

Bowl Rules

Definitions:

The following definitions are for OAAC competitions only. Other groups and conferences may have different definitions and guidelines.

Active Team Member– One of 4 team members sitting at the competition table while a game is being played.

Bonus Question – An additional question, in the same subject area, given when a team correctly responds to a toss-up question. Active team members may confer on a bonus question. A Bonus Question is worth 10 points. There is not a rebound on bonus questions.

Buzz-in – A buzz-in occurs when a team member presses the individual response device and activates the lock-out system.

Fifth Grade Academic Bowl – Fifth Grade Academic Bowl is for students in the 5th grade. Younger students may play up on an 5th grade team. Older students may NOT play down.

Students are allowed to play on multiple level teams. eg. A 5th grade student may play on a 5th grade team, a UEL team and a ML team.

Fourth Grade Academic Bowl – Fourth Grade Academic Bowl is for students in the 4th grade. Younger students may play up on an 4th grade team. Older students may NOT play down.

Students are allowed to play on multiple level teams. eg. A 4th grade student may play on a 4th grade team, a UEL team and a ML team.

Froshmore Academic Bowl – Froshmore Academic Bowl is for students in the 9th and 10th grade. Younger students may play up on a Froshmore team. Older students may NOT play down. Students are allowed to play on multiple level teams. eg. A 6th grade student may play on an UEL team, a ML team and a Froshmore team.

Game – A game is the event played between two teams. A game has 4 quarters.

Lock Out or Buzzer System – A buzzer system is an electronic system used in academic competitions. Each contestant has an individual response device. Once an individual response device has been activated the system will lock out all other responders until the answer has been ruled correct or incorrect.

Mid Level Academic Bowl – Students in 7th and 8th grade may play on a Mid Level Academic Bowl (ML) team. Younger students may play up on an ML team. Older students may NOT play down.

Students are allowed to play on multiple level teams. eg. A 5th grade student may play on a 5th grade team, a UEL team and a ML team.

Moderator – The moderator reads the questions and accepts or rejects the answer presented by the team member.

Protest – Over Question Content - A protest concerning question content must be lodged by the team coach at the end of a quarter. Once the new quarter begins, protests over questions in the previous quarter are inadmissible.

Protest -- Over Procedure - If there is a procedural error, the coach may indicate so by standing. The protest will be addressed by the moderator and/or chief judge immediately.

Stalling - a sound or phrase used to gain extra time before giving the answer to the question. A drawn out "Um-m-m-m" "Uh-h-h" "The Answer is" "I think that is"

Simply saying 'um' or 'uh' before giving the answer is NOT considered stalling.

Team – A team consists of four active members and substitutes. For awards purposes, 8 members will constitute a team. A team may have more than 8 members but will have to purchase additional awards for all members over 8. If necessary, a team may play with fewer than 4 members.

Team Captain – The designated team member who will give the answer to a bonus question. A team captain may defer to another team member by saying ‘defer’ or otherwise indicating the answer will be given by someone other than the captain.

Team Member – A member of a team must be a student within the grade parameters enrolled at the school district for which they are competing. A younger student may play up to the next level. An older student may NOT play down.

Time – On a toss-up question – Once the question has been finished, 5 seconds are allowed for the teams to buzz-in. If no one has buzzed-in after 5 seconds the correct answer is given and the next toss-up question is read. If the question is a computation question -- either math or science -- the teams are given 15 seconds to buzz-in. If no one has buzzed-in after 15 seconds, the correct answer is given and the next toss-up question is read. A non-computational math or science question will be given the regular time of 5 seconds.

On a Bonus question – Once the question has been finished, the students are given 10 seconds to confer. When the 10 second conferring period is over, the moderator will call for the answer. If the question is a computation question -- either math or science -- the teams are given 15 seconds to confer. A non-computational math or science question will be given the regular time of 10 seconds. When the 15 second conferring period is over, the moderator will call for the answer.

