

Quiz Bowl

Division 1: Lakes 8 Activities participating schools

Division 2: Non - Lakes 8 Activities participating schools

1. Description
 - a. High school quiz bowl is a question and answer game played between two teams of four players each.
 - b. Each team may have an unlimited number of alternate players who may be substituted for regular team member(s) before a match begins, at half time, or a time out (see explanation under time outs). The moderator must be informed of any substitutions by the team captain.
 - c. The game is played in ten-minute halves with a three-minute break between them. Each ten-minute half will consist of a nine-minute toss-up/bonus round and a one-minute lightning round of all toss-up questions. Matches will begin every thirty-five minutes.
2. Time Outs
 - a. Each team is permitted to call two one-minute time outs per match. The team captain or coach may call time outs. Coaches may confer with their team during a team called time out. Time outs may be called only before the moderator reads a toss up question; time outs may not interrupt a toss-up/bonus sequence. Time outs are not allowed during the lightning round.
 - b. A coach may substitute any number of players during a time out, independent of which team called the time out. All coaches may confer with their team during any team called time out.
 - c. If a coach wants a clarification time out and uses the time out to confer with the moderator this does not count as a team time out. This will be considered an official's time out and the moderator/timekeeper will stop the clock. During this time out, no conferences between coaches and team members will be allowed. Substitutions during a clarification time out are not allowed either. A clarification time out may interrupt the toss-up/bonus sequence.
 - d. The moderator may stop the clock at any time for an official's time out.
3. Questions
 - a. There are two types of questions: toss-ups and bonus. Toss-ups are worth ten points each.
 - b. Bonus questions are worth twenty points each.
4. Toss-Up
 - a. Each half of the game begins with a toss-up question. The first player to signal and be recognized by the moderator gives the answer. He/she must do so without any consultation with teammates.
 - b. Players will be given three seconds from the time the moderator stops reading to signal. The timekeeper should indicate when time has elapsed by saying "time." The moderator, for especially difficult toss-up questions,

i.e. math questions that may require some figuring or questions with multiple parts, may extend the three-second time limit to ten-seconds. After a player has signaled and has been recognized, he/she should begin the answer immediately. The moderator should allow for a natural pause with no stalling.

- c. If a toss-up answer is given, after a player has signaled, has been recognized by the moderator, and after time has expired, then the answer does not count. The question is then given to the other team.
- d. If a player answers a toss-up question without being recognized by the moderator, then the answer does not count and five points will be subtracted from the team's score. The question is then given to the other team.
- e. When answering a toss-up question, the first response given is the one that is accepted as the team member's answer. There are times when a player will attempt to give more than one piece of information in his/her answer. There are instances when such a response is acceptable. The moderator should distinguish whether the player has pinpointed the answer or is just rattling off a list of facts on a given subject.
- f. If a player answers a toss-up question wrong, the question is turned over to the other team. On the turnover, a player must still signal and be recognized by the moderator before answering. If a player is not recognized, rule four from above applies and the moderator proceeds to the next toss-up, a question for both teams.
- g. The only time a toss-up question is not turned over to the other team is when a half or the match ends before a player signals. Consider this scenario: The moderator has completed reading a toss-up question. Team one signals and is recognized by the moderator and is answering the question as the time for the first half of the match runs out. The moderator should allow the recognized player from team one to finish the answer. If the answer is right, then the team scores ten points. If the answer is wrong, then no points are scored and the half or the match ends. The question is not turned over to the other team since time has expired. No bonus is offered as time has expired.
- h. If a player believes he/she knows the answer to a toss-up question before it has been completed, then he/she may interrupt the moderator by signaling. If the answer is correct, then the team scores ten points. If the answer is not correct, then five points are subtracted from the team's score. The question is then re-read in its entirety for the other team. This is the only time a question may be repeated.
- i. If the moderator inadvertently gives an answer to a toss-up question without giving either team a chance to respond, then the question is thrown out and the next toss-up question is given to both teams. This question is then played in the normal routine.
- j. If a moderator inadvertently gives an answer to a toss-up question after the first team has responded incorrectly without turning it over to the second team, then the next toss-up question is given to the second team only.

