The following set of definitions and rules are for 4th grade, 5th grade, Upper Elementary and Mid Level OAAC competitions. There is a separate set of rules for the OAAC Froshmore competition. <u>New information has been underlined</u>

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

<u>**Defer** - During the answer to a bonus question ONLY, the captain may defer giving the answer to another active team member. The captain will say "Defer" and the specified team member will give the answer.</u>

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.

<u>If your Zeecraft has buzz waiting or 2nd buzz - where the person to buzz 2nd is indicated by a flashing light - that function should be disabled before use in an OAAC competition.</u>   This element does not work well with our format. Some moderators do not have experience with the 2nd buzz function and it can cause confusion.

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. e.g. 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.

<u>**Team Make-up** - Many schools have multiple teams. ***It is permissible*** to add new students (students who did not play on any team during the previous events) to your team(s). *It is permissible* for team members to move from one team to another **as long as the following guidelines are followed.** a.) On the day of a tournament the team the player starts the day with is the team they will play with all day. b.) If your two teams attend different regionals (one team places 1-3 and goes to region 1 or 3 while the other team places 4-6 and goes to region 2 or 4) team members must stay with the team with whom they played districts. *However,* If both teams attend the same region, team membership may change between district and region. c.) If one of your teams goes to Area and one goes to Firebird - you may not move a member of the Area bound team to the Firebird team. d.) if one of your teams goes to the Phoenix tournament, you may not take a team member from a Firebird or Area team to place on the Phoenix team.</u>
<u>The hierarchy of tournaments after district is determined by your district ranking and the number of regions in your Area.. Not all areas are identical. The number of regionals is determined by the total number of teams assigned to the area group. If your Area has 4</u>

regions teams going to Region 1 & 3 cannot switch members with teams attending Region 2 & 4, If your area has only 3 regions with the lower ranked teams attending region 2, a team member from a team designated for region 1 or 3 cannot play on a team attending region 2. If your area has only two regions, your team members may move from team to team. A team qualifying for Area cannot send one of the members of the qualifying team to either the Firebird or the Phoenix tournament.

As a general rule - A team member from a higher ranking team in district cannot play on a team with a lower ranking from district unless they are attending the same region. In most instances the reverse is allowable. A team member from a team with a lower ranking from district can move to a team with a higher ranking.

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 math question or a science computation question, 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.

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 math question or a science computation question, the team is given 15 seconds to confer. 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.

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

Game Rules

Format
There are 4 quarters in each game.
Each quarter has 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. **Suggested moderator response:** *"That is incorrect, I will finish the question..."* If the interruption comes at the very end of the question and is incorrect the moderator will say. *"That is incorrect, I have finished reading 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 seconds.
11.   If a student buzzes-in and answers incorrectly there is NO point deduction.
12.   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.
13.   Simply saying um or uh before an answer is not stalling.
14.   The moderator will call stall if a stalling phrase is used to gain extra time.
15.   Stall procedure is the same as an incorrect response.
Toss-up Question Protest
16.   A coach may protest the answer given to a question if...
17.   the response their team gave was a correct response but was ruled incorrect by the moderator.

or

18.   If the response given by the opponent was an incorrect response but was ruled correct by the moderator a protest may be lodged.

19.   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.

20.   If a technical issue creates a situation that impacts both teams, e.g. the system wasn't cleared and neither team can buzz-in. If a technical issue creates a situation that impacts both teams, e.g. the system wasn't cleared and neither team can buzz-in or there is a malfunction of the buzzer before an answer is given by either team. a.) Clear the system. b.) The moderator will use a key word to indicate permission to buzz in. The Moderator will tell the students. "I will re-read the toss-up question. At some point in the question you will hear the word "pumpernickel " You may buzz in when you hear me say pumpernickel . If you buzz in before, your answer will be ruled invalid." c.)The moderator will begin re-reading the question and insert pumpernickel into the question at a spot of their choosing. HOWEVER   -   If the malfunction is discovered *after* an answer has been accepted. The question will be tossed out and a replacement question will be read for both teams. e.g. a student buzzer quits working and a student was trying to buzz but could not buzz in because of the malfunction. (If it is determined that the buzzer system is malfunctioning - that system should be switched out for a different system.

