

ESU #3 Academic Quiz Bowl Rules Grades 4-5

Format and Procedures:

1. There will be two teams of 4 members each per round. A team may substitute players at the conclusion of a round only. Teams may bring a fifth team member as an alternate. Each round will consist of 45 questions or 20 minutes, whichever occurs first.
2. A reader in each room will announce the question.
3. A score keeper will be appointed from each team or will be supplied by the tournament.
4. Each team member has a buzzer in front of them. The buzzer will have a light attached. The light indicates who buzzed in first.
5. The reader reads the first question called the "Toss-UP Question" (10 Points).
6. The teams have 15 seconds to answer (electronically timed and projected on the screen in the room).
7. The first team to buzz in gets the opportunity to answer the question, but only after the reader has acknowledged the person who has buzzed in first. Each reader may acknowledge differently.
8. If the buzzing team answers correctly, they receive 10 points and are eligible for a "Bonus Question".
9. The team answering the Bonus Question can confer together before answering. The Team Captain must respond before the time is called. The team will have 15 seconds to begin answering the question. If correct, the team is awarded 5 points. If incorrect, no points are awarded and the next Toss-Up question is read.

10. If neither team answers the Toss-up question correctly, the next Toss Question (10 Points) is read.

11. If a team buzzes in before the Toss Question is completely read the reader will stop reading and the team is expected to answer immediately when called upon.

12. If an incorrect answer is given on an interrupted question, the reader will re-read the entire question with all time allowances given

13. The first answer spoken will be the answer that is considered. If the answer is in the form of a proper name, first and last name should be given such as John Kennedy, not Kennedy; unless the name given is enough to decide the correctness of the name, such as Napoleon.

14. No calculators, palm pilots (PDA), or cell phones are allowed. Before each round, the Reader will ask that pagers and phones be turned off. Scratch paper and pencils will be provided by the tournament but cannot be used to communicate with during a Tossup Question.

15. Challenges are allowed only by the team captain and must be announced before the reading of the next question.

16. Team members may ask the team captain to challenge only if they are competing at the time.

17. Challenges will be recorded by the reader and decided by the Tournament Director at the end of each round, if the challenges affect the outcome of the game. If a challenge is made on a Tossup Question, the related Bonus question will not be read until after the game, if necessary, and the reader will proceed with the next Toss-up Question.

18. In case of a tie score at the end of a round, a Toss-Up

Question will be read. The first team to correctly answer a Toss-Up Question will win the round. All times and protocols will apply.

19. Violation of rules (such as consulting after pressing the signal button on Toss-up questions or blurting out an answer before being recognized) will disqualify a team for that question and if it is a TossUp Question, the other team will be given the opportunity to answer it for full value (10 Points). If it occurs during a Bonus Question, no points are awarded and the next question is read.

20. Unsportsmanlike conduct of any kind will not be allowed and a team may be disqualified from the round and the opposing team will be declared the winner of the round. If unsportsmanlike behavior occurs outside of a competition room the team that commits the infraction may be suspended from the tournament.

Other rules of the Day:

1. Do not bring food or beverages from outside sources into ESU #3. If contestants do bring in food, they will be asked to return it to the vehicle they arrived in or to throw it away.
2. Please do not eat or drink in the competition rooms. When eating or drinking, please be careful and do not make a mess.
3. ESU #3 is a place of business. Quiet voices are expected and courtesy towards all individuals is expected.
4. ESU #3 places the responsibility of student behavior with the sponsoring school and coach.
5. Coaches have the responsibility of knowing where their students are and monitoring student behavior. Coaches are responsible for all team member behavior during the tournament.
6. Students are representatives of their school and should be positive role models.
7. All behavior expectations of the sponsoring school are in effect at ESU #3.