



Scholastic Bowl 2007-08

Rule Book

Rules for Illinois Scholastic Bowl

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Rule 4 During the Match

RULE 1: Authority

1-A. Moderator

1-A-1. The moderator conducts the match and has final authority over everything that takes place during the match (T&C,VII, B). This includes, but is not limited to:

- 1-A-1a.** Decisions involving illegal communication (Rule 4-A).
- 1-A-1b.** Judging answers as correct or incorrect and awarding points (Rules 4-B, 4-C, 4-D, and 4-E).
- 1-A-1c.** Handling situations involving equipment malfunctions (Rule 4-F) assessing penalties (Rule 4-G).
- 1-A-1d.** Recovering from moderator errors (Rule 4-H).
- 1-A-1e.** The choice of replacement questions if needed (Rule 4-J).
- 1-A-1f.** Handling appeals to the moderator (Rule 4-I).
- 1-A-1g.** Decisions on what to do if s/he catches an error before, during, or after reading a question (Rule 4-K).
- 1-A-1h.** Declares the winner of the match and transmits that information to the local manager.

1-B. Local Manager

1-B-1. The local manager conducts the tournament and has final authority over the implementation of the IHSA Terms & Conditions at the tournament site (T&C,VII, C). The local manager shall:

- 1-B-1a.** Appoint tournament personnel (T&C, VII, T).
- 1-B-1b.** Verify the setup of the rooms (T&C, VII, H) and arrange for working equipment to be present for the tournament.
- 1-B-1c.** Arrange for the moderators' meeting (T&C, VII, S).
- 1-B-1d.** Conduct the coaches' meeting (T&C, VII, U).
- 1-B-1e.** Assign the moderators and other workers to the matches, and make last minute changes in these assignments if needed.
- 1-B-1f.** Have final authority to declare a forfeit (T&C, VII, L).
- 1-B-1g.** Render decisions on illegal or inappropriate uniforms (T&C, VII, I and J).
- 1-B-1h.** Certify the results of the tournament and transmit them to the IHSA (T&C, VIII, B, 3).

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1-C. Appeals or Protests to the IHSA

- 1-C-1. The final decisions of moderators and local managers cannot be appealed.
- 1-C-2. The Board of Directors will not review decisions of the contest officials, whether an alleged error is due to faulty judgment, misinterpretations of the rules, or acceptability of the competition questions.

RULE 2: Team Organization

2-A. Coach

- 2-A-1. One person, and only one person, may act as a head coach during a match, no matter what the school designates as "head coach", or what a particular person's title is, even if a school designates a "co-coach". If there is more than one adult acting as a coach, the head coach should identify herself/himself to the moderator before the match begins.
- 2-A-2. The head coach will be the only person permitted to communicate with the moderator, unless the moderator asks to speak with a second coach, who may have expertise in a particular field of knowledge.

2-B. Players and Captain

- 2-B-1. A Scholastic Bowl team shall consist of a maximum of fifteen (15) players.
- 2-B-2. Five (5) team players must start each match. Fewer than five may continue in the match if there are extenuating circumstances.
- 2-B-3. A coach must designate one of the five participating players as captain.

RULE 3: Match Mechanics

3-A. Definition of a Match

- 3-A-1. Match questions will be a combination of toss-up and bonus. Bonus questions are multiple-part (three to five parts) and are rebounding. Rebounding refers to the fact that the team to which the bonus is not awarded has the opportunity to pick up any part(s) unanswered or answered incorrectly by the team to which the bonus was originally awarded.
- 3-A-2. Each match will consist of 30 toss-up and 30 bonus questions for a total of 60 questions.
- 3-A-3. Toss-up questions are worth ten (10) points. A correct answer to a toss-up question results in control of the respective bonus question.
- 3-A-4. Bonus questions are worth *a maximum of twenty (20) points* and consist of three to five parts.
- 3-A-5. A match shall consist of two halves. Each half will consist of fifteen toss-up questions and accompanying bonus questions.

3-B. Forfeit Time

- 3-B-1. Each team should be at their match location at least five (5) minutes before its match is scheduled to begin. A team that is not present when the round is scheduled shall forfeit its match.
- 3-B-2. The moderator must immediately contact the local manager if a team is not present at the scheduled starting time, and will defer to the authority of the local manager for a final decision on this matter.

3-C. Pre-Match Procedures

- 3-C-1. Just prior to the match:
 - 3-C-1a. The moderator picks up the proper question set from a secure location.
 - 3-C-1b. The scorekeeper picks up the appropriate team rosters from the local manager.
- 3-C-2. The moderator and scorekeeper shall:
 - 3-C-2a. Verify that seating is in accordance with the Terms & Conditions (T&C, VII, H), and contact the local manager if there is a problem which cannot be readily corrected.
 - 3-C-2b. Verify that the equipment is set up and in accordance with the Terms & Conditions (T&C, VII, N), and contact the local manager if there is a problem which cannot be readily corrected.
 - 3-C-2c. Verify that there is a working time piece with digital seconds or sweep second and in the room, and contact the local manager if this problem cannot be readily corrected.
 - 3-C-2d. Verify that the scorekeeper has a score sheet, and has recorded the names of the players from the roster sheet.
 - 3-C-2e. Verify that nameplates are in place and in accordance with the Terms & Conditions (T&C, VII, K), and warn the Head Coach if nameplates are not in accordance.
 - 3-C-2f. Verify that team uniforms are in accordance with the Terms & Conditions (T&C, VII, I and J). If there are illegal or non-matching uniforms, the moderator will inform the coach that a violation may exist, and will contact the local manager immediately. The moderator must defer to the authority of the local manager for a final decision. A violation results in a 30-point penalty being assessed before the start of the match (T&C, VII, J).
 - 3-C-2g. Verify which adult is the Head Coach for each team.
- 3-C-3. If not already assigned, an unofficial "board" scorekeeper should be designated. This person may be an adult, a student, or a player substitute. The "board" scorekeeper must work from, and remain in, a position from which s/he can't see the moderator's questions or consult with either team.

3-D. Start of Match

- 3-D-1. Before the match begins, a captain must be identified to the moderator. Typically, this is done during player introductions. If it is still not clear, the moderator should ask for clarification.
- 3-D-2. Players may not bring written material to the table with them. The moderator should verify that any papers at the tables are blank, or contain only bonus grids. Written material found before the game starts should be removed without penalty.
 - 3-D-2a. Players may begin writing information as soon as both teams' player introductions are completed. The moderator should not delay the match to allow players to write.
- 3-D-3. The moderator should introduce himself/herself, and the other match personnel. The moderator may very briefly review key rules or make a statement about good sportsmanship.
- 3-D-4. Teams will introduce themselves and test the lockout system according to any of the generally acceptable methods of player introduction. Play should begin immediately after the introductions are complete.

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3-E. Time-Outs

- 3-E-1.** Each team will be allowed one (1) sixty (60) second time-out, and one (1) thirty (30) second time out, per half.
- 3-E-2.** Only the head coach may call a time-out. A player may signal his/her coach (Rule 4-A-3g) if s/he believes there is a reason why a time-out should be called, but moderators will ignore this signal.
- 3-E-3.** A time-out must be called before the category of the next question is read.
- 3-E-4.** Both teams may take advantage of the time-out, although it is only charged to the calling team.
- 3-E-5.** A time-out may be used to:
 - 3-E-5a.** Substitute players and/or change captains.
 - 3-E-5b.** Confer with players and/or allow players to confer amongst themselves.
- 3-E-6.** A team may leave the room during a time-out. In this situation, the moderator or a designated person should call the team back to the room as the time out draws to a close. If a team can't be located or if they make no attempt to return and get seated in a timely manner, the moderator should declare illegal communication or delay of match as per Rule 4-G-2, apply appropriate (and perhaps ongoing) penalties as per Rule 4-G-3, and resume the match by reading toss-ups and/or bonus questions to or for one team only in an orderly environment.
- 3-E-7.** A coach may use written material with her/his team, provided that the material is not left with the team after the time-out ends.
- 3-E-8.** When time is up, teams should get seated and ready in a timely manner. If both teams and coaches are ready before time is up, the moderator may resume the match.
- 3-E-9.** After a time-out is over, the moderator will:
 - 3-E-9a.** Ask if there are any substitutions, allow those new players to introduce themselves, and test their response button.
 - 3-E-9b.** Verify that the nameplate matches the name on the roster.
 - 3-E-9c.** Verify that the player is in a legal, matching uniform.
 - 3-E-9d.** Verify that the substitute has not brought written material with her/him, and has not written anything until s/he has introduced herself/himself.
 - 3-E-9e.** Verify that no written material has been left behind by the previous player.
- 3-E-10.** After the time-out is over, the head coach will make sure that a new captain is identified, if there has been a change made.

3-F. Halftime

- 3-F-1.** There will be an intermission between halves of five (5) minutes; the match can resume sooner if both Head Coaches agree.
- 3-F-2.** Teams will change sides at half-time if either coach requests it.
- 3-F-3.** Rule 3-E-1 through 3-E-10 also apply to halftime.
- 3-F-4.** If anyone has left their seats and moved around the room, every position of the lockout system should be tested before resuming the match.

3-G. End of Match

- 3-G-1.** The team that scores the greatest number of points during a match wins the match.
- 3-G-2.** If there is a tie at the end of regulation, overtime will be played.
 - 3-G-2a.** Overtime will consist of one or more toss-up questions with their accompanying bonus question.
 - 3-G-2b.** The toss-up and bonus questions should be selected randomly, provided they have not been previously used as replacement questions in the match.
 - 3-G-2c.** The toss-up and bonus question should not be of the same category.
 - 3-G-2d.** If the toss-up question is answered correctly, the winner of the match shall be the team leading after the accompanying bonus question is attempted and completed.
 - 3-G-2e.** If there is still a tie after a toss-up question is answered correctly and a bonus is attempted and completed; or the toss-up question is not answered correctly, the moderator will once again randomly select a toss-up question and bonus question and continue.
proceed to the next unused replacement toss-up and accompanying bonus and continue.

3-H. Post-Match Procedures

- 3-H-1.** Appropriate displays of sportsmanship are expected from both teams, coaches, match personnel, and spectators.
- 3-H-2.** Both head coaches must sign the official score sheet. Disputes regarding the exact score should be resolved in a civil and professional manner before the score sheet is signed.
- 3-H-3.** Immediately after the match, the moderator returns the question set to a secure location, and reports the match result to the local manager.

RULE 4: During the Match

4-A. Communication

- 4-A-1.** Communication will be defined as any form of written, verbal, or physical exchange between players, and between players and non-players (including spectators, coaches, non-playing teammates, and match personnel). Communication includes, but is not limited to:
 - 4-A-1a.** Talking, whispering, or mouthing.
 - 4-A-1b.** Pointing, gesturing, signaling (including air signaling).
 - 4-A-1c.** Passing of papers.
 - 4-A-1d.** Deliberate physical contact with intent to gain another player's attention.
 - 4-A-1e.** Looking over at another player's written materials for answers.
- 4-A-2.** Player Communication shall be legal at the following times, except where otherwise specifically prohibited:
 - 4-A-2a.** During introductions.
 - 4-A-2b.** To the moderator while answering a toss-up after being recognized
 - 4-A-2c.** To other players on her/his team while consulting on a bonus.