Bonus Question

21.   A correct answer on a toss-up question will result in a bonus question to the team answering correctly.

22.   The bonus question will be in the same subject area as the correctly answered toss-up question.

23.   The bonus question will be worth 10 points.

24.   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.

25.   The team will have 10 seconds to confer on a bonus question. 15 to confer on a math or science computation bonus.

26.   Once conferring time is over and the moderator calls for the answer, an immediate answer must be given.

27.   There is no penalty for an incorrect or early answer to a bonus question.

28.   There is no rebound on a bonus question.

Bonus Question Protest

29.   If the response the team gave was a correct response but was ruled incorrect by the moderator a protest may be lodged.
or
30.   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. (tournament ranking is based on w/l record with points used to break a tie)

   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.
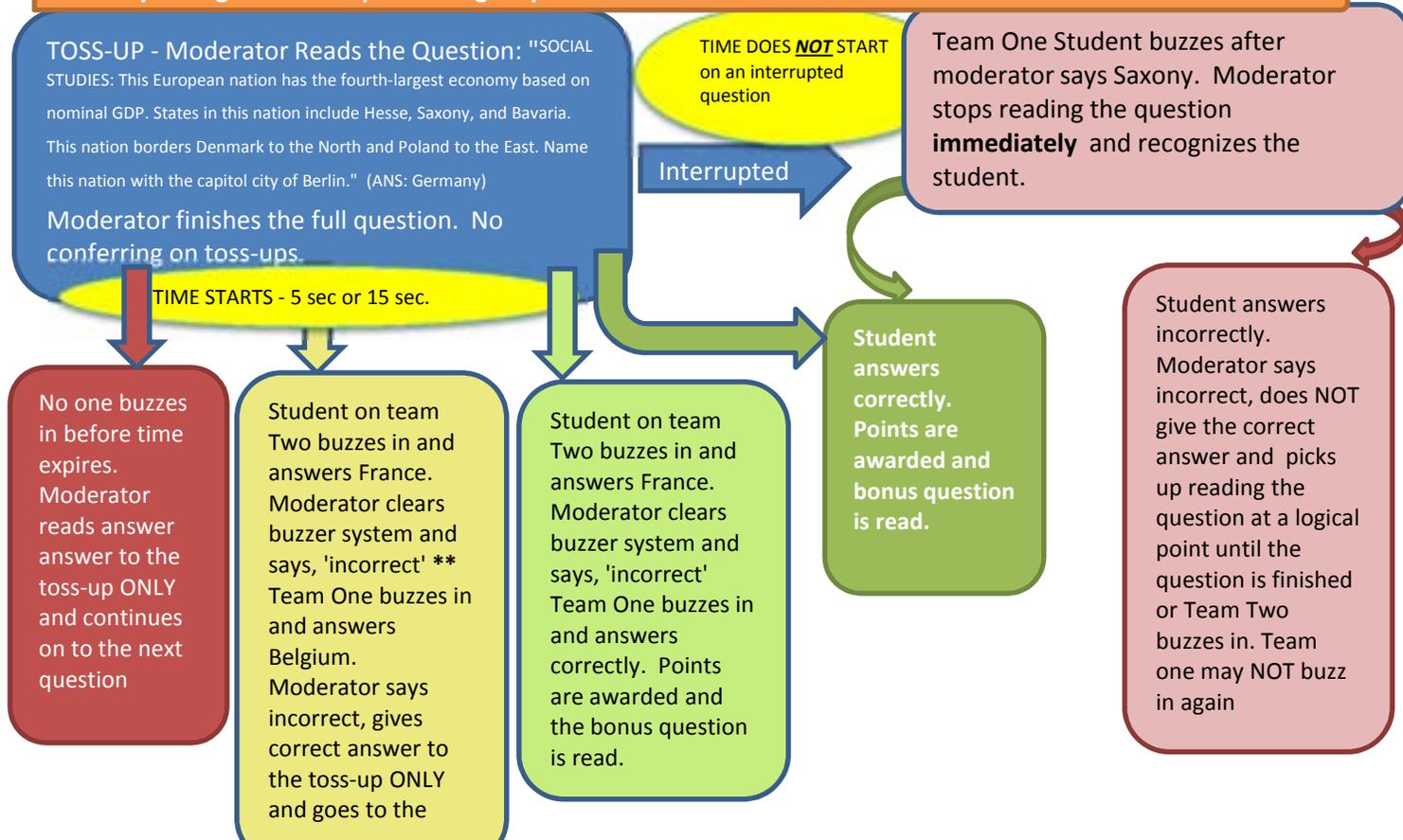
Other

Leading articles such as "the," "an," and "a" are not required (e.g. Tale of Two Cities is an acceptable answer for The 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).

