

Quiz Bowl Rules

Competition

- Up to four students per team will compete in any given round, however there is no limit to the number of substitutions that may be made between rounds. No substitutions may be made during a round. There will be seating in each room for spectators, but teachers and coaches are asked to remain silent while their students compete.
- Each team will compete in three of the four rounds (every team will get one bye) with the top three teams competing in the final round. Any team not on time for a round automatically forfeits.
- Each round will end when 20 questions have been read or 10 minutes have elapsed, whichever comes first.
- Correct responses are worth one point. In addition, the teams will be awarded 4, 2, or 0 bonus points based on their ranking at the end of the round. All ties will be broken using tiebreaker questions at the end of the round. The tiebreaker questions are worth no points.

Scoring

- **Ties:** Ties will be broken using tiebreaker questions. If the tie remains unbroken, then the teams involved will split the points for those positions. For example, if two teams tie for first and second place, both teams will receive 3 points, in addition to one point for every question they answered correctly. Teams who answered no questions correctly will receive zero points, regardless of ties.
- If a team is disqualified, then that team receives 0 team points, and no points will be awarded for questions answered correctly.
- The top three scoring teams after the first four rounds will compete in the final round. Ties will be broken according to the number of correct responses during all three rounds. In the event that teams are still tied, then a single-elimination, sudden-death competition will be held.

Procedures

- During each round, a moderator, a timer/scorekeeper, and a judge will be present.
 - **Moderator:** Reads the questions and determines if responses are correct or incorrect
 - **Timer/Scorekeeper:** Ensures that 30 seconds are given for each question, as well as keeping score and awarding bonus points

- **Judge:** A Shippensburg faculty member, the Judge supervises the round and has the last word on any rules or issues that come up during play
- One member from each team must identify their school name to the scorekeeper and moderator at the beginning of the round.
- The moderator starts the round by beginning to read a question. A player may attempt the question at any time by pressing the signal button (this prevents any other player from responding).
- Team members may confer on a question before signaling. A team must wait to respond until recognized by the moderator. After signaling, the team will be acknowledged and then given 3 seconds for any team member to answer the question. If a team fails to answer the question in this time, that team is done for this question and the moderator will then allow the other teams to signal before the 30 seconds has expired.
- If no team signals within 30 seconds, that question is discarded and the moderator will proceed to the next question without providing the answer.
- If the moderator rules that an answer is incorrect, then the team that gave the incorrect response cannot signal again on the same question. However, members of the other team(s) may signal within the 30 seconds. If a member of another team signals before the moderator rules on the previous answer, that team is out for that question.
- If a team signals and answers incorrectly and then someone else from the same team signals, the team will be given a warning for the first time and then will be *disqualified* for the round if this happens again.
- Any team member can request that the moderator reread a question, but this uses up part of the 30 seconds. You do not need to signal this request.
- Prompting by coaches or audience members is **strictly forbidden**. If the judge suspects prompting, it is his or her right and responsibility to discard the question. Prompters or members of the audience who do not remain quiet will be asked to leave the room. If prompting has occurred, the participating team may be disqualified.
- No calculators or computers are permitted. Scratch paper and pencils will be provided for each round.
- If a moderator misreads a question, the moderator may throw out the question due to error in delivery.