

US Academic Bowl Rules Summary

Thank you for participating in today's US Academic Bowl regional tournament! This document is intended as an outline of the rules of the competition. If you have specific questions regarding more detailed aspects of the rules, please ask a tournament official. The Academic Bowl is played in two sections – Preliminaries and Playoffs. All Academic Bowl games follow the same rules and feature two teams of four players in a game consisting of two halves separated by a sixty-second round section.

-Each half consists of 7 tossup questions and associated 3-part bonuses where each part is worth 10 points. If a tossup is answered correctly, the answering team will control a bonus within the same academic subject category as the tossup. The other team will have opportunities to answer bonus questions missed by the controlling team. If a tossup is not answered correctly, the corresponding bonus is not read to either team.

- Students who buzz in early on tossup questions will receive 20 points for their teams. Tossup questions answered correctly towards the end are worth 10 points. Students are not told where the "power mark" is in the question (i.e. the boundary between it being worth 20 or 10 points).

-At no point in the course of the games for the Academic Bowl will teams be deducted points for a wrong answer.

-Once a student rings in, they have 3 seconds to give their answer. If they are in the act of speaking, they may exceed this 3 second limit, but they cannot then stall further. At the end of the question, if neither team has answered, then both teams have 3 more seconds before time is called. If one team rings in and is incorrect at the end, the other team receives a fresh 3 second count.

-On bonus questions, students have 5 seconds to confer with their teammates, then are prompted for the answer, and then have a further 2 seconds to begin giving their answer. This is also true on bounceback questions (i.e. bonus questions that the first team missed). Any student may answer on a team; the moderator should take the first answer clearly directed at them.

-Students may change their answer before the moderator has ruled them correct or incorrect, but the moderator should do this as quickly as possible once a team has said something that can be construed as an answer, and has been clearly directed at the reader

-All timing decisions and decisions of whether an answer was directed at the reader are non-protestable

-Teams may substitute players between the first half and the announcement of the sixty-second round categories, between the end of the lightning rounds and the start of the second half, and/or after regulation, before the overtime tossup(s). Teams are limited to 6 students; it is not permitted to change teams during a tournament, though latecomers may join any team from their school with less than 6 students.

-During any tossup question, students may not confer verbally or in writing with their teammates. They may raise their hands, extend their buzzer, or gesture in ways that indicate they **know or don't know the answer, but they cannot indicate what the answer is**. Conferring illegally with their teammates on a tossup will be treated as if they buzzed in and answered the tossup incorrectly.

-On bonuses and in sixty-second rounds, talking to one's teammates is permitted and encouraged, though attempts to talk loudly so that the opposing team cannot hear the question will be considered unsportsmanlike conduct.

-If students wish to protest a question or answer, **they must bring it to the reader's attention before leaving the room at the end of the game**. Only students playing at the time the question was read or the designated coach (1 per team) can protest. If the reader botches a question, there are makeup questions with each round that can be used.

-The category distribution of the 14 tossups includes 3 Literature, 3 Science, 3 History, 1 Math, 1 Fine Arts, 1 Religion & Mythology, 1 Social Studies, and 1 Pop Culture. Each bonus matches the category of the tossup, though not necessarily the subcategory (i.e. a Biology tossup may have an Astronomy bonus).

Sixty-second rounds are played at halftime. After a short break to allow substitutions, the four categories will be announced. Substitutions cannot be made once the categories of the sixty-second rounds have been announced. Each game will have one Literature round, one History & Geography round, one Science round, and *either* one Fine Arts round *or* one Religion & Mythology round; each round has 6 short questions, each worth 10 points, on a given theme. **The team that is trailing** will choose one of the four categories and will have sixty seconds to answer as many of the six questions as possible. If they don't know an answer, students may pass, but they will **not** be permitted to return to passed questions; a pass is treated as an incorrect answer. The first answer directed by the team captain to the moderator will be accepted as the answer.

Once the trailing team has finished its round, the round bounces back to the other team, who will be prompted for answers to the missed questions, read in the same manner (if the first team passed a question and interrupted the reader while doing so, the second team still gets to hear the full question) and with the same timing rules as bonus parts. After the first sixty-second round is completed by both teams, the team that had been leading after the first half selects one of the three remaining categories and the process repeats.

-If a team begins giving an answer while time expires, that answer will be counted; the decision of whether the answer was begun while time expires is a non-protestable moderator judgment.

-If the moderator does not read all six questions during the initial sixty seconds, the unread parts will not bounce back to the other team. If time expires as the moderator is reading a question, the moderator will stop reading immediately; on the bounce back, the moderator will only read that question to the point where time expired.

-If a team correctly answers all six questions in a category, they receive a 20 point bonus for a total of 80 points on their round. No such bonus points are awarded if the two teams combine to correctly answer all six questions between the original sixty seconds and the bouncebacks.

-After the two rounds and bouncebacks have been completed, there will be a short break for substitutions before the second half.

-If the game is tied after the second half, teams will play sudden victory tossups; first correct answer wins the game.

The preliminary rounds will consist of 5 games, though teams may have a bye during one round. At the end of the fifth game, all results will be tabulated and the top teams **(usually ranked by won/loss record, then by points, then by opponents' combined record, then by opponents' points, unless there is an odd number of teams)** will advance to the Playoffs. The Playoffs are a single-elimination competition, and gameplay rules are exactly the same as during the preliminary section. Check with your director to see how many teams make the Playoffs. Good luck, and have fun!