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- 4-B-1c.** If a player begins her/his answer after time has expired, that answer will be automatically ruled as incorrect because time expired. If this violation is by a player on the first team, players on the second team will still have the opportunity to trigger the lockout system, be recognized, and answer, even if a potentially correct answer was given by the first player. This is not a reason to discard and replace a toss-up.
- 4-B-1d.** The moderator will have the authority to decide whether a player has stalled or hesitated more than three seconds.
- 4-B-2.** Hesitating for more than a cumulative three (3) seconds during answering for a toss-up, or an individual bonus part is not allowed. This is a form of stalling and, if attempted, will result in an automatic ruling as an incorrect answer. Therefore, by implication, hesitation of less than a cumulative three (3) seconds is allowed, particularly while giving a spelling answer or reporting the result of a computation.
- 4-B-3.** A player's initial response to a question will be considered to be the player's answer. Corrections, if attempted, will result in an automatic ruling as an incorrect answer. Pausing and restarting, or going back and repeating a portion of an answer without changing the answer or introducing obvious confusion is permissible.
- 4-B-4.** Preliminary words such as "Um ...", or "I know this ..." or "Oh, I forgot ..." are not considered part of the player's answer as long as they do not constitute stalling as defined in Rule 4-B-2.
- 4-B-5.** The entire answer given will be considered before ruling the answer as correct or incorrect.
- 4-B-6.** A moderator may offer a player only one chance to give "additional" necessary information to a toss-up or bonus part. Both teams can be prompted on the same toss-up or bonus part. The reasons why a moderator may prompt for additional information are delineated in Rule 4-C-1.
- 4-B-7.** The moderator may ask for an answer to be repeated if it is mumbled or said too softly. The moderator may ask for an answer to be spelled out if regional pronunciation may be an issue. However, players who are unable to enunciate answers will run the risk of not having their answer accepted.
- 4-B-8:** If a required form or constraint for an answer is specified in the question, answers in a different form should be ruled incorrect with no prompting, unless the alternative form is specified as "accept also" along with the answer on the question set. If the answer is given after an early buzz, before the required form or constraint is specified, and it meets the intent of the entire question and the answer given is justifiably equivalent to the printed answer but does not match the required form or constraint (e.g. decimal instead of fraction, noun instead of adjective, singular instead of plural, etc), then it should be ruled correct.
- 4-B-9:** For computations, if a required form is not specified, then the answer must be in a "simplest form." When there is a disagreement on what constitutes "simplest form" the proper procedure for appeals as outlined in Rule 4-I should be followed.
- 4-B-10:** Answering with the former name of a person, place, or thing, including the birth name of someone who is more commonly known by a different name, should be ruled incorrect, unless the question is specifically constructed to elicit the former name, or the former name is listed as "accept also" by the question writer. With disputed names (e.g. Taiwan/Republic of China) or pen names (e.g. Clemens/Twain) either name is acceptable; an appeal may be required to establish the facts. Answering with a married woman's commonly-known maiden name should be ruled correct.
- 4-C. Completeness**
- 4-C-1.** Moderators may ask for additional information to be given ("prompt") if the answer given is correct but is not complete. Typically, the moderator will prompt with the phrase, "Be more specific," or "Need more information." Situations include, but are not limited to, the following:
- 4-C-1a.** Names: Under normal circumstances, last names will be sufficient. If a question asks for a name, and does not specifically ask for both first and last names, and if the printed answer requires both first and last name, then the player should be prompted for the missing information. For persons who are historically known primarily by their first name only or by a nickname, that name is sufficient (e.g. Moses, Dante, Raphael, Michelangelo, Pele)
- 4-C-1b.** Units:
- 4-C-1b-1** If a question is of the type that requires units in the answer, and does not specifically ask for particular units to be included with the answer, and if the printed answer includes units, then the player should be prompted for same.
- 4-C-1b-2** If a question neither names nor asks for units, then units are not required, regardless of the printed answer. If correct units are given, this is not a reason to rule the answer incorrect. If incorrect units are given, then the answer should be ruled as incorrect.
- 4-C-1b-3** If a question does not name units, but does ask for units to be included with the answer, then the player must give generic units (e.g. "square units") in her/his answer without prompting.
- 4-C-1b-4** If a player gives part of the correct units, whether on first answer or after prompting, but does not give the entire correct units, then the answer will be ruled incorrect without additional prompting.
- 4-C-1c.** Sports Team Names: If a question asks for a sports team, and does not specifically ask for both nickname and geographic location, and if the printed answer requires both nickname and geographic location, the player should be prompted if s/he leaves off one or the other.
- 4-C-1d.** Royal Succession and Titles: If a question asks for the name of a king, pope, or other proper name, and does not specifically ask for the title or ordinal number, and the printed answer requires title or ordinal number, the player should be prompted for same.
- 4-C-1e.** Mass Numbers/Chemical Nomenclature: If the question asks for a chemical isotope or chemical name, and does not specifically ask for the mass or chemical number, and the printed answer requires a mass or chemical number, the player should be prompted for same.

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4-C-1f. Exact Titles: Under normal circumstances, leading articles in the titles of books, plays, and other literary or artistic works may be omitted or replaced with an alternate article ("The" instead of "A/An" or vice-versa), even if the questions requests the "exact" title. All subsequent words in the title, including articles, must be correct in order for the answer to be ruled as correct. The only time when the leading article must be given (or not) and must be correct is when the article is necessary for making a distinction between two works with similar names (e.g. The Invisible Man vs. Invisible Man). A player may include a subtitle or a Pre-title as additional correct information (Rule 4-C-2) and still have the answer ruled as correct.

4-C-2. Additional Correct Information: If, on an early buzz, prior to a clear specification of what is being asked, a player gives additional correct information that pertains to the correct answer, without pause, up to a total of two pieces of information (i.e. the correct answer and one other piece of information), the answer will be ruled correct. If a player gives additional correct information that has no direct bearing on the question or the answer, or a player includes additional incorrect information the answer will be ruled incorrect. If the moderator is in doubt if any additional information is correct, they may choose to consult match personnel in the room, coaches, or other resources in the room within a reasonable amount of time. In any case, the moderator's decision must be rendered quickly. This rule may apply to, but is not limited to, creator/creation situations such as those that arise with authors, artists, and scientists. If a required form or constraint for an answer is specified in the question, answers in a different form should be ruled incorrect with no prompting, unless the alternative form is specified as "accept also" along with the answer on the question set. If the answer is given after an early buzz, before the required form or constraint is specified, and it meets the intent of the entire question but does not match the required form or constraint then it should be ruled correct. Giving extra information that does not meet the required form or constraint, once that form or constraint has been heard, whether given first or second, should always result in an incorrect ruling. Whether on an early buzz or not, giving common-sense extra information, such as additional geographic specificity, subtitles, additional specificity for a person's name, additional designations for an act, law, battle, or other historical event, and so on, should – if the extra information is deemed factual – always be ruled correct. Adding extra information that was given in the question to a correct answer should never result in an incorrect ruling.

4-C-3. The moderator will rule a player's answer as either correct or incorrect. If an answer is ruled as incorrect for any of the reasons listed Rules 4-C-1 or 4-C-2, the moderator must not use body language, visual cues, or other wordings that may give clues or an advantage to the opposing team.

4-D. Toss-Up Questions

4-D-1. The first player to trigger the lockout system within the time limit and to be recognized by name by the moderator will be eligible to answer the question.

4-D-1a. Players may attempt to trigger the lockout system at any time during the reading of the question, or at any time during the specified time limit after the question has been completely read.

4-D-1b. Triggering the lockout system prior to the first word of a question shall be considered inadvertent; the system will be reset; no answer will be required; and no penalty will be assessed.

4-D-1c. If a player after triggering the lockout system and gaining possession, but before being recognized by the moderator, blurts out the answer; the only penalty is that a correct answer will be worth 5 points instead of 10 points. An incorrect answer will simply be ruled as incorrect with no penalty.

4-D-1d. The moderator will have the authority to decide whether a player has answered before being recognized.

4-D-2. The time limit for triggering the lockout system will be ten (10) seconds with the exception of computational questions in any category which shall be thirty (30) seconds. The time will start at the completion of the reading of the question and will continue to run for the duration or until both teams have responded, whichever occurs first. See additional timing information in Rule 4-D-6.

4-D-2a. Players who trigger the lockout system at the same moment that time is called will be allowed to answer; the moderator will have authority to decide whether this situation (a tie) has occurred, unless the lockout system has a built-in cutoff that gets activated by the timekeeper.

4-D-3. Communication, as defined in Rule 4-A, is not allowed during the reading of a toss-up, and will be penalized according to Rule 4-G. This would include answering without triggering the lockout system.

4-D-4. If an individual preempts a toss-up question by triggering the lockout system during the reading of the question, and her/his answer is ruled incorrect, the moderator will repeat the entire question or, at the moderator's discretion, the last salient portion of a lengthy question. At the completion of this second reading of the question, any member of the opposing team has the full time limit to trigger the lockout system, be recognized by name by the moderator, and attempt to answer the question.

4-D-4a. The "wait" gesture, is legal communication by players (Rule 4-A-3a) or coaches (Rule 4-A-6a).

4-D-5. Once a toss-up question has been completely read, it will not be repeated.

4-D-6. If a toss-up question has been completely read (which starts the time for answering), and a player is recognized, gives an answer, and has been ruled incorrect (during which time continues to run), any member of the opposing team has the remaining time, or three (3) seconds, whichever is more, to trigger the lockout system. In other words, if fewer than three (3) seconds remain on the clock after an incorrect answer is given, the other team has three (3) seconds to trigger the lockout system.

4-D-7. The rules for Answering and Completeness (Rules 4-B and 4-C) apply to toss-up questions.

4-D-8. The player answering a toss-up question may continue to write while s/he answers, provided it does not constitute stalling as defined in Rule 4-B-2.

4-D-9. Scoring for toss-up questions shall be ten (10) points each for a correct response or five (5) points in the case of a blurred answer (Rule 4-D-1c).

4-D-10. After both teams have had an opportunity to answer a toss-up and given incorrect answers, or after time has expired, the mod-

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erator will state the correct answer without undue editorial comment and no points will be awarded to either team. In this situation the bonus question paired with that toss-up will not be used unless it is needed as a replacement for a bonus question later in the match.

4-E. Bonus Questions

4-E-1. Bonus questions:

4-E-1a. Will be read only if a toss-up question is answered correctly. The team in control will be the team of the player who answered the toss-up question correctly, and will have the first chance to answer the bonus question.

4-E-1b. Must be read completely and may not be preempted by either team.

4-E-2. Players may take notes or begin writing or calculating before the moderator is done reading, but communication may not begin until the moderator is done reading all bonus parts. Looking at a teammate's written material during the reading of a bonus is permitted (Rule 4-A-3d).

4-E-3. A maximum of thirty (30) seconds conference time will be permitted for each bonus question. Both teams should, but are not required to, confer during this time.

4-E-3a. Players may stand up and huddle with other players on their team while conferring.

4-E-3b. The captain of the team that was awarded the bonus may call time early by calling "Time", stating "We're ready to answer", or anything similar; or by triggering the lockout system.

4-E-3c. The captain is the only player who may ask the moderator to repeat parts of a bonus question, and only if that captain's team has been awarded the bonus. Any such request must be made before time expires. The moderator will cease the repeating immediately if time expires. Requests to repeat from anyone else will be ignored with no penalty.