Academic Bowl Rules Flow Chart - Toss-up and Bonus procedure

TOSS-UP - Moderator Reads the Question: "SOCIAL STUDIES: This European nation has the fourth-largest economy based on nominal GDP. States in this nation include Hesse, Saxony, and Bavaria. This nation borders Denmark to the North and Poland to the East. Name this nation with the capitol city of Berlin." (ANS: Germany)

Moderator finishes the full question. No conferring on toss-ups.

TIME STARTS - 5 sec or 15 sec.

TIME DOES **NOT** START on an interrupted question

Interrupted

Team One Student buzzes after moderator says Saxony. Moderator stops reading the question **immediately** and recognizes the student.

No one buzzes in before time expires. Moderator reads answer answer to the toss-up ONLY and continues on to the next question

Student on team Two buzzes in and answers France. Moderator clears buzzer system and says, 'incorrect' ** Team One buzzes in and answers Belgium. Moderator says incorrect, gives correct answer to the toss-up ONLY and goes to the

Student on team Two buzzes in and answers France. Moderator clears buzzer system and says, 'incorrect' Team One buzzes in and answers correctly. Points are awarded and the bonus question is read.

Student answers correctly. Points are awarded and bonus question is read.

Student answers incorrectly. Moderator says incorrect, does NOT give the correct answer and picks up reading the question at a logical point until the question is finished or Team Two buzzes in. Team one may NOT buzz in again

Concerning time - Except for an interrupted question, once either team has buzzed in the question is in play. If time expires while the first team is answering, and the given answer is incorrect, the second team STILL has the opportunity to buzz in. If the first team to buzz is in is Team One, after that team answers incorrectly, the moderator will say, "Team two?" or call the team by name "Bugtussle?" Once the moderator has called the team the buzz must be immediate (2 seconds - one thousand one one thousand "time**") if the buzz is not immediate, call time, give the correct answer and move on to the next question. IF there is remaining time (computation question) after the first team gives an incorrect answer, the second team receives the remaining time but must buzz in before time expires. If there two or fewer seconds left on the time clock, call for the answer

BONUS - The team answering a toss-up question correctly receives the bonus question. BONUS: This mountain range stretches across eight nations including Germany, France and Austria. This mountain ranges highest peak is Mount Blanc. Name this largest **mountain range located entirely in Europe. (Ans: (The) Alps)**

Once the moderator has read the bonus question time starts. Students have 10 seconds to confer on a non-computation question and 15 seconds to confer on a computation question. **After time has expired (**10 or 15 seconds) **The moderator _will call_ for the answer by saying** "Captain?" or "Answer?" The captain must give an immediate answer. No additional time will be given for the captain to check with team mates. Time expires. Timer either beeps or the person keeping time says "time" - Moderator says "Captain?" - Answer must begin. If the answer is incorrect or time has expired without an answer, give the correct answer and go to the next Toss-up

Academic Bowl Rules Flow Chart - What if…

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 is 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. The opposing team will be given the opportunity to answer the question. The moderator will not indicate if the blurted answer was correct or incorrect. The moderator will say, "That was a blurt. The answer is invalid."

If a student confers on a toss-up question. The moderator will not accept an answer from the team that conferred. If an answer is given by the student the moderator will not indicate if the answer given is correct or incorrect. The moderator should say "conferring" and continue as if it were an incorrectly answered question.
Conferring should be called if, before an answer is given, a student turns to another team member or looks into the audience and says aloud or mouths the answer. If the other person does not visibly or auditorialy respond, this is **still** considered conferring. Reading a written answer from a paper other than their own is also considered conferring.

