



2023-2024 Scholastic Bowl Case Manual

Case Manual for Coaches and Officials

This Scholastic Bowl Case Manual is based on the 2023-2024 IESA Scholastic Bowl Rule Book. The situations and comments are based on questions that have been raised in administering the interscholastic matches played each season. The purpose is to clarify the intent of the rules, since the rule book does not include rules for every situation that could occur.

Rule 1: The Game

1-2-3 SITUATION- Match

The moderator calls for the two-minute break and Team B wishes to switch sides before the second half because of a loud overhead fan on their side.

COMMENT

Teams will switch sides at halftime when either coach makes that request

1-6-4 SITUATION- Ending Pool Play

Three teams are tied at the end of regional play in a 6-team regional.

COMMENT

A tiebreaker round must be conducted to determine who will advance to the championship round. Special tiebreaker question rounds will be used by the moderator who has been assigned to the tiebreaker round. (Only 5 special tiebreaker toss-up questions will be used. All 5 questions must be read). If there is a tie, after the 5 toss-up questions during a tiebreaker match, a **(sudden death)** toss-up question will be asked to determine a winner.

1-6-4c SITUATION 2- Ending Pool Play

Team A and B are tied at the end of their tiebreaker match.

COMMENT

The moderator will read an additional **(sudden death)** toss-up question until winner is determined.

1-6-4 SITUATION 3- Ending Pool Play

At the end of the tiebreaker round all three teams are still tied with equal number of wins and losses.

COMMENT

Repeat the tiebreaker round with new questions. (A moderator can use replacement questions for this scenario.)

Rule 2: Match Equipment

2-1-3a SITUATION

Team A starts the match with their paper already marked 1-4 for bonus questions. The paper is also lined notebook paper.

COMMENT

This is legal paper. If the paper had additional writing, the moderator would declare it illegal and ask the team to remove and replace the paper.

2-1-3a SITUATION 2

Team B starts the match marked 1-4 for bonus questions and several standard math equations.

COMMENT

This is illegal due to the presence of the math questions. Teams are only allowed to number paper for bonus 1-4.

Rule 3: Officials

3-2-1b SITUATION- Moderators- Pre-Match

Team A contestant opens a pack of skittles during a match and eats them at the table.

COMMENT

This is illegal. The moderator will remind contestants that there is no eating or chewing gum during a match.

3-2-2f SITUATION- Moderators- During the Match

Team A answers all four parts of the bonus question in a row without waiting for feedback from the moderator.

COMMENT

In regular season play the moderator will ask the team to repeat their answers and wait for an incorrect or correct response from the moderator before answering the next part.

3-2-4a SITUATION- Moderators- Errors

The printed version of the toss-up question reads "What does MACH 1 mean?" The moderator reads "What does March 1st mean?"

COMMENT

This is no big deal. In this case, the question should be discarded and a replacement toss-up in that category should be read.

3-2-4e SITUATION- Moderators- Errors

The moderator reads the following bonus "Name the four credit cards that are most often accepted and used in the United States today." The moderator starts to mutter the answer.

COMMENT

The moderator should avoid doing this in the future. The question should be discarded and replaced for both teams.

3-2-6 SITUATION- Moderators- Correctable Errors

At the half, Team B coach brings an error to the moderator's attention that took place during toss-up #5 and asks that the points be removed from Team A's score.

COMMENT

In order to correct a moderator's error, the error must be recognized by the moderator prior to the reading of the next toss-up question. The coach should have asked for a clarification timeout prior to the next toss-up question for points to change.

3-2-6c SITUATION- Moderators- Correctable Errors

It is discovered that the official scorer has added the points wrong in the match.

COMMENT

The moderator will take time to have the points scored again to find the mistake before moving on in the match. Clerical errors, such as points awarded to the wrong team or mathematical errors are correctable at any point.

3-3-1 SITUATION- Scorers

The official scorer asks to use a computer to score the match.

COMMENT

The use of computers in the room during a match to score or use as the lock-out system is permitted. A computer may not be used as a search engine to question the validity of an answer.

3-4-1 SITUATION- Timers- Duties

A toss-up question has been asked and the time expires, but not called by the Timer. Team A buzzes in, well after the time, and answers correctly.

COMMENT

Many lockout systems now count the time and buzz automatically. Should this error occur, the answer should not be accepted and the question discarded. The match should proceed to the next toss-up question.

Rule 4: The Team

4-1-4 SITUATION- Team

A team arrives at the regional host school and asks to make a change to their regional entry form prior to the start of play.

COMMENT

The host school should allow this team to make the change/addition provided that the team has not begun their first match. Keep in mind that this team would not be permitted to participate, if they had not turned in a regional entry form online in the Scholastic Bowl Entry Center during the regional seeding procedure.