4-E-3d. Communication must end immediately when time expires or when time is called by the team that was awarded the bonus. Teams are allowed up to three (3) seconds to get seated and pass papers to the captain or designee without penalty. If it is inconvenient to use a timing device, moderators (or timekeepers) may wish to quietly or visually count out three (3) seconds.

4-E-3e. The captain of the team awarded a bonus may call time immediately and state "We have no answers" as a strategic tactic; the other team must stop communicating immediately, but will still have up to three (3) seconds to get seated and pass papers without penalty.

4-E-4. After time has expired or been called, and both teams are settled and ready:

4-E-4a. The moderator will immediately recognize the captain of the team (by name or by team name) that was awarded the bonus.

4-E-4b. The captain will begin answering, or prior to giving any answers, may designate another player on her/his team to answer; in this situation, the moderator will then recognize the designee by name, who will begin answering.

4-E-4c. A designee, once designated, may not designate anyone else.

4-E-5. The player giving the answers may not communicate with her/his teammates after starting her/his response. Such communication includes, but is not limited to, giving or receiving aid, including looking at written material not directly in front of you, while answering a bonus.

4-E-5a. Players may keep pencils in their hands after time is called, however, the only writing that may occur is the "checking off" of answers as they are given. This is most often done when an answer involves spelling or enumerating a list, but may in fact be done at any time. Additional writing or calculating is not permitted by any player on either team.

4-E-5b. The moderator has the authority to decide whether a violation of this rule has occurred and to penalize accordingly.

4-E-6. The player giving the answers may give answers to bonus parts in any order, provided he/she is clear about which answer goes with which part. The player may give a single answer and state that it applies to all or several parts as a strategic tactic. "We have no answers," is also an acceptable response.

4-E-7. The rules for Answering and Completeness (Rules 4-B and 4-C) apply to bonus questions.

4-E-8. After the answers to all bonus parts have been given, and issues of completeness have been dealt with, the moderator will state, by part number, which parts are correct. The moderator may also at this point in time state how many points have been earned for the correct answers given.

4-E-9. Scoring on bonus questions is as follows:

4-E-9a. Scoring for a (5) five-part bonus question: 4 points for each part correct.

4-E-9b. Scoring for a (4) four-part bonus question: 5 points for each part correct.

4-E-9c. Scoring for a (3) three-part bonus question: 6 points for one team answering any one part correct; 13 points for one team answering any two parts correct; and 20 points for one team answering all three parts correct. If one team gets any one part correct and the other team gets any two parts correct, the total for that bonus question will be only 19.

4-E-10. Parts not answered or ruled as incorrect rebound to the other team by part number. The bonus part questions are not repeated. No additional communication by the other team may occur. Rules 4-E-4 through 4-E-9 are then followed as the other team submits their answers.

4-E-11. After both teams have had an opportunity to answer all bonus parts and both teams have given incorrect answers or no answer to one or more bonus parts, the moderator will state the correct answers to those parts without undue editorial comment and the points for those parts will not be awarded to either team, resulting in less than 20 points total being awarded.

4-F. Equipment Malfunction

4-F-1. If a malfunction of the lockout system results in a tie between teams, or if the lockout system is not indicating at all (because it has been inadvertently shut off or a wire has become disconnected, etc.) the toss-up question will be discarded and a replacement question will be asked of both teams.

4-F-2. If a malfunction of the lockout system results in a tie within a team the captain of that team will be asked by the moderator to designate which of those tied should be given the opportunity to answer.

4-F-3. If malfunctions are repeated or if the lockout system is obviously broken, the match should be stopped and the local manager should be contacted immediately. The lockout system should be repaired or replaced with a working system.

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4-G. Penalties

- 4-G-1.** If the moderator suspects that illegal communication has occurred, but is not absolutely sure, the moderator may choose to issue a warning to an individual player, one or both teams, one or both coaches, a member of the audience, or to the audience in general.
- 4-G-2.** A penalty can be invoked for:
- 4-G-2a.** A uniform violation (T&C, VII, I & J).
 - 4-G-2b.** Illegal communication (Rules 4-A-4 and 4-A-7).
 - 4-G-2c.** Distracting, delaying, or intimidating behavior.
 - 4-G-2d.** Unsportsmanlike conduct.
- 4-G-3.** The penalty invoked for reasons indicated in Rules 4-G-2b, 4-G-2c, and 4-G-2d depends on when the violation occurs, as follows:
- 4-G-3a.** If the violation occurs prior to, or during the reading or answering of a toss-up, the penalty is that the team in violation cannot answer that toss-up. The team may answer rebounded parts of the bonus, if the opposing team answers the toss-up correctly and is awarded the bonus.
 - 4-G-3b.** If the violation occurs between the toss-up and bonus, or during the reading of the bonus, the penalty is that the team in violation cannot answer any parts of that bonus.
 - 4-G-3c.** If the violation occurs during the answering of a bonus, the penalty is that the team in violation cannot answer the remainder of that bonus. The team in violation keeps all points earned before the violation occurred.
- 4-G-4.** If the violator is an audience member who cannot be identified as a coach of, or a player for, a specific team, and the violation results in aid being given to one or both teams, the question is discarded and replaced and the offending audience member or the audience in general is warned.
- 4-G-5.** Flagrant or repeated violations can result in the ejection of a player, coach, substitute player, or spectator from the room. The moderator will have the final authority to invoke this penalty.

4-H. Moderator or Timekeeper Errors

- 4-H-1.** Moderator or timekeeper errors and the appropriate remedy shall include, but are not limited to, the following:
- 4-H-1a.** Reading the wrong toss-up question.
Remedy: Renumber and switch the entire toss-up and bonus combination.
 - 4-H-1b.** Mangled pronunciation or misreading a toss-up in a way that changes its meaning.
Remedy: Discard and replace the toss-up and read it for both teams.
 - 4-H-1c.** Giving the answer to a toss-up before anyone has had a chance to answer.
Remedy: Discard and replace the toss-up and read it for both teams.
 - 4-H-1d.** Giving the answer to a toss-up before the second team has had a chance to answer.
Remedy: Read a replacement toss-up for the second team only.
 - 4-H-1e.** Reading the wrong bonus question.
Remedy: Renumber and switch the bonus only.
 - 4-H-1f.** Mangled pronunciation or misreading a bonus in a way that changes its meaning.
Remedy: Stop the match. Reread the bonus correctly. Start time over if it had begun.
 - 4-H-1g.** Giving the answer to one or more bonus parts before anyone has had a chance to answer.
Remedy: Discard and replace the bonus.
 - 4-H-1h.** Giving the answer to a bonus part before the second team has had a chance to answer.
Remedy: Read an appropriate number of replacement parts to the other team only.
 - 4-H-1i.** Answering, Completeness, or timing error on the part of the moderator or timekeeper that results in the first team's incorrect answer being ruled correct.
Remedy: Rule the answer incorrect. Read a replacement toss-up or bonus part(s) for the second team only. If on a toss-up, and the second team gets the toss-up correct and thereby earns the bonus, the first team may rebound if appropriate.
 - 4-H-1j.** Answering, Completeness, or timing error on the part of the moderator or timekeeper that results in the second team's incorrect answer being ruled correct.
Remedy: Rule the answer incorrect.
 - 4-H-1k.** Answering, Completeness, or timing error on the part of the moderator or timekeeper that results in the first team's potentially correct answer being ruled incorrect.
Remedy: Rule the first team's answer correct and adjust the score to award points to the first team and deduct from the second team if they were awarded points in error.
 - 4-H-1l.** Answering, Completeness, or timing error on the part of the moderator or timekeeper that results in the second team's potentially correct being ruled incorrect.
Remedy: Rule the second team's answer correct, award points as appropriate, and proceed with the match.
- 4-H-2.** Moderator or timekeeper errors may be discovered by the moderator or the timekeeper, or revealed through an appeal.
- 4-H-3.** All other errors not delineated in Rule 4-H-1 shall be handled by the moderator fairly and equitably, and the moderator has the final authority to decide how to proceed.

4-I. Appeals to the Moderator

- 4-I-1.** Appeals to the moderator may be made within the following limitations and restrictions:
- 4-I-1a.** Only the head coach or an adult worker may appeal to the moderator. A player may signal her/his coach if s/he believes there is a reason why an appeal should be initiated, but moderators will ignore this signal.
 - 4-I-1b.** The appeal must be made before the first word of the next toss-up or bonus is read.
 - 4-I-1c.** Appeals must be made in a reasonable, civil, tactful, and professional manner.
 - 4-I-1d.** Appeals must never include arguments, raised voices, or outward signs of frustration.

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4-L Distractions

- 4-L-1 A distraction is any unexpected sound or action that interferes with the flow of the match, such as a cell phone ringing, loud cough or sneeze, player suddenly yelling at a teammate, school bell going off, fire alarm, nearby explosion, noise in the halls, person bursting into the room, etc.
- 4-L-2 If the distraction is serious (e.g. fire alarm, severe illness, building collapse) the moderator should halt the match immediately and follow emergency procedures. The match may or may not resume, depending on the circumstances. The Local Manager will decide how to proceed.
- 4-L-3 If the distraction is minor the moderator should pause the match, issue appropriate warnings or penalties if necessary, and resume the match when order is restored.
- 4-L-4 If and when a match resumes after a distraction, the moderator should replace the question that was in progress when the match was interrupted if not doing so would give an unfair advantage to either team. If no unfair advantage would be gained, the question can simply be restarted.

RULE 5: Local Matches and Tournaments Outside the IHSA State Series

5-A. Requirement to Follow IHSA Rules

- 5-A-1. Any dual match or tournament that is not a part of the IHSA State Series is expected to follow IHSA rules in general as outlined in the Terms & Conditions and in this Rules document. However, it is quite often desirable, necessary, and permissible to make alterations in certain rules for non-IHSA tournaments, conference play, or individual matches between schools.

5-B. Deciding On and Communicating Rule Changes

- 5-B-1. Tournament Hosts should communicate any changes in the rules no later than the coaches meeting and in any case before the beginning of the tournament's first match. Ideally, such changes should be included in the initial mailing sent to prospective teams.
- 5-B-2. Conference members should agree on rule changes before the conference season starts.
- 5-B-3. Coaches involved in individual matches between schools, held outside a conference or tournament, should discuss any changes with the other coach before beginning the match.
- 5-B-4. It is the responsibility of the coaches involved to communicate such changes to their players before the start of tournament play, conference play, or an individual match.

5-C. Equivalent Activities

- 5-C-1. Any activity that meets the definition of a Scholastic Bowl match as published in the printed version of the IHSA Handbook (5.340), regardless whether all IHSA rules are followed, shall be considered an equivalent activity, and must be counted toward the 18 date maximum prescribed by the IHSA By Laws.
- 5-C-2. Teams may not participate in equivalent activities outside the defined season, as prescribed by IHSA By-Law.
- 5-C-3. Scores and results from equivalent activities should be listed on the Scholastic Bowl Team Stat Sheet that is submitted for seeding purposes.
- 5-C-4. Questions regarding equivalent activities should be directed to the IHSA.
- 5-C-5. Scores and results from non-equivalent academic activities should not be listed on the Scholastic Bowl Stat Sheet that is submitted for seeding purposes, but may be mentioned during the coach's one (1) minute presentation (T & C V B 6) to the other coaches at the Seeding Meeting.