If a Moderator inadvertently gives the correct answer after an incorrect answer has been given but before the opposing team has an opportunity to answer a replacement toss-up question will be read for the second team ONLY. The tournament coordinator will have a set of replacement questions. The question should come from the same subject area.

NOTE: THIS IS A CHANGE IN PROCEDURE - If a technical issue creates a situation that impacts both teams, e.g. the system wasn't cleared and neither team can buzz-in or there is a malfunction of the buzzer **before** an answer is given by either team.
If it is determined that the buzzer system is malfunctioning - that system should be switched out for a different system. (When attending a tournament, **ALWAYS TAKE YOUR BUZZER SYSTEM WITH YOU!)**
a.) Clear the system.
b.) The moderator will use a key word to indicate permission to buzz in. The Moderator will tell the students. "I will re-read the toss-up question. At some point in the question you will hear the word "pumpernickel " You may buzz in when you hear me say pumpernickel . If you buzz in before, your answer will be ruled invalid."
c.)The moderator will begin re-reading the question and insert pumpernickel into the question at a spot of their choosing.
HOWEVER
If the malfunction is discovered after an answer has been accepted. The question will be tossed out and a replacement question will be read for both teams. e.g. a student buzzer quits working and a student was trying to buzz but could not buzz in because of the malfunction.

Academic Bowl Rules Flow Chart - Procedure & Question Protest response

Procedure Protest - If an official is not following procedure -- not allowing a second team to buzz in after an incorrect response, incorrect time allotted, etc. -- The coach may stand.
If a Moderator sees a coach stand during the competition the moderator will stop immediately and ask the coach, "What is your protest." The coach will state the procedural error to be corrected.
A procedural error that impacts both teams equally will be corrected from the point of protest forward.
If a second team was not allowed to buzz in after an incorrect response and the answer has already been given, the Moderator will give the team that was not allowed to answer a substitute question as they would if the answer was inadvertently given.

Question/Answer Protest -
Question protests occur at the end of each quarter. If a protest is not raised at the end of the quarter, all right to protest questions from the quarter that has just finished are relinquished upon the start of the next quarter or when the Moderator, after giving the final score and asking if there are questions, says "This ends the game."   A protest over a question in the first quarter must be lodged at the end of the first quarter. A protest over a question in the second quarter must be lodged at the end of the second quarter. A protest over a question in the third quarter must be lodged at the end of the third quarter. A protest over a question in the fourth quarter must be lodged before the Moderator ends the game.
-A coach may protest the answer given to a question if. . .
   the response their team gave was a correct response but was ruled incorrect by the moderator.
   the response given by the opponent was an incorrect response but was ruled correct by the moderator.
-The moderator will determine if the protest is valid.
If there is a chief judge, the moderator may confer with the judge. The chief judge will give the final ruling. The judge has the final word on the decision about the protest.
If there is not a chief judge, the moderator may, if necessary, leave the room to confer with officials from the other competition rooms. If there is not a judge, the moderator has the final word on the decision about the protest.
-If a protest is upheld:
Correct response ruled incorrect for a **toss-up**:
If the team giving the correct answer, but ruled incorrect, was the **first** team to buzz in, a replacement question from the same subject area, if possible, will be read for that team only. **New procedure**: If there is no answer or an incorrect answer is given, the opposing team will be allowed to buzz in as it would on any missed answer.
If the team giving the correct answer, but ruled incorrect, was the second team to buzz in, a replacement question from the same subject area, if possible, will be read for that team only. **There will not be a rebound opportunity as the first team to buzz in missed the question initially.**
-Incorrect response ruled correct for a **toss-up**:
If the team giving the incorrect answer, but ruled correct, was the **first** team to buzz in, a replacement question from the same subject area, if possible, will be read for the opposing team only.
If the team giving the incorrect answer, but ruled correct, was the **second** team to buzz in no replacement question will be asked. **The first team to buzz in missed the question initially.**

Bonus Question -
If the answer given by the students was correct but ruled incorrect, points will be awarded for the correct answer.
If the answer given by the students was incorrect, but ruled correct, points initially awarded will be deducted for the incorrect answer.