Rule 5: During Play

5-1-1d SITUATION- Toss-Up Questions

A player from Team A buzzes in, and is recognized by the moderator verbally or verbally by a lockout system. The player appears to be thinking. The moderator counts the three seconds in his/her head, and calls time. A split second later, the player gives the correct answer.

COMMENT

The moderator should not accept the answer, and say "I am sorry, time has expired." If Team B can buzz in, and answer legally, then that team earns the ten points and control of the bonus question. This is **not** a situation where a replacement question should be used.

5-1-1b SITUATION- Toss-Up Questions

The moderator asks the following question in Social Studies: "Two members of the current Cabinet could never become the U.S. president because they were not born in the U.S. One of these members is Mel Martinez, who was born in Cuba. Name the other member, who was born in China. The player from Team A buzzes in, is recognized and states "Oh, I forgot... Oh, Elaine Chao".

COMMENT

Obviously, the initial response was not the correct answer... it also was not an attempt to answer. The moderator should respond: "That is correct."

5-1-1b SITUATION 2- Toss-Up Questions

The moderator asks a toss-up in the category of social studies: "Which state has surpassed Oklahoma to become the U.S. state with the largest number of Native Americans?" The written answer is California. A player from Team B buzzes in, is recognized and answers "Oh...New Mexico (quietly) California (loudly)."

COMMENT

In this case, the player's initial response was New Mexico and that is incorrect. The moderator should respond, "I am sorry, that is incorrect."

5-1-1f SITUATION- Toss-Up Questions

The moderator reads the toss-up question and Team B in its excitement buzzes and answers before being recognized by the moderator.

COMMENT

Once a team has buzzed in they must wait to be recognized by the moderator before answering the question. The moderator will state that the individual has not been recognized by the moderator, but the answer is correct and Team B will receive 5 points for the toss-up question and will be read the bonus question. If the answer blurted is incorrect then there is no penalty and Team A will have a chance to answer the rebounded toss-up.

5-1-2 SITUATION- Pre-empted Toss-Up Questions

The moderator asks the toss-up question: "What sculptor designed...the statue of liberty and supervised its construction?" The printed answer is Frederic Bartholdi. A player from Team A buzzes in after the word designed in the question and answers Michelangelo. The moderator states: "I am sorry, that is incorrect."

COMMENT

The answer is incorrect and an attempt by the student to guess the designer without hearing the entire question. 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.

5-1-2c SITUATION- Pre-empted Toss-Up Questions

The moderator reads the category of question #10 as MATHEMATICS (Geometry) and Team A accidentally hits their buzzer.

COMMENT

Team A must give an answer without the reading of the question. If it is incorrect then the moderator will read the question (since it hasn't been read yet) and rebound the toss-up to Team B.

5-1-4d SITUATION- Pre-empted Toss-Up Questions

The moderator reads the category of question #17 and two individuals from Team A are both recognized as hitting their buzzers.

COMMENT

For systems that recognize two individuals, the system must be reset. The moderator is in charge of resetting the system, throw out the question, and replace it with a new toss-up for both teams to attempt.

5-2-1d SITUATION- Bonus Question

Team A is in control of a bonus question. After 10 seconds, the captain of Team A calls time. While Team A is answering, the moderator sees a piece of paper being passed on Team B.

COMMENT

This is illegal. Once Team A called time both teams have 3 seconds to pass the papers to the captain. All discussion and writing must cease. Additionally, Team B now forfeits any rebound questions.

5-2-1d SITUATION 2- Bonus Question

Time has been called, papers have been passed to the captains, and Team A captain begins to answer. While answering, the captain of Team A begins to bend and stretch to see the papers that have been spread down the table, possibly reaching across to other players.

COMMENT

This is illegal. The moderator disqualifies Team A from answering any further questions because this is a form of illegal communication. Three seconds are allowed after time is called for the captain to gather and arrange any papers in front of him for easy use. Table space in front of the captain should be limited to the area immediately in front of the captain's body, not extended to table space in front of other members of the team.

5-2-1d SITUATION 3- Bonus Question

Team B calls time and the papers are passed to the captain per the rulebook. The captain then designates another player to answer all parts and the captain passes papers to this person.

COMMENT

This is legal. The rules state that papers will be passed to the captain after time. If the captain designates another participant to answer all parts, it is legal for the captain to pass all the papers to that individual.

5-2-1e SITUATION- Bonus Question

After time has been called by the Captain of Team B, he/she begins by giving the answers to parts 1&2 and defers to Player #4 for parts 3&4.

COMMENT

This is illegal. Only one person may answer a bonus question. The captain will give the answer or designate another player on his/her team to answer the entire question.

