



IESA vs. IHSA Scholastic Bowl

In IESA Scholastic Bowl the rules of play are recommended for all matches, but are required only at each State Series. Below are a few differences between the IHSA and IESA rule codes.

Scenario	IESA	IHSA
Pencils Down during answers	Toss-up: May be used or held Bonus: All pencils down	All may hold, but no writing during answers
Moderator on Bonus answers	All parts are read. After consultation, each part is answered and ruled on. Incorrect parts are then rebounded. Each is answered and rules on, one at a time.	Part one is read, answered, ruled on, and rebounded. The process is then repeated for part two, and then for part three.
Team uniform	No team uniform required.	Similar matching team shirts.
Match Play	24 toss-up and 20 bonus	24 toss-up and 24 bonus
Time Outs per half	One 60 second	One 60 second and one 30 second
Bonus question points	All 4-part, 5 points each	All 3-part, 10 points each
End of match (excluding a tie)	When either the 24 th toss-up or 20 th bonus question is completed	When the 24 th toss-up, possibly with an appropriate bonus, has been read
	When one team exceeds 300 points	No point limit
Question Layout	All questions are independent. If the toss-up is missed, the next bonus in the set is asked with the next toss-up answered correctly.	Each toss-up is intentionally matched with a bonus question of a different category. If the toss-up is not answered, the matched bonus is not used.
End of match tie-breaker	First team to answer 2 tiebreaker toss-ups wins	Read toss-ups until one is answered, then read a bonus. If still tied, repeat.
Math units/labels	Required – no prompting	Prompt a missing required label.
Paper used by players	Clean paper. Lines and bonus numbers permitted, but no writing on the paper	Clean paper. Lines and numbers permitted, but no writing on the paper. Used paper must be removed from the table when players change.
Extra wording in answers	No rule	One additional piece of correct information is acceptable
Appeal question answers	Not Permitted	Permitted