Toss-up Question – A toss-up question is a free response question. Any active team member from either team may buzz-in and respond to the question. Each team will be allowed only one attempt at a toss-up question. Team members may not confer on a toss-up question. Toss-up questions are built in pyramid format with decreasing difficulty as the question progresses. A toss-up question is worth 10 points. If the question is missed by the first team to buzz-in, the opposing team may rebound the question.

Upper Elementary Academic Bowl – Students in 5th and 6th grade may play on an Upper Elementary Academic Bowl (UEL) team. Younger students may play up on an UEL team. Older students may NOT play down. Students are allowed to play on multiple level teams. eg. A 5th grade student may play on a 5th grade team, a UEL team and a ML team.

Question Unit-- A question unit consists of a toss-up question and the related bonus question.

FROSHMORE ONLY~FROSHMORE ONLY

The DOK point, the -5 and +5 are for Froshmore competitions ONLY.

Froshmore Level ONLY

Depth of Knowledge point (DOK) - If a student answers a toss-up question on or before a designated point in that question they receive a 5 point bonus. The moderator will indicate the extra points by saying +5.

Neg 5- If a student buzzes-in before the toss-up question is completed by the moderator and misses the question 5 points are deducted from the score. The moderator will indicate the deduction by saying Neg 5. If a student buzzes-in after the question has been completed and answers incorrectly there is NO point deduction.

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Game Rules

Format

There are 4 quarters in each game.

4th grade Academic Bowl and 5th grade Academic Bowl - have 10 question units per quarter

Upper Elementary, Mid Level and Froshmore - have 8 question units per quarter

Toss-up Question

1. Toss-up questions are free response questions.
2. Any active team member may buzz-in, be recognized and answer a toss-up question.
3. If a student answers before being recognized by the moderator, a blurt; a.) the first time a blurt occurs in a game a warning will be given. The warning will be for BOTH teams and all team members; b.) the second time any student answers before being recognized the answer will be ruled invalid, even if the answer was correct, and the opposing team will be given the opportunity to answer the question. The moderator will say, “That was a blurt. The answer is invalid.”
4. If the first team to buzz-in answers incorrectly, the opposing team may buzz-in and give an answer.
5. If the toss-up question is interrupted then answered incorrectly the moderator will pick-up the question at a logical

point and complete the reading of the question.

6. 10 points are awarded for a correct answer.
 7. Team members may not confer on a toss-up question.
 8. The first answer given by the team member is the answer to be accepted by the moderator. A team member may not change their answer.
 9. After the moderator has completed reading the question, team members must buzz-in before 5 seconds have expired. On a math or science computation question 15 seconds are given before a buzz-in is required.
 10. Once the team member has been recognized, they must begin to state their answer within 3 second
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Froshmore Level ONLY

11. Depth of Knowledge point (DOK) - If a student answers a toss-up question on or before a designated point in that question they receive a 5 point bonus. The moderator will indicate the extra points by saying +5.
12. Froshmore Level ONLY
13. Neg 5- If a student buzzes-in before the toss-up question is completed by the moderator and misses the question 5 points are deducted from the score. The moderator will indicate the deduction by saying Neg 5.

Froshmore Level ONLY

14. If a student buzzes-in after the question has been completed and answers incorrectly there is NO point deduction.
 15. A team member may not stall or use a stalling phrase to gain extra time before giving the answer to the question. A drawn out "Um-m-m-m" "Uh-h-h" "The Answer is" "I think that is" used to gain extra time before giving the answer are all considered stalling phrases.
 16. Simply saying um or uh before an answer is not stalling.
 17. The moderator will call stall if a stalling phrase is used to gain extra time.
 18. Stall procedure is the same as an incorrect response.
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Toss-up Question Protest

A coach may protest the answer given to a question if...