5-D. Permissible Changes

- 5-D-1. Typical changes that are often made include, but are not limited to, the following:
 - 5-D-1a. Minimum number of players required to start a match or play a full match.
 - 5-D-1b. Number of questions per match.
 - 5-D-1c. Number of matches per tournament and the inclusion of a consolation bracket.
 - 5-D-1d. Breakdown of questions by subject area.
 - 5-D-1e. Rules on time-outs and substitutions, warnings and penalties.
 - 5-D-1f. Method of moderator recognition.
 - 5-D-1g. Seeding method (if any).
 - 5-D-1h. Awards.
 - 5-D-1i. Tie-breaking and advancement criteria
 - 5-D-1j. The role of "B" teams. An "A" team should always include your better players.
 - 5-D-1k. Breakdown of schools by class allowed to compete in a tournament.
 - 5-D-1l. The ability of a player-coach to make various coaching decisions during a match.
 - 5-D-1m. Uniform requirements.

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Scholastic Bowl Case Manual

Case Manual for Coaches and Officials Sixth Edition 2007-2008

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Editor's Forward

For several years, this Case Manual has served a dual purpose. First, it has attempted to fill in the inconsistencies and holes that existed in the Terms and Conditions which govern our activity.

With the adoption of Scholastic Bowl's first "rule book," this first role becomes obsolete.

The second purpose of this book remains. Rules need to be written in such a way that makes them specific, which means they can be written in a confusing manner. This Case Manual will provide illustrations of how rules should be applied in match situations. It is primarily intended for coaches and moderators, however, it may be helpful to show this to players from time to time while teaching them the rules.

Though this Case Manual is not a rule book, moderators are warned that failure to follow the guidelines that are set here may place them in extremely uncomfortable situations with coaches and players. Coaches are advised to read this book, and be ready to use it to sway a moderator when they feel it is necessary.

Many of the changes that have come about in rules or illustrative cases over the past several years have been provided by coaches and moderators. Your criticism, input, and suggestions are welcome and appreciated. Have fun!

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Scholastic Bowl Case Manual

RULE 3: MATCH MECHANICS

3-B. Forfeit Time

3-B-2: CASE #1

A match is scheduled to begin at 3:00. At 3:00, Team X is present, but Team Y is not. The moderator leaves the room to contact the local manager. The local manager arrives a few minutes later to find that Team Y has arrived, and is preparing to play.

The local manager, after verifying that Team Y was not present at 3:00, is within his/her rights to declare a forfeit. **The manager should NOT declare a forfeit unless it is clear that the team was intentionally attempting to delay the start of the game, or made no clear attempt to appear on time.**

It is the responsibility of a Head Coach to arrive early enough to allow for the team to prepare to play, as well as to permit coaches to greet each other and the local manager to communicate important information. It is considered professional as well as common courtesy to advise a host if a team will be arriving late. Failure to do so may result in an embarrassing situation for the team arriving late.

Obviously, if a team is not present because their previous match ran late, that team should in no way be penalized.

3-E. Time Outs

3-E-9c: CASE #1:

The coach of Team X calls a legal time out. The coach sends in a player who is wearing a top that appears not to match the tops of the other players.

Ideally, the moderator would have noted this before the match began, and contacted the local manager. If this was not done, the moderator must stop, and contact the local manager for a ruling. If the local manager rules the top to not be matching, then the coach of Team X must send in a player who is wearing a matching top. If this cannot be done, then the substitution will not be allowed.

3-E-9e: CASE #1

The moderator asks a Tossup in the category Science/Chemistry:

"Which element, with atomic number 6, is the focus of organic chemistry?"

The printed answer is: "CARBON"

Player 1 on Team X appears to look down on a list of elements that was left behind by the player that she replaced. Player #1 rings in and is properly recognized by the moderator.

Player 1 responds: "Carbon"

The moderator should respond: "I cannot accept that answer.

This is left up to the interpretation of the moderator. If the moderator feels that the player has been aided illegally, then the answer should not be accepted.

3-E-9e: CASE #2

The moderator asks a Tossup in the category Science/Chemistry:

"Which element, with atomic number 6, is the focus of organic chemistry?"

The printed answer is: "CARBON"

There is a list of elements left behind by the player that Player #1 on Team X replaced. Player #1 never looks down at the paper. Player #1 rings in and is properly recognized by the moderator.

Player 1 responds: "Carbon"

The moderator should respond: "That is correct."

Players and coaches need to be careful here. This call is left to the discretion of the moderator. If the moderator feels that the player used that material as an aid, the moderator can refuse to accept the answer. Ideally, the Head Coach or captain (or player leaving the match) should be responsible to remove written material after a substitution. The moderator would be within his/her rights to penalize here if they had any belief that the player was illegally aided.

RULE 4: DURING THE MATCH

4-A Communication

4-A-7c: CASE #1:

The moderator reads a toss-up question. Team X rings in and gives an incorrect answer. The coach for Team Y immediately starts to "air signal," in an attempt to get someone from Team Y to ring in.

The moderator should consider this to be illegal communication, as this may be a pre-arranged signal between coach and players, or at the very least a distraction to everyone involved.

The moderator should not accept any answer from Team Y, and should proceed to the next toss-up. Team Y may answer the next toss-up.

Rules 4-A-5 and 4-A-6 outline legal communication for coaches. Anything outside of those rules runs the risk of being interpreted as illegal by the moderator.

4-B. Answering

4-B-1c: CASE #1

A player for Team X rings in, and is recognized by the moderator. The player appears to be thinking. The moderator counts to three in her head, and calls time. A split second later, the player gives the correct answer.

The moderator should not accept the answer, and say "I'm sorry, time has expired." If the second team can ring in, be recognized, and answer legally, then they earn ten points and control of the bonus. This is NOT a situation where a replacement question should be used. This same procedure applies to answering a bonus question. Players need to learn to be careful in such situations.

4-B-2: CASE #1

A player for Team X rings in, and is recognized by the moderator. The player begins answering, but is stuttering through the answer. In the moderator's opinion, the player has delayed three seconds, and the player has not completed the answer.

The moderator should stop the player's answer, and inform him/her that they have

delayed to long. If the second team has not had an opportunity to ring in, they now have an opportunity. Players must be ready to answer when they are recognized. If they begin answering and are unsure, they run the risk of giving out information that might help the other team.

On the other hand, moderators should be warned that there are players who may be afflicted with a condition that does not allow them to speak so quickly. Coaches are strongly urged to identify such players to the moderator before a match begins. Moderators should use good judgment in accepting answers from these players, realizing that attempting to answer under a handicap is not the same as intentionally delaying.

4-B-3: CASE #1

The moderator asks the following question in The Arts:

"Name the lyricist who composed the lyrics to such songs as 'Embraceable You', which was composed by his well known brother." Player 1 from Team X rings in, and is properly recognized after hearing the word "Embraceable".

Player 1 states "George..I mean Ira Gershwin"

The moderator should respond: "Incorrect"

While the entire answer must be evaluated, players are not permitted to change their answers once they have given an incorrect answer. If the player had quickly answered "George..who composed and Ira Gershwin the lyricist, this could be interpreted as giving two pieces of information, and could be accepted.

4-B-3: CASE #2

The moderator asks the following question in Language Arts/Spelling:

"Spell the word which applies to the largest marsupial in Australia."

Player 1 from Team X rings in, and is properly recognized.

Player 1 states "k-a-n-g.....k-a-n-g-a-r-o-o"

The moderator should respond: "Correct"

Under the new interpretation of 4-B-3, there is more responsibility than ever for moderators to be paying attention. The past interpretation held spelling as a special case where players could not repeat what they had already said. Now, this is permissible, assuming the player has not made a mistake, and does not attempt to correct it. This rule change is more in line with accepted practice in national spelling competitions, and is in line with all other cases in scholastic bowl.

4-B-4: CASE #1

The moderator asks the following question in Social Studies / History

"Who was the 35th president of the United States?"

The printed answer is: JOHN KENNEDY (both names needed)

Player #1 on Team X rings in, and is recognized. He says: "Oh, I forgot ... OH, John Kennedy".

The moderator should respond: "That is cor-

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rect"

Obviously, the "first thing out of the mouth" was not the correct answer ... it also obviously was not an attempt to answer. Good moderators know to ignore this (as long as the words don't constitute something unsportsmanlike or an attempt to stall). If the moderator in any way suspects that it was a part of the answer, the moderator must rule against that answer. However, coaches are strongly urged to warn their players to say nothing except for their answer, as, on occasion, it may be difficult to determine where the answer starts.

4-B-5: CASE #1

The moderator asks a Toss-up in the category Social Studies/Law:

A famous Supreme Court case established that a person under arrest must be informed of certain rights under the law. Name either the plaintiff or defendant in this famous case."

The printed answer is: "MIRANDA or the state of ARIZONA" (either one)

Player 1 from Team X rings in after the word "case". Player 1 is properly recognized.

Player 1 states: "Oh ... (quietly) New Mexico, Texas, (loudly) ARIZONA!"

The word "Arizona" was spoken before the moderator's three second count is completed.

The moderator should respond: "I'm sorry, that is incorrect."

In this case, the player is giving information that can be clearly interpreted as part of a given answer. The moderator would do best to say "sorry" after the word "New Mexico". Coaches would do best to coach players in not speaking any words unless they want that to be considered.

4-B-5: CASE #2

The moderator reads the following question in Science/Physics:

"A wire with a resistance of 14 ohms carries a current of 2 amps. What is the potential difference across the ends of the wire?"

The printed answer is: "28 Volts"

Player #1 on Team X rings in. The moderator properly recognizes her.

Player #1 answers: "28"

The moderator should respond: "I need more information."

Player #1 responds: "Volts squared"

The moderator should respond: "I'm sorry, that is incorrect"

Many moderators (and coaches) erroneously believe in the "first thing out of the mouth rule," but seem to bend it to give them advantage in their situation. The whole answer must be considered. In this case, the units are obviously wrong, even though the first part, by itself (28 Volts), would have been correct. Moderators should allow students to complete their answers, before stating that an answer is correct or incorrect.

4-B-6: CASE #1

The moderator asks a Toss-up in the category of Social Studies-History:

"Identify the full name of the forty-third president of the United States."

The printed answer is: GEORGE WALKER BUSH (full name required)

Player 1 from Team X rings in and is properly recognized.

Player 1 states: "George Bush"

The moderator properly states: "I need more information"

Player 1 responds: "George W. Bush"

The moderator should respond: "Sorry, that is incorrect."

The player has not given one single piece of incorrect information. Why shouldn't the player be allowed to continue? There needs to be a limit to a player's ability to answer, because the player very well could be stalling for time, trying to recall a key fact. A player may only get prompted once.

4-B-6: CASE #2

The moderator asks a Toss-up in the category of Social Studies-History:

"Identify the full name of the forty-third president of the United States."

The printed answer is: GEORGE WALKER BUSH (full name required)

Player 1 from Team X rings in and is properly recognized.

Player 1 states: "George Bush"

The moderator properly states: "I need more information"

Player 1 responds: "George W. Bush"

The moderator should respond: "Sorry, that is incorrect."

Player 3 from Team Y rings in and is properly recognized.