5-2-2 SITUATION- Bonus Question

Team A has answered two parts of a four part bonus. Rebounding Team B asks the moderator for the correct parts of Team A's answers.

COMMENT

The moderator can give the correct answers given or parts answered correctly as a courtesy. If a team continues to do this through the match it should be discouraged by the moderator.

5-2-2a1 SITUATION

Team B answers the bonus questions by giving part 1 & 3 then 2 & 4.

COMMENT

This is illegal. Answers not given in order will be disqualified.

5-4-1 SITUATION- During Play- General Rules

The moderator asks the toss-up question: "What NASCAR driver is the official Oreo cookie spokesman?" The written answer is Dale Earnhardt, Jr. The player from Team A is properly recognized and states: Dale Earnhardt. The moderator properly states: "I need more information."

COMMENT

The player will be correct if he/she responds Jr. If not then the question can be rebounded. The rebounding team would be afforded the same prompt by the moderator to give more information if necessary if they gave the same response.

Rule 6: Timeouts

Clarification Timeouts may be used to question match procedure only. Protests of answers to questions shall not be permitted. Each team receives 1 clarification time-out for the entire match. Everyone participating in a scholastic bowl match must remember that the moderator has final authority and has the right to reject any and all appeals.

6-1-1e SITUATION- Team Time-out

Team A coach calls a timeout. The coach decides to end their timeout with 20 seconds to spare in the 60 second timeout. Team B uses the rest of the allotted time.

COMMENT

A team timeout called by either team gives both teams 60 seconds and the right to substitute. If both teams are ready to return to play earlier than the 60 seconds the moderator may resume play; otherwise, the 60 seconds will run before the moderator returns to play.

6-1-2 SITUATION- Clarification Time-out

Team A coach asks for a clarification time-out on a question that took place 3 questions ago.

COMMENT

This should not be permitted. The coach of the team must call the clarification time-out prior to the reading of the bonus question or the next toss-up category is given. Once the next question category has been read by the moderator, it is too late to call the clarification time-out.

6-1-2b SITUATION- Clarification Time-out

Team B coach asks for a clarification time-out to question/protest the answer to the previous question.

COMMENT

This should not be permitted. Clarification timeouts are only to be used to question match procedures, not clarify questions or answers.

6-1-2c SITUATION- Clarification Time-out

Team B coach asks for a clarification time-out on a question prior to the reading of the next category and the error is correctable by the moderator.

COMMENT

The error is correctable and the moderator does change his ruling. Team B is not charged for the use of the clarification time-out. Should the moderator not change his/her decision then the team is charged for the clarification time-out. Each coach is permitted one clarification time-out per match.

6-1-2e SITUATION 2- Clarification Time-out

Team A asked a clarification time-out earlier in the match and the moderator upheld his decision. Team A asks for another clarification time-out later in the match.

COMMENT

Because team A asked for a clarification time-out earlier in the match and the moderator upheld his decision then team A lost their only clarification time-out that match. No clarification time-out is allowed.

6-1-4 SITUATION- Tiebreaker Time-out

Team B is involved in a 3-way tie at a regional tournament. In regulation play the coach used all her time-outs. In the tiebreaker round she calls for a time-out.

COMMENT

This is legal. Each team receives one time-out for the tie-breaker series round. A coach does not receive an additional time-out for a tie at the end of a regulation match.

Rule 7: Communication

The following types of communication shall be legal for players at the indicated times, unless the moderator believes that they are being used to delay, intimidate, or interrupt the flow of the match in order to gain an advantage:

- a. Saying "clear", "reset", or the equivalent as a reminder to the lockout box operator.
- b. Reasonable reactions to right or wrong answers.
- c. Notification of emergency situations in the room.
- d. A "wait" gesture from a team captain that silently communicates to the team to not trigger the lockout system during the second reading of a toss-up question.

The following multiple forms of illegal communication by players includes but is not limited to:

- a. Use of any illegal printed or written material during the match to gain an advantage.
- b. Giving or receiving aid, including looking over a teammate's written material during or after the reading of a toss-up and then triggering the lockout system.
- c. Giving or receiving aid, including looking at written material not directly in front of you while a bonus is being answered. The term "directly in front of you" may include passed papers that could be spread out in front of the individual answering the question.
- d. Communication at times other than that permitted in 7-1-3.

7-1 SITUATION- Communication

Team A captain begins to read his team's bonus answers from his sheet. He hesitates over one of the answers, and a team member next to him points, with his finger, to the paper.

COMMENT

Even though the moderator cannot be sure that he is indicating an answer, this is still non-verbal communication. Team A immediately forfeits its rights to answer the remaining parts of the bonus question and those parts are now offered to the rebounding team.