19. the response their team gave was a correct response but was ruled incorrect by the moderator.
or
 20. If the response given by the opponent was an incorrect response but was ruled correct by the moderator a protest may be lodged.
 21. If the first team buzzing-in interrupts and gives an incorrect answer and the moderator gives the correct answer before allowing the second team have a chance to answer, a replacement question will be read for the second team ONLY.
 22. If a technical issue creates a situation that impacts both teams, e.g. the system wasn't cleared and neither team can buzz-in. The moderator will use a substitute question.
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Bonus Question

23. A correct answer on a toss-up question will result in a bonus question to the team answering correctly.
 24. The bonus question will be in the same subject area as the correctly answered toss-up question.
 25. The bonus question will be worth 10 points.
 26. The team may confer on a bonus question with the answer being given by the team captain or an active team member designated by the captain.
 27. The team will have 10 seconds to confer on a bonus question. 15 to confer on a math or science computation bonus.
 28. Once conferring time is over and the moderator calls for the answer, an immediate answer must be given.
 29. There is no penalty for an incorrect or early answer to a bonus question.
 30. There is no rebound on a bonus question.
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Bonus Question Protest

31. If the response the team gave was a correct response but was ruled incorrect by the moderator a protest may be lodged.
or
32. If the response given by the opponent was an incorrect response but was ruled correct by the moderator a protest may be lodged.

End of the Game

The team with the most points at the end of the game is the winning team.

If the score is tied the teams will enter a best of 5 tie breaker.

If the score is still tied after the best of 5 tie-breaker the match will be determined by sudden-win.

The team answering the sudden-win toss-up will be the winning team.

Other

Leading articles such as "the," "an," and "a" are not required (e.g. Tale of Two Cities is an acceptable answer for A Tale of Two Cities). However, if an article is given, it must be the correct one.

Plural/Singular answers are acceptable unless otherwise delineated (e.g. Orangutan and Orangutans are both acceptable answers).

The End of the Tournament

The round robin tournament winner is the team with the best win/loss record. If two teams have the same win/loss record, the team with the highest total points will be the winner.

If the win/loss record and the highest total points are identical, the tie is broken by the results of the game in which the two teams played one another.

What to Take

1. Your buzzer system... Don't forget it!! Make sure it's in good working order. It is important to have enough Light Board/Buzzer Systems and an extra or two in case of a break down. If your system requires batteries, be sure you have extras.

2. Help for your host site... check with your host site to see if they need official help (timer, scorekeeper, moderator, judge...) Train your bus driver or son or daughter or parents to serve as officials.

3. Name tags to set in front of each student. These can be elaborate and permanent or simple tri-folded pieces of typing paper. Have your students name (first name is okay unless you have two Matilda's then use an initial for the last name) and your school name.

Mary

Bugtussle

4. Eligibility roster - signed and dated by your principal for the week of competition. Give the eligibility roster to the host site tournament director. (pg 18)

Question Breakdown for each division:

Science question selection will be based on NSTA standards. (nsta.org)

4th Grade Alpha and Beta Tournaments - 7 each from Language Arts/Literature, History(focus on Oklahoma History), Science, Mathematics, Fine Arts/Humanities 5 from Current Events/Pop Culture

5th Grade Alpha and Beta Tournaments - 7 each from Language Arts/Literature, History, Science, Mathematics, Fine Arts/Humanities 5 from Current Events/Pop Culture

Upper Elementary & Mid Level 32 total question units- 6 each from Language Arts/Literature (3 LA /3 Lit), Social Studies(3 History, 3 Geography), Science (6), Mathematics (6), 2 each Fine Arts, Humanities, Current Events, and Pop Culture

Froshmore - In each of the 4 subject area tournaments 16 will be from the main subject with 4 each from the other 3 categories, 2 current events and 2 pop culture.

Weather

Be weather wise. Have a plan in place.

As we have witnessed in the last couple of years, the weather doesn't want us to forget who's really in control! If you are hosting a tournament have a plan in case the weather turns bad. Have a list of participating schools travel agendas and a cell phone number for someone who will be with the team. Be sure they have your home and/or cell number and you have theirs. Even if your roads are clear, 30 miles away they may be iced in.

If you are attending the tournament. Fax or e-mail your travel agenda and your home and cell phone numbers to the host site.

If you are experiencing icy weather call the host site EARLY in the day to let them know travel may be a problem.

The OAAC Board of Directors says if ANY school attending a tournament is in a travel advisory or warning (not a watch) the tournament must be canceled and rescheduled.

The region and area will cover a large portion of the state.