



SCHOLASTIC BOWL

2009-2010

Rule Book

Rules for Illinois Scholastic Bowl

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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,VIII- 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) and 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,VIII-C). The local manager shall:
 - 1-B-1a.** Appoint tournament personnel (T&C, VIII-S).
 - 1-B-1b.** Verify the setup of the rooms (T&C, VIII-H) and arrange for working equipment to be present for the tournament.
 - 1-B-1c.** Arrange for the moderators' meeting (T&C, VIII-R).
 - 1-B-1d.** Conduct the coaches' meeting (T&C, VIII-T).
 - 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, VIII-I).
 - 1-B-1g.** Render decisions on illegal or inappropriate uniforms (T&C, VIII-I and J).
 - 1-B-1h.** Certify the results of the tournament and transmit them to the IHSA (T&C, IX-E-3).

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 present at the host site should be at their match location at least five (5) minutes before the match is scheduled to begin. A team that is not present when the round is scheduled to begin shall forfeit its match. A team arriving at a host site and their match location after the scheduled start time for the match, without calling ahead, shall forfeit all its matches that day. If a team calls ahead to notify the host of the delay, the start time can be moved to accommodate the delay, but never by more than 45 minutes. Note: When entering a forfeit in the ScoreZone managers must select the "forfeit" option. In addition they must enter a score of 1 to 0 to indicate to the computer software which team received the forfeit and the win.
- 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, VIII-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, VIII-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 timepiece with digital seconds or sweep second 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, VIII-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, VIII-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, VIII-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.

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-5 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.

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.
 - 4-A-2d. To the moderator while answering a bonus question if s/he is the captain of the team in control of the bonus, or s/he is a player designated by the captain to answer a bonus question.
 - 4-A-2e. To the moderator any time s/he is asked a specific question by the moderator.
 - 4-A-2f. To anyone during time-outs and halftime.
- 4-A-3. The following types of communication shall be legal for players at the indicated times, unless the moderator believes that they are being used to delay, intimidate, or interrupt the flow of the match in order to gain an advantage:
 - 4-A-3a. The "wait" gesture (anything that silently communicates the message "do not trigger the lockout system") during second reading of a toss-up.
 - 4-A-3b. Saying "clear", "reset", or equivalent as a reminder to the lockout box operator.
 - 4-A-3c. Reasonable reactions to right or wrong answers.
 - 4-A-3d. Looking at a teammate's written material during the reading of a bonus. (In this case, the moderator should not be concerned about players gaining an advantage.)
 - 4-A-3e. Notification of emergency or unacceptable conditions in the room.
 - 4-A-3f. Notification to the moderator that an opponent's answer was correct, or that their own answer was incorrect.
 - 4-A-3g. The "time-out" gesture (making a "T" with the hands) as a signal to her/his coach that a time-out or an appeal may be warranted. Moderators should ignore this signal and should continue the match as usual, neither slowing down nor speeding up the pace. Upon seeing this signal, a coach may choose to call a time-out (according to Rule 3-E), initiate an appeal (according to Rule 4-I), or do nothing, as the coach see fit.
 - 4-A-3h. With the permission of his or her Head Coach, who has initiated an appeal, making a reasonable, civil, tactful, and professional appeal.
- 4-A-4. Illegal communication by players includes, but is not limited to:
 - 4-A-4a. Communication at times other than those permitted in Rule 4-A-2 and 4-A-3.
 - 4-A-4b. Use of any illegal printed or written material during the match to gain an advantage.
 - 4-A-4c. Giving or receiving aid, including looking over at a teammate's written material during or after the reading of a toss-up and then triggering the lockout system.
 - 4-A-4d. Giving or receiving aid, including looking at written material not directly in front of you while a bonus is being answered. When teams sit at long tables, the term "directly in front of you" may include passed papers that could be spread out.
 - 4-A-4e. Any writing by the person answering, other than checking off answers, after time has been called or while a bonus is being answered. Players not answering may hold pencils, write, or doodle without penalty as long as there is no violation of Rule 4-A-4d.
 - 4-A-4f. Appealing to the moderator, which is permitted only by the head coach.
 - 4-A-4g. Unsportsmanlike conduct or unreasonable reactions to right or wrong answers, or moderators' decisions.
- 4-A-5. Communication by coaches shall be legal at the following times, except where otherwise specifically prohibited:
 - 4-A-5a. During introductions.
 - 4-A-5b. To the moderator when requesting a time-out (head coach only).
 - 4-A-5c. To the moderator when making an appeal (head coach only).
 - 4-A-5d. To non-players, in a respectful manner, while involved in an appeal.
 - 4-A-5e. During a time-out or halftime.
- 4-A-6. The following types of communication shall be legal for coaches at the indicated times, unless the moderator believes that they are being used to delay, intimidate, or distract the opposing team:
 - 4-A-6a. The "wait" gesture (anything that silently communicates the message "do not trigger the lockout system") during second reading of a toss-up.
 - 4-A-6b. Saying "clear", "reset", or equivalent as a reminder to the lockout box operator.
 - 4-A-6c. Reasonable reactions to right or wrong answers.
 - 4-A-6d. Requesting a score check, if they note a discrepancy, before the next category is announced.
 - 4-A-6e. Whispering to other coaches, substitute players who are not currently playing, or spectators, as long as no aid is given to their own team.
 - 4-A-6f. Notification of emergency or unacceptable conditions in the room.
 - 4-A-6g. The "no" gesture (shaking her/his head or any equivalent action with the hands) in response to a "time-out" gesture (request) from one of her/his players
- 4-A-7. Illegal communication by coaches includes, but is not limited to:

4-A-7a. Communication at times other than those permitted in Rules 4-A-5 and 4-A-6.

4-A-7b. Unsportsmanlike conduct or unreasonable reactions to right or wrong answers, or moderators' decisions.

4-A-7c. Signaling to her/his team, other than the "wait" gesture (Rule 4-A-6a) and the "no" gesture (Rule 4-A-6g).

4-A-8. Communication between spectators and players is always illegal and could result in the ejection of a player, coach, substitute player, or spectator from the room.

4-A-9. The moderator has the authority to interpret what constitutes illegal communication and, if illegal in the opinion of the moderator, to invoke appropriate penalties as delineated in Rule 4-G.

4-B. Answering

4-B-1. Answers must be started within three (3) seconds of being recognized by the moderator. The moderator will call the three (3) seconds, upon which the answer will be ruled incorrect.

4-B-1a. If it is inconvenient to use a timing device or a timing device is not available or built in to the lockout system, moderators (or timekeepers) may wish to quietly or visually count out three (3) seconds.

4-B-1b. 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-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. A well written question will be clear in what it is asking from the start and will guide the listener towards that answer throughout. Inevitably, though, players will sometimes buzz in, early or not, and give an early alternative answer or a different form of the printed answer (i.e. plural instead of singular, adjective instead of noun, etc.). Moderators have the authority and the responsibility to accept or reject alternative answers and different forms of answers, using their best judgment, as long as their decision is not contrary to a decision made in the moderator's meeting, or an instruction by the question writer to accept or reject a specific alternative answer. If a moderator (or a coach, on appeal) believes that a toss-up has misled the listener by clearly changing intent or direction (also known as a "hose"), and that has resulted in a wrong answer on an early buzz by one or both teams, the moderator should discard the toss-up and replace it for both teams to hear.

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.
- 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 give (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. 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 in 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. Players may hold a pen/pencil, take notes, doodle, draw, write, or calculate, before the moderator is done reading a toss-up, and may continue to do so after the toss-up has been read. 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 blurted 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 moderator 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-D-11. A correct answer should be ruled as correct regardless of what is printed on the page. Most often, this situation arises as the result of an appeal. Sometimes, this situation arises when the moderator decides to accept an alternative form of an answer. But occasionally,

this situation arises when the printed answer contains a typo, refers to a historical fact changed by an event that has taken place since the question was written, or is just plain wrong. Moderators may consult anybody as outlined in 4-I-7 make this decision on their own, or may consult with Head Coaches before making the decision.

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 the introductory setup of, or the 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.

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 (I&C, VIII-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.
 - 4-I-1e. No more than three (3) minutes shall be allowed for any appeal from start to decision.
 - 4-I-1f. Only the Moderator or his/her designee may leave the room to do research or to consult with anyone outside the room.
 - 4-I-1g. After initiating an appeal, the Head Coach may designate a player on his or her team, or the opposing team, including a player not currently in the match, to make the appeal.
- 4-I-2. Players may never initiate an appeal.
 - 4-I-2a. A player may inform the moderator at any time, and without triggering the lockout system, of their belief that an opponent's answer which was ruled incorrect was in their opinion correct or that their own answer which was ruled correct was in their opinion incorrect, as a gesture of good sportsmanship. This, in effect, initiates a review of the moderator's decision.
- 4-I-3. Permissible appeals include, but are not limited to, the following:
 - 4-I-3a. Match mechanics or match procedures incorrectly followed.
 - 4-I-3b. Moderator or timekeeper errors, as enumerated in Rule 4-H.