- k. If someone in the audience gives the answer to a question, then the moderator throws out the question and goes to the next question (toss-up or bonus, whichever pertains). The moderator should caution the audience regarding the interruption of the game.
 - l. Every time a player answers a toss-up question correctly, his/her team scores ten points and is entitled to a bonus question.
5. Bonus
- a. After the moderator has finished reading a bonus question, the team will be given five seconds to begin the answer. After five seconds has elapsed, the moderator will say "answer" at which point the team captain must immediately give the team's answer. If a bonus question has several parts, the team will be given five seconds to start each part of the question.
 - b. If a bonus question calls for two or more answers in a one-part question, then only the initial five seconds is allowed.
 - c. On all bonuses, a delay in response may be anticipated because of conferences or the pressure of giving multiple answers. Moderators should allow the answers to come naturally with no intentional stalling.
 - d. Team members may confer on bonus questions with their teammates. All team members should be encouraged to participate as much as possible. However, the moderator will only accept an answer from the team captain. This becomes the team's official answer. The team captain may defer the answer to another team member.
 - e. If a bonus answer comes after the moderator has asked for the answer and called "time", then it does not count.
 - f. If a half or match ends after the moderator has finished reading a bonus question, then the team may give its answer. If it is a bonus question with multiple parts, then the team is allowed to answer only the part the moderator has finished reading.
 - g. If a half or match ends while a moderator is reading a bonus question or any part of a bonus question, then the half or match ends right there. The team does not get a chance to answer.
 - h. All bonus questions are worth a total of twenty points. The bonus question with multiple parts will be worth a total of twenty points.
6. Lightning
- a. The first player to signal and be recognized by the moderator gives the answer. He/she must do so without any consultation with teammates.
 - b. Players will be given three seconds from the time the moderator stops reading to signal. The timekeeper should indicate when time has elapsed by saying "time." After a player has signaled and has been recognized, he/she should begin the answer immediately. The moderator should allow for a natural pause with no stalling.
 - c. The rules are the same as for the toss-up round.
 - d. Any clarifications must wait until the end of the lightning round.
7. Ending the Game

- a. The match is played in halves. The timekeeper will signal when the time has elapsed for a half or the match. The team that has the most points at the end of the second half wins the match.
 - b. If the score is tied at the end of regulation time, then putting three minutes of overtime on the clock breaks the tie. The teams will be given toss-up questions only. The team ahead at the end of overtime play will be declared the winner. During the overtime, all toss-up questions are worth the usual ten points and all rules for toss-ups and play remain the same.
 - c. If a game is still tied after the three-minute overtime play, then a sudden death play off will be played. The next toss-up question(s) in normal sequence will be used. The first team to buzz in and answer a question correctly will be declared the winner. Remember, an interruption to a toss-up question with an incorrect response will lose the team five points and thus lose the match since the score is no longer tied. Rule four from under toss-up still applies.
 - d. Teams arriving more than five minutes after their match is scheduled to begin will forfeit the match. Special circumstances will be considered on a case-by-case basis.
8. Protests
- a. Serious protests will be considered. A clarification time out may become a protest, at which time the moderator has the discretion to rule on the protest immediately or to defer the ruling until the end of the match. The moderator is the final authority and his/her decision stands. Both team's coaches will be included in the discussion.
 - b. The moderator will consult privately with all the other moderators for that match. The moderator will inform the team's coaches of the decision. Replays will be considered only when the protested points could have actually affected the outcome of the match.
 - c. Teams are strongly discouraged from lodging frivolous protests. In fairness to all teams competing, teams are asked to carefully consider whether the issue at hand really affected the loss of a match before lodging a protest.
9. Team Composition
- a. Each school is allowed to enter a Varsity, Junior Varsity and Freshmen team for league competition.
 - a. Varsity
 - i. Varsity team members may be in grades nine through twelve. Once a member has played in a varsity match in regular league competition, he/she may not play on the junior varsity or freshmen team during an official match for the remainder of that season.
 - ii. The varsity team may bring up a member of the junior varsity, or freshmen team before any match including the league championship.
 - b. Junior Varsity, and Freshmen
 - i. The junior varsity team members may be in grades nine ten and eleven. He/she cannot have played on *the* Varsity team during that

season. Freshmen team members may be in grade nine. He/she cannot have played on the Varsity team during an official league match. An official league match is considered to be one that is played with an official (paid) league moderator.

- ii. The junior varsity, and freshmen teams will play a combined schedule until there exist enough teams to create separate schedules. These matches will be held at the same time and location as the varsity dual meets.
- iii. Any other matches played unofficially, i.e. matches arranged in practice rooms by coaches, may use any players from varsity, junior varsity, and freshmen teams. Teams must provide their own equipment and questions for these matches.
- iv. A school must have a varsity team before being allowed to have any additional teams.

2. Miscellaneous Information

a. Cancellations

- i. If any school closes before starting time or any time during the day for any reason, it is the coach's responsibility to call the Activities Commissioner. If the host school does not have school or if five schools cannot participate for legitimate reasons, then the entire meet will be canceled. The host school will then call all participating schools to cancel and reschedule the match for the following week on Wednesday.
- ii. If a team or teams are unable to attend a scheduled or rescheduled date of competition due to inclement weather, bus break down, etc., a make-up meet will be scheduled during the week after the last dual meet and prior to the tournament. Please call the Activities Commissioner as soon as possible in case of problems!

b. Name Tags

- i. Each school is responsible for its own team's nametags. Simple tags are preferred. Use the team member's first initial and last name. The school name should be printed on a separate tag and taken to each match.

c. Schedules

- i. The activities commissioner will prepare dual and tournament schedules each season. Tournament seeding will depend on current season dual finish.
- ii. Schedules will be emailed and faxed to all coaches.

d. Rule Revisions

- i. Revisions that the majority of the coaches want considered may be presented, in writing, to the activities commissioner who in turn will present revisions to the principals of the Lakes 8 for consideration.