7-1 SITUATION 2- Communication

Team A captain is answering the bonus and loses track of his answers. He says to a team member "Where is number 3?"

COMMENT

The moderator bars him from answering any more bonuses as this is verbal communication. Team B is then rebounded the remaining parts.

7-1 SITUATION 3- Communication

Team A captain is reading his team's bonus answers; a player from Team B has a sneezing attack, the coach gives him a tissue.

COMMENT

It is obvious that there is nothing written on the tissue, the moderator takes no action.

7-1-2e SITUATION- Communication

Team A has control of the bonus question, and answers part 1&2 of a 4 part question. Parts 3&4 are rebounded to Team B. While the captain of Team B is answering part 3, the moderator notices that the captain is looking over at one of his/her fellow player's paper lying in front of them.

COMMENT

The moderator must make a quick decision. If the moderator believes that this glance aided the captain in giving the answer then the moderator should not accept the answer and not award any points. If the moderator believes that the person answering was not aided, then the answer is accepted and if correct the points should be awarded and play continues.

Looking around while answering, could be construed as illegal non-verbal communication.

7-1-2e SITUATION 2- Communication

During the reading of a toss-up, Player A watches Player B, a teammate, write while Player B attempts to come up with an answer. Player A watches, but says nothing. No verbal communication and no non-verbal communication takes place between players. Player A never triggers the buzzer and whether or not Player B triggers the buzzer is irrelevant.

COMMENT

No one should be disqualified. Player A made no effort to answer based on any information he/she gleaned looking at the work of Player B. Player A was merely watching the skill of his/her teammate.

7-1-3c SITUATION- Legal Communication

Team A is conferring after the bonus question was read by the moderator. Joe, not the team captain, asks for part of the question to be reread.

COMMENT

Any member of the team **awarded the bonus question** may ask to have part or the entire bonus question repeated within the 30-second time limit.

7-1-4 SITUATION- Illegal Communication

The moderator reads a toss-up question. Team A buzzes in and gives an incorrect answer. The coach for Team B immediately starts to 'air signal' in an attempt to get someone from Team B to buzz in.

COMMENT

The moderator should consider this to be illegal communication. The moderator should not accept any answer from Team B and should proceed to the next toss-up question. Team B may answer this next question.

7-1-4d SITUATION- Illegal Communication

The moderator has just finished reading a toss-up question when he/she hears something that appears to be an answer coming from the crowd.

COMMENT

The moderator should stop and offer a replacement question. In addition, the moderator should warn both teams and the spectators that this is an official warning for illegal communication. The moderator should also communicate with the scorer and timer to keep an eye out for further communication.

7-1-4e SITUATION Cell Phones

The cell phone for a player on Team A rings during the reading of a question.

COMMENT

The rule states that 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 the disruption and the next question. Note: Communication device stands for any technology that is used to communicate. i.e. cell phone, pager, walkie talkie, etc.

Penalty: Team A is no longer able to answer that question and the next question. Team B is given the opportunity to answer the toss-up question read at the time of the interruption.

- A. Should Team B answer the toss-up question correctly, then Team B will have the opportunity to answer the bonus and Team A will not get the chance to answer the rebound bonus questions. Play will resume normally with the next toss-up question as Team A has served its two question penalty with the toss-up and bonus questions asked in this scenario.
- B. Should Team B miss the toss-up question after the phone violation by Team A, then the next toss-up question will be read for Team B only. If they answer this question correctly then the bonus will be read and Team A would have the chance to answer the rebounded questions as Team A has served its two question penalty with the two toss-up questions asked in this scenario.
- C. The cell phone of a player on Team A rings during the reading of their bonus question.
Penalty: Team A is no longer able to answer their bonus and the questions are rebounded to Team B. Team B is then given the next toss-up. If team B answers the toss-up correctly then they are awarded the bonus questions and Team A is able to rebound any unanswered portions of the bonus question as they have served the two question penalty with the bonus and toss-up questions in this scenario.
- D. The cell phone of a player on Team A rings during the reading of Team B bonus question.
Penalty: Team A is no longer able to answer the rebounded bonus questions. Team B is then given the next toss-up. If team B answers the toss-up correctly, then they are awarded the bonus questions and Team A is able to rebound any unanswered portions of the bonus question as they have served the two question penalty with the bonus and toss-up questions in this scenario.

Rule 8: Unsportsmanlike Conduct

8-1 SITUATION

The coach from Team A is outraged at a ruling by the moderator. The coach is cursing and screaming at the moderator.

COMMENT

This is unsportsmanlike behavior and is an immediate ejection. The coach must leave the room. The coach must not coach for the remainder of that day and is prohibited from coaching at the next two matches on other dates. If Team A does not have an assistant coach appointed by the school, then the team must forfeit the remainder of the match(es) that day.