Player 3 states: "George Bush"

The moderator properly states: "I need more information"

Player 3 states: "George Walker Bush"

The moderator should respond: "Correct."

Some coaches have come under the belief that prompting can only be given to the first team to ring in. This is not true. Both teams may be prompted if more information is needed on a particular toss-up or part of a bonus. The limitation is that each team can only be prompted once on any particular toss-up or bonus part.

4-B-8: CASE #1

The moderator asks the following question in Mathematics/General Math:

"What is the probability of a fair coin landing on heads on both flips of a fair coin. Express your answer as a reduced fraction." The printed answer is: "ONE-FOURTH".

Player 1 from Team X rings in after the word "flips", and is properly recognized.

Player 1 states "zero-point-two-five"

The moderator should respond: "That's correct."

Aside from being a poor question, this question is specifically designed to penalize a player who knows the correct answer more quickly. This rule has been added to prevent

question writers with agendas, or poor question writers from penalizing strong players. Officials and tournament directors who choose to disregard this rule are acting in a grossly unethical manner.

4-B-8: CASE #2

The moderator asks the following question in Social Studies:

"Perhaps the most corrupt administration in history was this administration elected first in 1968, and then reelected in 1972. Identify the president and vice-president elected in those years." The printed answer is: (Richard) NIXON (and Spiro) AGNEW

Player 1 from Team X rings in after the word "history", and is properly recognized.

Player 1 answers: "NIXON".

The moderator should respond "That is correct."

When one normally states a presidential administration, it is normal to refer only to the president, and not usually to the president and vice-president. In this case, the question is intentionally misleading into eliciting just the name of the president. It is not until the final sentence that the players are aware of the change in expectation, thus it is unfair to penalize the player for coming in early with the correct answer, when in fact the problem lies in the question design and the question writer.

4-B-8: CASE #3

The moderator asks the following question in Social Studies:

"Identify the war in which Britain, France, Russia, and later the United States fought Germany. The war began when German forces invaded Poland in 1939." The printed answer is: WORLD WAR TWO

Player 1 from Team X rings in after the word "States", and is properly recognized.

Player 1 answers: "World War One".

The moderator should respond "That is incorrect."

While this is another poorly worded question, there exists a common level of knowledge that this question could in fact refer to at least two wars. A player ringing in so early runs the risk of guessing correctly, or incorrectly, and must bear the brunt of his/her judgment. Rule 4-B-8 is designed to protect players from poor question writers up to an extent, but it would be as ludicrous to say that a question starts "This man..." and allowing a player to ring in with the name of any male and claim the right to a correct answer. This type of case is not protected by 4-B-8.

4-B-9: CASE #1

The moderator asks the following question in Mathematics/General Math:

"What is the probability of a fair coin landing on heads on both flips of a fair coin. Express your answer as a fraction." The printed answer is: "ONE-FOURTH".

Player 1 from Team X rings in, and is properly recognized.

Player 1 states "two-eighths"

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The moderator should respond: "Sorry, incorrect."

4--B-9 attempts to keep matches moving by removing more potential room for argument. This generally refers to fractions and decimal answers, though can also extend to other responses as well.

4-B-9: CASE #2

The moderator asks the following question in Mathematics/General Math:

"What is the equation of the line which passes through the point (1,5) and has a slope of 4?" The printed answer is: $Y = 4X - 1$ Player 1 from Team X rings in, and is properly recognized.

Player 1 states "Y minus one equals 4 X"

The moderator should respond: "Correct."

4-B-9 does not simplify all cases. When comparing the various forms of expressing mathematical equations, there is no simplest form (comparing say slope-intercept to standard form). If, however, the player had responded " $2Y - 2 = 8X$ ", this would be considered incorrect, as this is not the most reduced form of the equation.

4-B-10: CASE #1

The moderator asks the following question in Social Studies:

"Which first lady was famous for offering a televised tour of the recently renovated White

House in the early 1960s?" The printed answer is (Jacqueline) KENNEDY

Player 1 from Team X rings in, and is properly recognized.

Player 1 states "Jacqueline Bouvier"

The moderator should respond: "Correct."

4-B-10 is an attempt to clear up a gray area by giving general benefit of the doubt to the player. Bouvier is Mrs. Kennedy's well known maiden name, and such, since it uniquely identifies the correct answer, should be accepted. While not all moderators may be aware of this, on a protest filed properly by the team in question, if their assertion can be proven, the moderator has no ground to not accept the protest.

4-B-10: CASE #2

The moderator asks the following question in Social Studies:

"Founded around 550 BC, what nation was invaded in the fourth century BC by Alexander the Great?" The printed answer is: "(The) PERSIAN (Empire)"

Player 1 from Team X rings in, and is properly recognized.

Player 1 states "Iran"

The moderator should respond: "Incorrect."

4-B-10 does not permit players to get around the facts. Iran was not used as a name for the current political unit until the twentieth century. This question begins by stating that the nation was founded in 550 BC. The current nation of Iran and the Persian Empire may

have shared a great deal of the same territory, but are not considered to be the same entity. Had the question included the statement "Give the current name of this nation." Then obviously "Iran" becomes acceptable.

4-B-10: CASE #3

The moderator asks the following question in Social Studies:

"Starting in 1949, Chang Kai-shek ruled over what nation, relocated from the mainland after a communist revolution?" The printed answer is: REPUBLIC OF CHINA

Player 1 from Team X rings in, and is properly recognized.

Player 1 states "TAIWAN"

The moderator should respond: "Correct."

Taiwan is the commonly associated name of the political entity otherwise known as the Republic of China by some, or as Chinese Taipei to others. Since they are generally interchangeable, they can be accepted for each other. If the question had asked for the name of the island, then "Republic of China" would have been incorrect.

4-C Completeness

4-C-1a: CASE #1

The moderator asks the following question in Social Studies / History

"Who was the 35th president of the United States?"

The printed answer is: JOHN KENNEDY (both names needed)

Player #1 on Team X rings in, and is recognized. He answers: "KENNEDY"

The moderator should respond: "Be more specific". or "I need more information".

If the player responds with "John" within 3 seconds, he will be correct.

4-C-1b-1: CASE #1

The moderator reads the following question in Mathematics / General Math:

"A rectangle has sides of 3 and 2. Including proper units, what is the area of the rectangle?"

The printed answer is "6 units squared, or 6 square units"

Player #1 on Team X rings in. The moderator properly recognizes her.

Player #1 answers: "6"

The moderator should respond: "I need more information."

Though a poorly written question, in this case, because the question asked for units to be given, the moderator should prompt once for more information.

4-C-1b-2: CASE #1

The moderator reads the following question in Mathematics / General Math:

"A rectangle has sides of 3 and 2. What is the area of the rectangle?"

The printed answer is "6 UNITS SQUARE or 6 SQUARE UNITS"

Player #1 on Team X rings in. The moderator properly recognizes her.

Player #1 answers: "6"

The moderator should respond: "CORRECT"

Even though the answer asked for units (in this case, generic units), no units were ever stipulated in the question, and they were not asked for. The player cannot be wrong for not giving something that was neither stipulated nor explicitly asked for.

4-C-1b-2: CASE #2

The moderator reads the following question in Mathematics / General Math:

"A rectangle has sides of 3 and 2. What is the area of the rectangle?"

The printed answer is "6"

Player #1 on Team X rings in. The moderator properly recognizes her.

Player #1 answers: "6 feet squared"

The moderator should respond: "I'm sorry, that is incorrect."

Under no circumstance is a player allowed to invent units. It is the player's responsibility to pay attention to what is being asked for (or in this case, what is not being asked for).

4-C-1b-2: CASE #3

The moderator reads the following question in Mathematics / General Math:

"A rectangle has sides of 3 and 2. What is the area of the rectangle?"

The printed answer is "6 "

Player #1 on Team X rings in. The moderator properly recognizes her.

Player #1 answers: "6 square units"

The moderator should respond: "That is correct."

This is similar to Case #2, however, the player is filling in "generic units" rather than inventing standard units to fit the problem.

4-C-1b-4: CASE #1

The moderator reads the following question in Mathematics / General Math:

"A rectangle has sides of 3 and 2. Including proper units, what is the area of the rectangle?"

The printed answer is "6 units squared, or 6 square units"

Player #1 on Team X rings in. The moderator properly recognizes her.

Player #1 answers: "6 units"

The moderator should respond: "I'm sorry, that is incorrect."

Though similar to Case #1 for rule 4-C-1b-1, there is an important subtle difference. Though it appears that the moderator might prompt for more information, this should not be done in this case. Because of how close the player came to this answer, prompting for more information would be tantamount to giving the answer away. Moderators should be cautious in this situation to avoid giving away the answer to the other team. Moderators should avoid saying things like: "I'm sorry, I can't accept that answer," as this statement can hint that the answer was close, but not correct. Moderators should also monitor their facial expressions to avoid giving away such hints to the other team.

Simply put, units are either completely

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correct or not. Incomplete units do not warrant prompting for more information.

4-C-1c: CASE #1

The moderator reads the following question in *Miscellaneous / Sports*:

"Which team won the 1997 World Series?"

The printed answer is: "FLORIDA MARLINS"

Player #1 on Team X rings in. The moderator properly recognizes her.

Player #1 answers: "Florida"

The moderator should respond: "I need more information."

She will be correct, if she can respond with "Marlins". Conversely, if she had answered "Marlins", she should have been prompted for "Florida".

4-C-1c: CASE #2

The moderator reads the following question in *Miscellaneous / Sports*:

"Which team won the 1997 World Series?"

The printed answer is: "MARLINS"

Player #1 on Team X rings in. The moderator properly recognizes her.

Player #1 answers: "Florida"

The moderator should respond: "I need more information."

An important point needs to be made here. What if the moderator didn't know that Florida was correct information, when paired with "Marlins"? If a moderator is in doubt, they may always choose to consult with coaches. Ideally, it is best to consult with coaches BEFORE reading the question. However, it is never too late to consult, until you go on to the next toss-up or bonus question. Generally, in a case like this, this knowledge is well known, and most people will know its correctness, helping the moderator make a decision.

However, if the player's answer of "Florida" was declared incorrect by a moderator, this would be the time for a Head Coach to politely approach the moderator and appeal with an almanac, which will probably have the information at hand, and the moderator will need to give a replacement question to both teams

4-C-1d: CASE #1

The moderator reads the following question in *Social Studies / History*:

"Which English monarch was famous for having six wives, only one of which outlived him?"

The printed answer is: HENRY VIII

Player #1 on Team X rings in. The moderator properly recognizes him.

Player #1 answers: "King Henry"

The moderator should respond: "I need more information."

As long as the player can come up with "the eighth" in three seconds, the answer will be considered correct.

4-C-1d: CASE #2

The moderator reads the following question in *Social Studies / History*:

"Who was the leader of the Aztec Empire when Cortez reached Mexico?"

The printed answer is: "MONTEZUMA"

Player #1 on Team X rings in. The moderator properly recognizes him.

Player #1 answers: "Montezuma the Second"

The moderator should respond: "I'm sorry, that is incorrect."

Another tricky point ... what happens if a player gives information that is not so readily identifiable as correct, even if it is actually correct. The moderator has the same options as before. The moderator may rule immediately, may choose to consult the other coaches. If the moderator allows, a coach may provide evidence to support the case. In any event, the moderator should rule quickly, and proceed with the match. (you may notice that this ruling on Montezuma is in the back of this manual ... this would be the time for a coach to approach the official with the Case Manual, and argue his/her case ... thank you to the Lake Zurich H.S. frosh-soph team for providing this example!)

