legal Communications**
- a. While introducing themselves or their coach
 - b. While answering toss-up or bonus questions (individual only)
 - c. While consulting on a bonus question, any member of the team awarded the bonus questions may ask for it to be repeated within the 30-second time limit.
 - d. While asking for the lock-out system to be reset, and on the systems where a visible clock is in use, that the timer be engaged.
- Art. 4 Illegal Communications**
- a. If a player(s) on either team communicates with other members of the team during the reading or answering of a toss-up or bonus questions, the team immediately forfeits its right to answer that question.
 - a1. During a toss-up the unanswered parts of the accompanying bonus shall not be rebounded to the talking team.
 - a2. During a bonus question teams forfeit the right to answer any remaining parts of the question and any remaining parts will be offered to the rebounding team.
 - b. If a player on either team talks to question match procedure or a particular answer, that team will forfeit its opportunity to answer the next toss-up question.
 - c. If a coach on either team talks to question match procedure or a particular answer without following protocol, then that team will forfeit its opportunity to answer the next toss-up question.
 - d. Communications between spectators and players is always illegal.
 - e. Any disruption caused by a team member's communication device will cause that team to forfeit the right to answer the question at the time of disruption and the next question.
 - f. Any disruption by an audience member's communication device during a match may cause the audience member to be excused from the room for the remainder of the match.

RULE 8: UNSPORTSMANLIKE CONDUCT

Rule 8, Section 1: Definition

- Art. 1** Unsportsmanlike conduct includes actions which are unbecoming to an ethical, fair, honorable individual. It consists of acts of deceit, disrespect or vulgarity and includes taunting.

Note: The IESA disapproves of any form of taunting which is intended or designed to embarrass, ridicule or demean others under any circumstances including on the basis of race, religion, gender or national origin. If unsportsmanlike behavior occurs, it is an immediate ejection. The coach or player must leave the room.