- 4-I-3c. Suggesting that an answer could be correct because a question was ambiguous or could be interpreted in another way.
 - 4-I-3d. Suggesting that an answer was correct (or incorrect) regardless of the printed answer.
 - 4-I-4. Impermissible appeals include, but are not limited to, the following:
 - 4-I-4a. Suggesting that a question was inappropriate, bad, trivial, too hard, or too easy.
 - 4-I-4b. Appealing a moderator's decision that the moderator declares as their final decision.
 - 4-I-5. To appeal to the moderator, politely get the moderator's attention. If the moderator agrees to hear the appeal, state your appeal as clearly, succinctly, and quickly as possible.
 - 4-I-6. When an appeal is made, the moderator may:
 - 4-I-6a. Refuse to hear the appeal (on an appeal of correctness only).
 - 4-I-6b. Hear and deny the appeal.
 - 4-I-6c. Hear and accept the appeal, and adjust the score accordingly.
 - 4-I-7. In considering an appeal, the moderator may, but is not required to:
 - 4-I-7a. Consult both coaches, additional assistant coaches, or adult workers.
 - 4-I-7b. Ask for, and consult experts, such as subject area teachers, in the room.
 - 4-I-7c. Consult printed materials in the room.
 - 4-I-7d. Ask that a player repeat exactly what they had given as their answer.
 - 4-I-7e. Ask that a player or coach work out a math computation on the board.
 - 4-I-8. Moderators are encouraged to defer to the concurrent opinion of the head coaches from opposing teams, if such a consensus can be reached, in the event that they themselves are unsure.
 - 4-I-9. If a moderator feels that repeated appeals are frivolous, intimidating, or being used as a delaying tactic, the moderator may declare the act unsportsmanlike conduct, and penalize accordingly. A warning should be given unless the offense is blatantly flagrant, in which case immediate action can be taken.
 - 4-I-10. Neither the local manager nor the IHSA will become involved in protests of any kind stemming from the decision of a moderator. The decision of the moderator is final in all cases.
 - 4-I-11. An appeal shall not be charged as a time out.
- 4-J. Replacement Questions**
- 4-J-1. When a replacement toss-up question is needed, the moderator should use the replacement toss-up question from the same category. If the appropriate question has already been used, the moderator should select one of the remaining replacements randomly.
 - 4-J-2. When a replacement bonus question is needed, the moderator should use the replacement bonus question from the same category. If the appropriate question has already been used, the moderator should select a previously unread bonus question from the same category. If no question from the same category is available, the moderator should select one of the remaining replacements randomly.
- 4-K. Moderator's Authority to Make or Change Decisions**
- 4-K-1. The moderator may, but is not required to, initiate a consultation, as outlined in Rules 4-I-7 and 4-I-8, if:
 - 4-K-1a. They feel that they are unsure of match procedure.
 - 4-K-1b. They are unsure as to the correctness of the printed answer.
 - 4-K-1c. They are unsure of the correctness of an answer given.
 - 4-K-2. Moderators have the right to initiate a consultation:
 - 4-K-2a. Before a question is read (this is the ideal situation).
 - 4-K-2b. After a question is read, but before an answer is given.
 - 4-K-2c. After an answer is given, but before the moderator rules on correctness.
 - 4-K-2d. After a moderator rules on correctness, but before the next question is read, regardless of whether or not either coach makes an appeal.
 - 4-K-3. Once the moderator has begun reading a bonus question, any decision that was made on the toss-up for that bonus is final. Once the moderator has begun reading a toss-up question, any decisions that were made on the previous toss-up and/or bonus are final. Exception: The moderator can change a decision on one or more parts of the immediately previous bonus if new information comes to light and only if it is on a bonus part that both teams had a chance to answer.
 - 4-K-4. The Moderator may rule the first team's possibly-correct answer to a toss-up incorrect without hesitation or pause, even if it might later be proven to be correct. In order to allow the second team to answer before a consultation or an appeal is initiated. This is done to avoid giving an advantage to the second team (via body language or visual cues) just in case the first team's answer is indeed proven to be incorrect.
- 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-7) 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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