If this competition were strictly about "knowledge," then we would hand out multiple choice tests. Part of this event is not just knowing the answer, but knowing how to answer. An experienced player would know that chances are pretty slim that the printed answer is "Montezuma II." They should know to simply say "Montezuma," and on the off chance more information is needed, then you give it.

Like in any competition, getting aggressive can look impressive, but it can also cost your team!

4-C-1e: CASE #1

The moderator asks the following question in *Science / Physics*:

"Which radioactive isotope was used as the fissionable substance in the nuclear weapon dropped on Hiroshima, Japan in 1945?"

The printed answer is: "Uranium-235"

Player #1 on Team X rings in. The moderator properly recognizes him.

Player #1 answers: "uranium"

The moderator should respond: "I need more information."

An often encountered problem is a moderator lacking expertise in a particular field. A moderator with a humanities background might think that the number is superfluous, and give credit for a correct answer, when the answer given by the player is lacking information. Coaches need to be knowledgeable enough to know that this is a time when they should quickly (yet calmly!) approach the moderator and ask for a clarification, and then ask the moderator to prompt for more information before continuing. Thanks to Chicago's VonSteuben H.S. for this example!

4-C-2: CASE #1

The moderator asks a Tossup in the category *Literature / Language Arts*:

"Governor Bellingham, Roger Chillingworth, and Hester Prynne ... Who was the author who created these characters in the novel The Scarlet Letter?"

The printed answer is: "Nathaniel HAWTHORNE"

Player 1 from Team X rings in after the word "Chillingworth". Player 1 is properly recognized.

Player 1 responds: "The Scarlet Letter, written by Hawthorne"

The moderator should respond: "correct"

Even though the first part of Player #1's answer is not actually "the correct" answer, the answer contains the correct answer, in addition to other correct information that is reflected in the rest of the question. Notice, only two pieces of information were given (book and author). To not allow this is to unduly penalize a player who knows where the answer is going.

4-C-2: Case #2

The moderator asks a Tossup in the category *Literature / Language Arts*:

"Governor Bellingham, Roger Chillingworth, and Hester Prynne ... Who was the author who created these characters in the novel The Scarlet Letter?"

The printed answer is: "Nathaniel HAWTHORNE"

Player 1 from Team X rings in after the word "Chillingworth". Player 1 is properly recognized.

Player 1 responds: "The Scarlet Letter,"

The moderator should respond: "I'm sorry, that is incorrect."

Additional correct information is not enough to warrant a prompt for additional information. The player must include the actual correct answer as a part of his/her full answer, without pause. The moderator must be careful to avoid body language or facial expressions which hints as to how close the answer was to being correct.

4-C-2: CASE #3

The moderator asks a Tossup in the category *Literature/Language Arts*:

"Governor Bellingham, Roger Chillingworth, and Hester Prynne ... Who was the author who created these characters in the novel The Scarlet Letter?"

The printed answer is: "Nathaniel HAWTHORNE"

Player 1 from Team X rings in after the word "Chillingworth". Player 1 is properly recognized.

Player 1 responds: "The House of the Seven Gables, by Hawthorne"

The moderator should respond: "I'm sorry, that is incorrect."

Even though both pieces of given information are correct, the inclusion of the novel The House of the Seven Gables has no pertinence to this question. It came out of a student guessing, incorrectly, for the name of a book that he thought might have these characters. This is the case, even though the player's response did have the needed correct answer as part of the response.

4-C-2: CASE #4

The moderator asks a Tossup in the cat-

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egory Literature / Language Arts:

"Governor Bellingham, Roger Chillingsworth, and Hester Prynne ... Who was the author who created these characters in the novel The Scarlet Letter?"

The printed answer is: "Nathaniel HAWTHORNE"

Player 1 from Team X rings in after the word "Chillingsworth". Player 1 is properly recognized.

Player 1 responds: "The Scarlet Letter, written by Hawthorne, who was from Massachusetts."

The moderator should respond: "I'm sorry, that is incorrect."

Even though all of the information is correct, this player shows no real fine knowledge of what the question is asking. There is a limit of TWO pieces of information in an appropriate answer. Showing off in this manner is not a part of scholastic bowl, and it will be costly!

4-C-2: Case #5

The moderator reads a toss-up:

"Evaluate the definite integral of the quantity natural log of "x", close quantity, minus one, from one to three."

The printed answer is: The natural log of 3.

After ten seconds, Player #1 on Team X rings in, and is properly recognized. Player #1 responds:

"The natural log of three minus the natural log of 1"

The moderator should respond "That is incorrect."

While the answer IS equivalent to the correct answer, this is an example of when "additional correct information" cannot defend an incorrect answer. Rule 4-B-9 overrules this, since the answer was not given in the most simplified form.

4-D Toss-Up Questions

4-D-1c: CASE #1

The moderator asks a tossup question in Social Studies/Geography:

"What is the largest country, by land area, in the world?"

The printed answer is "Russia".

Player #1 for Team X immediately rings in, and says "**Russia**" before the moderator can recognize her.

The moderator replies: "That is correct for five points."

Each moderator has his/her own tempo of recognizing. Part of the game is players getting used to that tempo. Some moderators may be favorable to one team over another from time to time. Moderators are reminded that they are to recognize players BY FIRST NAME. Players can help their own cause by displaying name plates in front of them that are legible to the moderator.

4-D-6: CASE #1

The moderator asks a tossup question in Social Studies / Geography:

"What is the largest country, by land area, in the

world?"

The printed answer is "Russia".

AFTER 5 SECONDS ELAPSE, player #1 for Team X rings in, and is properly recognized.

Player #1 waits two seconds, and answers: "Switzerland"

The moderator replies: "That is incorrect".

AT THIS POINT, THERE IS ONE SECOND LEFT ON THE CLOCK.

The moderator should quietly or visually count out THREE seconds, during which, the second team may legally ring in to answer. The three seconds is not in addition to the remaining time! Since there was one second remaining on the clock, a count of three seconds will extend for two seconds after the clock runs out.

4-D-6: CASE #2

The moderator asks a tossup question in Social Studies / Geography:

"What is the largest country, by land area, in the world?"

The printed answer is "Russia".

Player #1 for Team X immediately rings in, and is properly recognized by the moderator. The moderator quietly counts out three seconds. As the time expires, player #1 says "Russia".

The moderator replies: "I cannot accept that answer, because time expired."

Team Y now has a chance to answer, with the time remaining or three seconds, WHICHEVER IS GREATER!

Part of the challenge of this event is the ability to quickly recall information, and retain it long enough to answer. If this were simply a measure of "who knows more", the format of the match would involve multiple choice exams. HERE is where the challenge of this event lies.

The decision as to whether or not the answer started before or after time expired lies with the moderator.

4-D-8: Case #1

A toss-up in mathematics is asked. Player #1 on Team X rings in, and is properly recognized. Player #1 continues to calculate by writing. After two seconds, Player #1 begins to answer, and continues to write while continuously answering.

The moderator should allow this, as long as the player does not wait, and then stutter through an answer which accounts for over three seconds of delaying.

4-E Bonus Questions

4-E-2: CASE #1

While reading a bonus question, the moderator notices that the captains of both Team X and Team Y are looking around at the papers in front of her teammates. As soon as the moderator is done reading the bonus, the captain of Team X (which had control of the bonus) rings in and says "We have no answers."

This is perfectly legal on all parts. When a team is in control of the bonus, that means

they not only have the first chance to earn points, but it also means that they may make it more difficult for the other team. In this case, Team Y will have a chance to answer. This Case also addresses Rule 4-E-3e.

4-E-3d: CASE #1

Team X is in control of a bonus. After 15 seconds, the captain of Team X calls time. Two seconds later, the moderator sees a piece of paper being passed from the desk of player #2 on Team Y to the captain of Team Y.

This is legal. Teams have up to three seconds to pass papers after time is called or expires. See Rule 4-E-3d.

4-E-3d: CASE #2

Team X is in control of a bonus. After 15 seconds, the captain of Team X calls time. Two seconds later, the moderator sees player #2 on Team Y point to something on the paper in front of Team Y's captain.

This is illegal. Paper passing is permitted for up to three seconds, however, communication must cease once time is called or expires. In this case, the moderator will penalize Team Y by not permitting them to answer any parts of the bonus that might be rebounded to them. Team Y may attempt to answer the next toss-up.

4-E-4c: CASE #1

After time has been called by the captain of Team X, he begins by giving the answers to parts 1 & 2 of a four part bonus. At this time, he defers to Player #4 on Team X to provide the answers to parts 3 & 4.

This is also illegal. So-called "Shotgun Deferring" is not permitted. The moderator should stop the captain, and ask him to provide the answers to parts 3 & 4. If he cannot provide them, parts 3 & 4 rebound to the other team. If player #4 does answer, it is illegal talking, and parts 3 & 4 rebound to the other team. There is no replacement bonus in this case.

In any event, Team X does earn the points for parts 1 & 2 of the bonus, if they were answered correctly.

4-E-5: CASE #1:

Team X has control of a bonus, and calls time after 15 seconds. Team X gives answers to parts 3 & 4 of a four part bonus. Team Y's captain then gives the answer to part #1. While answering, he moderator sees Team Y's captain looking over at one of his fellow players (perhaps, but not necessarily), at the paper in front of that player.

The moderator needs to make a quick decision. If the moderator believes that the looking over aided the answer, then the moderator should not accept the answer, not award the points, and state that illegal communication took place. If the moderator believes that the person answering was not aided, then the answer is accepted, the points awarded, and play continues.

Coaches and players need to be warned. While answering, even if looking around is innocent, can be construed as illegal communi-

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cation, and may be penalized. Players should also be cautioned about making any form of gesture that could be construed as a signal by the moderator. Rules 4-A-2 and 4-A-3 cover legal communication for players. It is especially crucial for players to now the difference between what is considered illegal and legal communication. Every year in the Regionals, many inexperienced teams and coaches become upset when they are penalized for this because they are not used to playing by the rules.

Moderators are cautioned to use good judgment in enforcing this rule. Some playing areas do not permit captains unlimited room to put papers passed to them. Generally permit players to look at papers passed to them, even if it is not directly in front of them for the sake of space, as long as it appears that a "good faith" attempt was made to pass the paper.

4-E-5a: CASE #1

Team X has control of the bonus in mathematics. After 15 seconds, the captain of Team X calls time. The captain defers to Player #3 on Team X, who begins answering while checking off answers with a pencil. The moderator notices that Player #2 on team X is also checking off answers, as well as Player #2 on Team Y.

There is no penalty here. It is permissible for any players to check off answers. What the moderator wants to be wary of is any writing which looks like continual work towards a solution or answer.

4-G Penalties

4-G-1: CASE #1

The moderator has just finished reading a toss-up question when she hears something that appears to be the answer coming from a group of Team X's uniformed players that are not currently playing. She is certain that the current players heard the answer. A few moments later, a player for Team X rings in, is recognized, and gives the correct answer.

This is an uncomfortable situation for moderators to be in. The best thing would be, if the moderator suspected that the players heard the answer, to stop, and offer a replacement question. In addition, both teams should be warned for illegal talking. The moderator may even insist that non-players move further away from the current players.