3. Award Determination

a. Duals

i. Division winners of the dual league competition will receive a first place trophy at the end of the season, to be presented at the last dual meet if possible.

ii. Looking at the results of the head to head competition during the regular dual season play will break ties. For example: Team A and B are tied with a 2 and 2 record, if Team A won in the dual match over team B, then team A would be the winner. If the team losses were both to other teams, then a play-off match would result. The winner of the play-off match would be in first place and the loser would be in second place in the dual competition standings. In the event of a three-way tie that could not be broken by head to head results, a three-way play-off would be necessary to determine the final standings.

iii. The winner of the dual competition season in each division will not compete in the league tournament.

b. Tournament

i. The winning team of the tournament competition will receive a maximum of six medals at the end of the tournament as well as a trophy.

ii. The first place teams from the dual competition do not play in the tournament. *A tournament will be held for each division provided there are enough remaining teams in each division to make the tournament a qualifying tournament.*

4. Awards

a. Trophies

i. A first place trophy (Divisional Championship) will be awarded to each division winner of the dual portion of the season.

ii. A first place trophy (Tournament Championship) will be awarded to the *each* tournament winner.

b. Medals

i. There will be a maximum of six medals per team given to the first place team (Divisional Championship) in each division.

ii. There will be a maximum of six medals per team given to the first place team (Tournament Championship) as a result of the tournament.

c. Certificates

i. Certificates of participation in the dual season or the tournament are optional and if desired should be provided by each school for its own team.

d. Press Releases

i. Each participating school's coach is expected to furnish the activities commissioner with local (to the school) newspaper

information, including a fax number for press releases and a telephone number.

- ii. The activities commissioner will fax a press release to the winning divisional and tournament school's local newspaper. The fax will be followed up by a telephone call to encourage the newspaper to run a story.

5. Host School Guide/Instructions

The following information is designed to assist a school hosting a league competition.

- a. Six sites for competition must be available. Each site must be equipped with two tables with four chairs each, one podium or stand with a stool for the moderator, one smaller table with two chairs for the official scorer and the timekeeper (or two separate desks), and a blackboard or whiteboard for unofficial scoring for the audience. A clock must be visible and each moderator will be provided a bottle of water for during the competition.
- b. Nine additional classrooms should be available (two schools per room) so competing schools can place coats, equipment, etc. in the rooms. If these are not available, then a large area like a cafeteria could serve the same purpose. One additional room must be available to accommodate the six moderators so that they have a place to review the questions prior to competition as well as a place to meet between matches.
- c. Twelve adult and six student workers are recommended. The adults will serve as timekeeper and official scorer at each site while the students will serve as the unofficial scorers using the blackboard or whiteboard at each site. Please ask that all workers arrive twenty to thirty minutes early so that they may be orientated to their respective tasks.
- d. Six electronic buzzer systems are needed. The host school should make arrangements to borrow any needed equipment in advance. Check the buzzers to assure that they work prior to the matches.
- e. Each site should have a copy of the league rules at the scorer's table. If there is a dispute, the moderator may confer with the official scorer and timekeeper to reach a decision.
- f. A schedule of the night's competition should be posted outside each site. At the conclusion of each contest, the official scorer must write the scores on the schedule. The host school must turn in all final results to Brandon Miller. You may contact him at via email at bmiller@fremont.net, by telephone at (231) 924-5300, or by fax at (231) 924-9262.
- g. Enough pencils and paper should be available for the eight players, moderator, and official scorer at each site.
- h. If bad weather means a cancellation of the competition, the Activities Commissioner must notify all schools as soon as possible. When a competing school has a snow day on a competition day, it is the coach's responsibility to notify the Activities Commissioner whether or not the school will be attending. Clear and timely communication is extremely important.

- i. Due to the time frame of the dual meets, it is highly recommended that the host school provide snacks of some sort. If the snacks will cost money, please inform all the coaches so that their team members have money. The location of vending machines that provide both food and drink is sufficient.
- j. The activities commissioner will purchase dinner for the six moderators.

The reader is very helpful should you have any questions.

Official Timer/Judge:

Set clock at 9 minutes for each half

-give a warning when 1 minute remains

(just say (1 minute)

-stop clock for time outs and start again when play resumes

(moderator will acknowledge TO)

After each half there is a 1 minute lightning round

Set clock at 1 minute for lightning rounds

3 minute break between halves

**You acknowledge the team that has buzzed in unless the moderator indicates that they would like to do the acknowledging.

Grant, White Cloud or just Grant..etc

Scorer: Keep track of points for the teams.

1. TOSS UP—10 points each
2. BONUS— Total 20 points possible:
Usually broken down as follows
***5 points per question if 4 part questions
***10 per question if 2 part question
***5, 5 then 10 if a 3 part questions
3. LIGHTNING ROUND—10 pts per question.
Keep a tally of number of questions correct.
4. PENALTIES—5 point deductions
****if ring in before question is finished and answer the question wrong.
***if answer with out being acknowledged
4. Give score at the end of the halves.
5. After the game post official score on paper outside of the room.