

# Wolverine Quiz Bowl Tournament Rules

## **Miscellaneous Rules:**

1. Calculators & calculator apps are not permitted. Scratch paper will be provided. Please bring your own writing utensils.
2. Four team members will be allowed to play at a time. Substitutions may not occur during a game. Students may play on only one team.
3. Well-behaved spectators are welcome to observe the competition. Signaling is prohibited. If an answer is interjected by someone from the audience or from a player before being recognized, the question will be thrown out.
4. Participants must remove rings during game play in rooms that don't have buzzers.

A coin flip may be used to settle hand slap ties and ties at the beginning of the third round. Possession will alternate between teams as necessary.

5. An appeal should come from the team captain. Whenever possible, the appeal should be handled by the reader and scorer in the room. If necessary, consult the tournament director. The decision of the tournament director is final. The appeal must be settled before moving on to the next question.
6. Each room will be supplied with extra questions that may be used as replacements due to reader error, spectator interference, tie breaker, or an appeal that cannot be resolved.
7. Points are awarded for correct answers. No points are subtracted for wrong answers.
8. Questions will not be repeated unless the reader feels that he/she made an error while reading.
9. Questions requiring a person's name as an answer may be correctly answered by giving that person's surname only unless there are others having the same surname with which he/she might be confused, in which case, both names must be given (e.g. Roosevelt). The first name of a person may be used as the answer as long as it is the most familiar name (e.g. Rembrandt).
10. When spelling, a player may not go back to the beginning once he/she has started giving an answer.
11. Answers to math and science questions must have the correct unit label.
12. The top four teams will be determined by the following:
  - a) Game record
  - b) Points scored
  - c) Head to head competition
  - d) Coin toss
13. Awards: plaques to champion and runner-up teams in both JV and Varsity.

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## Round 1 Rules

- Round 1 consists of 20 toss-up questions.
- Each question is worth 10 points.
- Consultation among team members is not allowed.
- A player must be acknowledged by the reader before giving an answer.
- After both teams have had the opportunity to give an answer, the reader will give the correct answer.

## Round 1 & 2 Toss-Up Question Timing Elements

- Players are allowed 3 seconds to buzz/slap in to answer regular questions. When the toss up question involves Math or Science computation, 10 seconds are allowed. If the first team gives an incorrect response, the other team gets the remaining time or at least 1 second.
- If the first team gives an incorrect response, the reader should
  - finish reading the question and allow the remaining time for the other team, or
  - pause for the remaining time to let someone from the other team buzz/slap in, or
  - pause for 1 second, then say “time” and read the correct answer.
- A player should give an answer immediately after being acknowledged.

## Round 2 Rules

- Round 2 consists of 20 toss-up questions worth **10 points each** and 5 four-part bonus questions worth 5 points for each part.
- Consultation is not allowed for the toss up question.
- Consultation IS allowed for each part of the bonus question. The team is allowed 8 seconds to answer each part of the bonus question (unless 10 seconds is allowed for computation). Time begins after each part of the question is read. Questions will not be repeated.
- If a bonus has one question with four answers, a team may use 8 seconds to consult for each part of their answer. The first four answers given by the captain will count as the team’s response.
- The team captain must give the answer and does not need to wait to be acknowledged. The first answer given by the captain will be considered the team’s answer.
- The reader should wait to read the answers to bonus questions until after the team has had the opportunity to answer all four parts. (The other team does not get to answer bonus questions.)
- The round will continue until all toss-up questions have been used. It is also possible that one or more bonus questions may not be used. If all bonus questions are used, the round will continue with the rest of the toss-up questions.

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## **Round 3 Rules**

- This is called the Lightning round (aka Rapid Fire round).
- Each category has 10 questions. Each question is worth 10 points.
- The team that has the higher score after Round 2 will choose first from the three categories and will answer their questions second. The team that is behind after Round 2 will choose second and answer first. A tie is settled with a coin toss.
- The team that chose the topic will have 60 seconds to answer the 10 questions. The other team will then have 30 seconds to answer any questions missed or left unanswered. After both teams have had the opportunity to answer the questions, the reader should read the correct answers. This process is repeated with the other category and the team roles are reversed.
- Time begins after the first question is read.
- Consultation among team members is allowed. Answers must come from the captain. The captain does not need to wait to be acknowledged. The first answer given by the captain will be considered the team answer, even if it is “pass.” If the captain passes and then a teammate says the correct answer, the team has to wait until the next time through the questions to score points with the correct answer.
- **The captain may defer to another team member ONLY if the category is spelling.**
- The team captain may respond before the reader has completed a question. If the team captain says “pass”, the reader should go on to the next question. After reading all 10 questions, if time still remains the reader should go back and re-read the passed questions only. If a team answered a question incorrectly, the question is lost to that team. If a team passes twice, that is the same as an incorrect answer.

## **Sudden Death Tie-Breaker, if necessary**

- If a game should end in a tie, the two teams will go to a sudden-death playoff. Extra questions are included with each game. The first team to answer a toss-up question correctly in overtime will be declared the winner.
- Both teams’ scores will remain the tied score, but the win/loss will be recorded based on the tie-breaker.
- Readers, please note the tie-breaker situation on the score sheet.

At the **end of the game**, the reader should complete the score sheet and send it with the winning team’s captain to the Commons. All scores will be posted in the Commons.