4-G-3a: CASE #1

The moderator has just finished reading a toss-up question, and hears the answer come from a group of Team Y's uniformed players that are not currently playing. Both teams have been warned already about illegal communication.

This is illegal communication, and warrants a penalty. If Team Y rings in, the answer the moderator should not allow them to answer due to illegal talking. If they do answer, the response should not be accepted. The other team should be allowed to ring in legally.

If Team Y does not attempt to answer,

the Head Coach of Team Y should be informed that his team would have been penalized if they had attempted to ring in.

4-G-4: CASE #1

An audience member, after having been warned, has twice yelled out answers, or has in general been distracting. The audience member has been previously warned.

At this time, the moderator should eject the person. This is not a baseball or basketball game. Do not make a show of this. Do what is needed to avoid confrontation, but do not attempt to continue the match until the person is removed from the room. Even if the audience member is wearing a school shirt, the team should not be penalized. If there is further difficulty, you may ask one of the coaches for assistance. One of the other officials should be sent to get the local manager.

If the person in question is a uniformed player who is not currently playing, the player may be ejected, and the team may be further penalized. This Case also addresses Rule 4-G-5.

4-H Moderator or Timekeeper Errors

4-H-1a: CASE #1

The moderator is about to read Toss-up #15, the last question before halftime, but instead reads Toss-up #16.

The moderator should read the question. The moderator should renumber the questions by hand, making Toss-up #16 (and its bonus) the new #15. Toss-up #15 (and its bonus) are now the new #16. Coaches should be informed of the error, so that they may continue to track category usage.

4-H-1b: CASE #1

The toss-up in the question booklet reads "What does MACH 1 mean?"

The printed answer is: "The speed of sound"

The moderator reads "What does March 1st mean?"

The teams stare blankly at each other.

In this case, the question should be thrown out, and a replacement toss-up in that category should be read.

4-H-1c: Case #1

The moderator reads a toss-up: "What three letter word can be synonymous with the word 'wildebeest'?" and then promptly adds "Oh, that's what a gnu is?"

Replace the toss-up with a toss-up from the same category.

4-H-1c: Case #2

The moderator reads a toss-up:

"What three letter word can be synonymous with the word 'wildebeest'?"

After 9 seconds, Player #1 on Team X rings in, and is recognized. Player #1 responds "kangaroo".

The moderator states that this is incorrect and that the correct answer is "gnu". Team Y was not given a chance to respond.

Under normal circumstances, the moderator would read a replacement for Team Y

only. However, in this case, the moderator, and everyone else must suspect that Team Y was not going to answer. In the case of a neutral moderator, the moderator might decide to not read a replacement, but must do so judiciously this may not be appropriate during a computation question if Team Y was still working toward a solution. If a coach is moderating a match, and doing this would give advantage to his/her own team, it is advised that the moderator read the replacement. Ruling in such a way is similar to an umpire in baseball not awarding a base to a batter hit by a pitch because they did not attempt to move out of the way. In essence, you are not awarding a replacement, because, in the moderator's opinion, the team was not making an effort to answer the question

4-H-1d: CASE #1

The moderator reads a toss-up: What three letter word can be synonymous with the word 'wildebeest'?"

Player #1 on Team X rings in and is recognized. Player #1 responds "yak."

The moderator responds "I'm sorry, the answer is 'gnu'"

Team Y is silent, though the Head Coach of Team Y is trying to get the moderator's attention.

A replacement toss-up should be read for the second team only.

The problem arises if the replacement question is substantially more difficult or substantially easier. Moderators can lose a great deal of respect for making such an error. Simply put: Don't do it!

4-H-1e: CASE #1

The moderator accidentally turns the page after toss-up #12 is answered correctly, and reads the wrong bonus.

Inform the coaches of the error only if this occurs at the questions that is before half time. Bonus #13 is now bonus #12, and bonus #12 becomes bonus #13. However, if this results in a bonus being paired with a toss-up of the same category, the moderator should rearrange some of the bonus questions to assure that this does not happen.

4-H-1f: CASE #1

This bonus question is written in the question packet:

"Identify, in any order, the four best selling cola drinks in the U.S."

HOWEVER, the moderator actually reads the following:

"Identify, in any order, the four best selling Coca-Cola drinks in the U. S."

The moderator in this case made a mistake in the reading of the initial bonus question. That is, before any "parts" of he bonus were read (not that this bonus had any parts). In this case the moderator has two options:

a). If the mistake is discovered before the answers are given, the moderator may opt to reread the bonus correctly, and give both teams a second chance to confer.

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b). If the answers are already given when the mistake is discovered, a replacement bonus should be read for both teams.

4-H-1f: CASE #2

*The following bonus question is asked:
Identify the following countries:*

1. The country you live in now.
2. The biggest country by area in the world.
3. The country that shares a name with a Southern U.S. state.

Answers: 1. USA 2. Russia 3. Georgia

The moderator reads the question, but for some reason says the word "northern" instead of "southern", in part 3. Neither team answers part 3 correct.

This mistake does not apply to the whole bonus, and the entire bonus should not be replaced. The moderator should find a single part to a replacement bonus that is as close to the category as possible (in this case, Social Studies--Geography), and read that part for both teams. Since it is only a single part, give the teams ten seconds (15 seconds if a computation) to confer.

4-H-1g: CASE #1

The following bonus is read:

Identify in any order the names of Donald Duck's nephews.

*The moderator immediately mutters:
Louie, that was the third one!*

Moderators are advised that this problem can undermine their credibility very quickly. The entire bonus now must be replaced for both teams.

4-H-1h: CASE #1

The following bonus is read:

Identify in any order the names of Donald Duck's nephews.

The Captain of Team X (in control) calls time, and answers: Huey, Dewey, and Mickey.

The moderator responds that "Huey and Dewey are correct, but that Mickey should have been 'Louie'". The Coach of Team Y is understandably upset.

In this case, a single part of a bonus was mangled by the moderator by revealing the answer before a potential rebound. Give Team X the points they deserve (13 in this case), and find a single part of a replacement bonus, and read this only to Team Y. Try to make the question as close to the category of the original question as possible, and give Team Y ten seconds (15 seconds if a computation) to confer on this single part.

4-H-1i: CASE #1

A difficult toss-up question has been asked. The timekeeper is not paying attention to the time, and it is clear that too much time has passed. Player #4 on Team X rings in, and after being recognized, gives the correct answer.

Timekeepers need to be cognizant of time all of the time, and except in rare circumstances, it is not excusable to make this mistake. To help prevent this, moderators should

also keep an eye on the time, perhaps by noting a wall clock, or having the timekeeper sit near the moderator.

In this case, the answer should not be allowed, and the match should proceed to the next toss-up question.

4-H-1i: CASE #2

The following question is asked:

How big an area is bounded by a square with each side being 3 feet?

The printed answer is "9 square feet."

Player #1 on Team X rings in, is recognized, and states "9 inches square"

The moderator rules "That is correct." The Coach from Team Y is already walking toward the moderator.

Consider this: If the moderator had said "Incorrect," there is no problem. Instead, the moderator has now made a mistake that has given the other team a strong hint that the incorrect answer is close (hopefully the moderator has changed his/her ruling when asked by the Coach of Team Y!). As a result, read a replacement toss-up in the same category for Team Y only. If Team Y gets the replacement toss-up correct, they control the bonus, and Team X may rebound the bonus.

4-I Appeals to the Moderator

Before examining examples, everyone needs to remember that the moderator has the right to reject any and all appeals, even before they are made. Moderators can tell coaches to sit down if they suspect an appeal is imminent. Coaches need to be aware that a moderator who does this is within his/her power.

On the flip side, moderators who act unreasonable in this respect invite scorn from coaches. No one likes a person in a game who acts like they are beyond the ability to make a mistake. Moderators who exercise an iron grip may find that they will have other problems in dealing with players and coaches.

4-I-1a: CASE #1

After a bonus question is completed, and points are awarded, the Head coach of Team X approaches the moderator to ask a question about match procedure. The two continue to talk and the coach is making no progress in pleading his case. The co-coach of Team X now approaches the moderator to add more volume to the argument.

Only one coach is permitted to communicate with the moderator (2-A-2), and only the moderator can request the other coach from that team to approach. The co-coach (or assistant coach) should never become involved in this type of behavior.

As the moderator has the responsibility to maintain control of the match, the moderator should tell the second coach to return to his/her seat, quickly render a decision, and continue the match.

4-I-2a: CASE #1

A toss-up question is asked in the area of history:

"Who was the first president of the

United States?"

The printed answer is "Abraham Lincoln".

Player #3 on Team X rings in and says "George Washington."

The moderator states "I'm sorry, that is incorrect."

Player #2 on Team Y immediately (though politely) gets the moderator's attention, and informs the moderator that he believes the answer of "Washington" to be correct.

In the past, this act of sportsmanship would have been declared illegal communication. However, there is no reason to not allow an act of sportsmanship.

In this case, hopefully the moderator will know that the two players are correct, give ten points to Team X, and move on to the bonus question. However, at this point if the moderator were still unsure, the moderator may consult with other officials in the room, coaches, and if necessary request a brief explanation from the player involved. In any event, Team Y is not to be penalized.

4-I-2a: CASE #2

A toss-up question is asked in the area of history:

"Who was the first president of the United States?"

The printed answer is "Abraham Lincoln".

Player #3 on Team X rings in and says "George Washington."

The moderator states "I'm sorry, that is incorrect."

Player #2 on Team X immediately (though politely) gets the moderator's attention, and informs the moderator that he believes the answer of "Washington" to be correct.

Sounds just like Case #1, but there is a difference here. If teams were allowed to protest their own answers, the door becomes open to a great deal of delay and chaos. For that reason, players may not appeal answers given by their own team, and may not protest answers accepted as correct by the other team. The moderator should call illegal communication, and keep Team X out of the Bonus (if the moderator decides to accept the Washington answer) or the next toss-up (if the moderator foolishly doesn't change his/her decision).

4-I-4a: CASE #1

A bonus question in pop culture is asked:

"Identify in any order the original members of N'Synch."

After both teams answer (Team Y answers one part correctly), the Coach of Team Y approaches the moderator, and appeals that a replacement question should be asked because this question was "trivial".

It may be trivial, or even in bad taste, but the moderator can't help that! This is not a proper appeal to make. If this is a question of

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inappropriate material for a question (especially on the basis of being morally appropriate for high school students), you should raise the issue with the local manager, and perhaps with the question provider.

4-I-5: CASE #1

The moderator asks the following question in Arts:

"Which famous painter painted the painting better known as "The Mona Lisa"?"

The printed answer is: "Michelangelo".

Player #1 on Team X rings in, and is properly recognized.

Player #1 answers: "DaVinci"

The moderator responds: "That is incorrect".

The coach for Team X politely gets the moderator's attention, and informs the moderator that the answer might be wrong, and that Team X was correct. The coach then shows the moderator a page from the "World Almanac" that shows the painter of the Mona Lisa to be Leonardo DaVinci. The moderator rules that Team X is correct, and proceeds.

This is an example of how a proper appeal should be made. The only problem here is that the Coach of Team X should have waited until the Team Y has answered. In the event the moderator does not change his/her mind, the Coach of Team X has just given Team Y additional time to consider an answer. See Rule 4-I-5.

4-K-5: CASE #1

The moderator asks the following question in Social Studies:

"Which first lady was famous for offering a televised tour of the recently renovated White House in the early 1960s?"

The printed answer is (Jacqueline) KENNEDY

Player 1 from Team X rings in, and is properly recognized.

Player 1 states "Jacqueline Bouvier"

The moderator is unsure. The moderator should respond: "Incorrect."

This is the exact same case as used in 4-B-10, but in this case, the moderator responds "incorrect". Why?

The moderator must be EXTREMELY careful to not give a hint to the team that potentially will rebound a toss-up or bonus part by suggesting that an answer is close to being correct. If the moderator hems and haws, or immediately says "correct" (and turns out to be wrong), this leads to protests, slowed down matches, and the need to replace the question, which can change the outcome of the match. The BEST solution is actually to state that the answer is incorrect, and take the time while the other team is pondering the answer to make a decision on the first answer. If you suddenly remember that the first answer is correct, make the change, and move on. If not, the first team will protest, and provide evidence, in which case you correct the decision, and move on.

The WORST thing a moderator could do in this situation is consider the answer for a

few moments, and then say "incorrect" while the other team takes extra time to think, now armed with the knowledge that the first answer was close. To do that is to become a sixth player on one of the teams, and must be avoided. MAKE your decision, and correct later if necessary.

RULE 5: Local Matches and Tournaments Outside the IHSA State Series

5-D. Permissible Changes

5-D-11: CASE #1

At a local tournament, the Coach of Team X informs the moderator that she is going to watch her "B" team, and since there is no other coach, is designating the player-captain of this, her "A" team, to make coaching decisions. After a bonus question, the player-captain approaches the moderator to question match play.

In the IHSA State Series, this is absolutely illegal. However, this may be permitted in some local tournaments where an "A" or "B" team is being used, or where a coach is acting as a moderator. Local Managers need to stress to all coaches if this is going to be permitted, and coaches must stress the necessity for polite and gentle tones of voice from captains. Moderators are well within their authority to reject appeals that are not made politely, and are well within their authority to penalize teams after they have been warned if the requests are not made in a polite manner. Coaches may want to keep this in mind if they need to do this; captains needn't be the best player, but they should definitely be the most polite.

APPENDIX 1: A few notes to local managers on Matching Tops

Local Managers have the final decision on deciding if tops are appropriate and matching or not. The problem of appropriateness is that it can be somewhat subjective. Below are some illustrative examples of acceptable and unacceptable situations that local managers should use in guiding their judgment. Head Coaches must remember, that if there is even the slightest doubt as to whether a uniform is appropriate, they have the responsibility to contact the local manager in advance to conform with his/her idea of appropriateness.

1. A team of all boys appears wearing identical white dress shirts, but different sports coats and ties. MATCHING and APPROPRIATE.

2. A co-ed team appears. The boys are all wearing identical white dress shirts with different ties. The ladies are wearing identical white blouses. MATCHING and APPROPRIATE.

3. A co-ed team appears. The boys are all wearing identical blue dress shirts with different ties. The ladies are wearing identical white blouses. NOT MATCHING, though appropriate.

4. A co-ed team appears. They all wear identical shirts with logos for the local beer distributorship. Matching, though NOT APPROPRIATE.

5. A co-ed team appears. They all wear identical shirts with tie-dye patterns on the shirts. MATCHING, and APPROPRIATE.

6. A co-ed team appears to play a team named the "Hawks". They all wear identical shirts of a bloodied smashed bird. Matching, though NOT APPROPRIATE.

7. A co-ed team appears dressed in identical shirts. One player is wearing jeans with holes in them. This player cannot play until they are dressed appropriately.

CASE #1

The Coach of Team X brings to the moderator's attention that a member of Team Y is wearing an undershirt under his otherwise matching top, and asks that a 30 point penalty be assessed against Team Y.

The moderator should inform the coach that underwear is not to be considered when judging a top to be matching. As a matter of fact, this should be considered an attempt to intimidate. This might only be brought up if, during a stoppage of play, a player is attempting to enter the game without a legal, matching top.

CASE #2

Before a match begins, the Coach of Team X appeals to the moderator that Team Y has arrived to play in blue shirts that do not quite match in terms of shade. The shirts are neat, and are otherwise acceptable.

The moderator should immediately contact the local manager. The local manager should declare the matching tops as NOT matching. If the team cannot change into matching uniform tops by the time the match should begin, the team may play, but 30 points will be awarded to the opposing team.

Case #3

Team X arrives to compete with male team members dressed in white dress shirts. The girls are wearing white blouses. The boys are, in addition to their shirts wearing ties and dress jackets, each a different color. The coach of Team Y asks immediately that a 30-point penalty be assessed against Team X.

The moderator should contact the local manager. The local manager should declare that these tops are matching. Dress jackets, ties, ribbons and such are not part of the top that must match. The blouse and dress shirts should definitely be the same color, though the local manager should allow for a slight difference between the dress of male and female team members. It is crucial, however that all the males have identical tops, and that all the females have identical tops.

Case #4

Team X arrives to compete with male team members dressed in blue dress shirts. The girls are wearing white blouses. The coach of Team Y asks immediately that a 30-point penalty be assessed against Team X.

The moderator should contact the local manager. The local manager should declare that these tops are NOT matching. If five play-

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ers with matching tops cannot begin the match, the players with non-matching tops may play, but the opposing team will receive 30 points.

Case #5

The coach of Team X calls a legal time out. The coach sends in a player who is wearing a top that appears not to match the tops of the other players.

Ideally, the moderator would have noted this before the match began, and contacted the local manager. If this was not done, the moderator must stop, and contact the local manager for a ruling. If the local manager rules the top to not be matching, then the coach of Team X must send in a player who is wearing a match-

ing top. If this cannot be done, then the substitution will not be allowed.

Case #6

Team X arrives to compete wearing prison uniforms. The uniforms are neat, and are indeed matching.

The moderator should immediately contact the tournament director. In this case, the tournament director should declare that these uniforms are not in good taste, and should immediately inform the coach to have the players change into appropriate clothing. If the students change into appropriate clothing that does not include matching tops, a 30-point penalty should be assessed at the beginning of the match. If more appropriate clothing is not

available by the time the match is scheduled to begin, the local manager should declare a forfeit.

It is the RESPONSIBILITY of the head coach to know what is appropriate, and what is not appropriate (see the IHSA Terms and Conditions). Having fun is important, and being able to have a team design a creative, catchy uniform is important to some programs. However, it is never an excuse to sacrifice taste for expression. Head coaches are warned that if they are in doubt, they should contact the local manager, and get clearance before arriving..

APPENDIX 2: Synonymous Answers (including pseudonyms and pen names)

Cuprous	Copper (I) [pronounced Copper one]
Cupric	Copper (II) [pronounced Copper two] etc.
Mercurous	Mercury (I)
Mercuric	Mercury (II)
Ferrous	Iron (II)
Ferric	Iron (III)
Stannous	Tin (II)
Stannic	Tin (IV)
Caligula	Gaius Caesar (Emperor of Ancient Rome)
Catherine II	Catherine the Great (Tsarina of Russia)
Charlemagne	Charles the Great (Frankish King/Emperor of the Romans)
Charles I	the Bald (son of Charlemagne, first King of France)
Charles II	the Fat (Roman Emperor, King of France)
Charles III	the Simple (King of France)
Charles V	the Wise (King of France)
Charles VI	the Mad, Well-Beloved, or Beloved (King of France)
Charles VII	the Well-Served or Victorious (King of France)
Samuel Clemens	Mark Twain
Isak Dinneson	Baroness Blixen-Finecke or Karen Dinneson
Charles Dodgson	Lewis Carrol
Edward	the Confessor (Saxon King of England ... NOT Edward I)
George Eliot	Mary Ann Evans
Henry II	Henry Plantagenet (King of England)
Henry IV	Henry of Navarre (King of France)
Ivan III	Ivan the Great (Grand Duke of Moscow)
Ivan IV	Ivan the Terrible (First Tsar of Russia)
James I	first King of Great Britain (also James VI of Scotland)
John	Lackland (King of England)
Louis I	the Pious (Frankish Emperor, successor and son of Charlemagne)
Louis IV	Louis d'Outremer (King of France)
Louis VI	the Fat (King of France)
Louis IX	Saint Louis (King of France)
Louis XIII	the Just (King of France)
Montezuma	Montezuma II or Moctezuma (II) (Aztec Emperor)
Napoleon I	(Louis) Napoleon Bonaparte (Emperor of France)
Napoleon III	Louis Napoleon (Bonaparte) (Emperor of France)
Peter I	the Great (Tsar of Russia)
Richard I	the Lion-Hearted (Coeur de Lion) (King of England)
Richard III	Crookback (King of England)
Robert I	Robert Bruce or Robert the Bruce (King of Scotland)
Leo Tolstoy	Count Lev Nikolaievich
Voltaire	Francois-Marie Arouet
Arthur Wellesley	Duke of Wellington
William I	the Conqueror (King of England)

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APPENDIX 3: Names Often Requiring Differentiation

Franklin Delano and Theodore ROOSEVELT	American politicians
Lyndon Baines and Andrew JOHNSON	American politicians
John Quincy and John ADAMS	American politicians
John, Robert, Edward (Ted), and John Jr. KENNEDY	American politicians
George Herbert Walker, George W, and Jeb BUSH	American politicians
Mary Wollstonecraft and Percy Bysshe SHELLEY	British Authors
George (composer) and Ira (lyricist) GERSHWIN	American composer-songwriter team
Lionel, Ethel, and Drew BARRYMORE	American actors
Claude MONET and Édouard MANET (pronunciation is extremely important)	French artists
Democratic Republic of the Congo (or just "Congo")---this is the former Zaire and the Congo Republic (Republic of the Congo)	African nations

A special note on Britain, Great Britain, United Kingdom, and England and forms thereof:

The current large nation that occupies the British Isles is called the United Kingdom of Great Britain and Northern Ireland (shortened to the United Kingdom). This name has been in use since 1921. Before that, the official name was the United Kingdom of Great Britain and Ireland (since 1801). Before that, the nation was Great Britain (since passage of the Act of Union in 1707). Before that, England, Scotland, and Wales were nominally independent of each other.

Today, Great Britain technically refers only to the geographic name of the island that is home to England, Scotland, and Wales. It does NOT refer to the name of any modern nation.

However, these differentiations are not commonly held. Coaches and moderators may use this as a reference to support an answer as correct, if the incorrect answer is printed for a question, however, this reference should never be used by a coach to protest an answer given that is printed as correct, even if it is not technically correct by these definitions. Moderators may choose to replace incorrectly printed answers with the proper answers, but should do so before a question is asked. Coaches should be informed of the change to avoid problems.

APPENDIX 4: Exponents

The following are to be considered equivalent answers, unless a questions specifically requires a particular form to be used:

(any number or unit) squared = (any number or unit) raised to the second power

(any number or unit) cubed = (any number or unit) raised to the third power

the square root of "any number" = radical "any number" = "any number" to the one-half power

the words "square root" may be shortened to the word "root". The word "root" shall never be an acceptable answer for any other type of root.

In some cases, be careful what you accept, especially if the answer requires an answer in a specific form. If for example, a question asks for an answer in simplest form, the answer "X to the negative one-half power" would not be acceptable.