**West Georgia RESA Long Rules High School Academic Bowl**

**Format**

* Lightning Round 1: 15 math/science questions
* Lightning Round 2: 15 language arts/social studies questions
* Toss-up/Bonus Round: 10 toss-up questions with one bonus question attached to each toss-up

**Questions**

1. West Georgia RESA will provide questions for all meets. These questions will be given to the host school’s coach at least one week prior to the meet in order that the host coach may arrange for training of Readers and preview questions and answers for any problems or typographical errors .

2. The RESA Facilitator will also be given a copy of the questions in order that he or she may also look over the questions and answers.

3. (a) It is the responsibility of the Readers, however, during their group meeting with the RESA Facilitator to express any concerns about a question and/or discuss and build consensus on any alternate acceptable answers. (b) It is also suggested that at this meeting, Readers agree on the method of recognizing players who buzz in (verbal or visual). (c) Readers should also be reminded to keep players in their assigned competition rooms until they are notified that all teams have completed their games and the host coach determines that it is time to move to the next round of play.

4. Any school purchasing questions from the same company that supplies the meet questions must identify itself as a part of the West Georgia Academic Bowl Organization to avoid practicing with questions used during competition. Failure to do so will result in disqualification from the current season. This identification will ensure that all schools compete from a “level playing field." [In order to make this a valid rule, all teams should be notified of the company. If the company has not already been announced, it would be unfair to penalize schools for practicing with questions purchased prior to the date of announcement of the company.]

**Sportsmanship**

5. Each coach is responsible for the behavior of his or her school’s students, families, and other spectators. Please discuss being courteous participants and spectators with students, family members, and anyone else attending the meet.

6. If there is an issue for discussion involving questions, answers or procedures during the competition, first the two coaches in the room will try to agree upon a decision. If they are unable to agree on a decision, then the Reader will make the call. If the Reader is unable to decide the issue, then the RESA Facilitator will make the final decision. If there is no RESA Facilitator available, the host team will be responsible for having a designated county administrator present to make the final decision. However, only during an emergency will there not be a RESA Facilitator present.

7. Because the RESA Facilitator or designated county administrator will have the final word on disputes, participants and spectators may not argue about questions, answers or procedures. Coaches are expected to respectfully the final decision. Coaches are responsible for dealing with the inappropriate behavior of participants and spectators.

8. Coaches are expected to model good sportsmanship at all times. Inappropriate behavior by a coach could result in a verbal warning, a letter to a principal and/or superintendent, or suspension from a subsequent meet or meets.

9. Please remember that without volunteers, these meets could not happen. RESA Facilitators, Readers, Scorekeepers, Timekeepers, and Spotters all serve as volunteers without compensation.

**Host Team**

10. The host team will provide a large meeting space for all attendees to gather and rooms which are set up for competition. The host school may provide food for its own workers; however, the host school will not provide food for players and coaches of other schools. Coaches of individual schools are responsible for providing food for their own players.

11. No later than one week prior to the meet, the host team will contact all other participating schools by email or fax and send a map with instructions for arrival, parking and the welcoming meeting. At that time the host school will ask other schools to declare their level of participation (Varsity, JV, or both), the number of students and adults attending, and the number of buzzer systems available.

12. The host team will provide a Timekeeper, Spotter, Scorekeeper, and Reader for each room. Students may serve as Timekeeper, Spotter, and Scorekeeper. The Reader must be a trained adult volunteer or school system employee. These adults and students must be trained prior to the match to acquaint them with their responsibilities.

13. The host team should provide a packet or folder for each visiting Varsity team and each Junior Varsity team containing three score sheets for each round. It is suggested that each packet also contain a map of the school, a team nameplate, a schedule of pairings, a copy of the short rules, and blank paper.

14. The host team will arrange for careful receipt and distribution of all equipment. Each team will be told the rooms to which their buzzer systems are assigned, and the members of the visiting teams will set up their equipment before the rounds begin and break down the systems after completion of the third found.

15. After tabulating the final scores for the meet, host coaches will copy these results and distribute them to all visiting coaches before they leave each meet.

**Visiting Teams**

16. Each school may enter only one varsity team and one junior varsity team. Each team may consist of up to eight members. JV teams must be students from grades 8-10. Varsity teams may include students from grades 9-12. No more than a total of sixteen team members may attend each match.

17. Visiting schools should notify the host school of their intent to participate or decline participation in each meet at least one week before the respective meet. Failure to do so may result in forfeiting participation in that meet. If a registered team is unable to participate in a meet at the last minute due to unavoidable circumstances, the host school must be notified as soon as possible. This is extremely important in order for pairings and rooms to be finalized or adjusted before the meet begins.

18. Visiting schools should make every effort to be on time so that matches may begin promptly. However, visiting schools should notify host schools of an unavoidable late arrival as soon as possible by calling the host school.

19. If an odd number of teams will compete at a meet, an alternate team will participate. The alternate team's score will not count toward official match results. Alternate teams may be made of up of four students from the same school or a combination of students from two, three or four schools. Pairings should be adjusted so that alternate team members do not play against members of their original home teams. Only one alternate team may compete in each division. JV alternate teams will be made up of students in grades 8-10. Varsity alternate teams may include students from grades 9-12. Players on alternate teams may not switch back and forth between their official home teams and the alternate team.

20. Each visiting team will bring a buzzer system, an extension cord, and a stopwatch. These items should be clearly labeled with the school's name. Each visiting team will provide a scorekeeper (either an adult or a student).

21. Spectators from visiting schools should address any questions to their team coach during the breaks between matches. Under no circumstances will spectators interrupt or cause a disturbance during a match.

**Rules**

22. Lightning Rounds

* The lightning round is one in which four members of one team play against four members of the other team using buzzer boards. Team members sit together facing the reader, with competing teams on opposite sides of the buzzer controls.
* A question may be answered by a player from either team. Math and science questions will be grouped together, and language arts and social studies will be grouped together.
* The reader will read the question and wait for the buzzer. Students may buzz in anywhere from the start of the question until time is called after that question has been completed. In the math/science sections, participants will be given 15 seconds to buzz in after the question is completed; in the language arts/social studies sections, participants will be given 5 seconds to buzz in after the question is completed.
* The first player to buzz in should answer the question after being recognized by the reader. At whatever point the reader hears the buzzer, he/she stops reading the question, recognizes the player and asks for the answer. Recognition can be visual or verbal but it should be consistent throughout the round. The player must answer within 2 seconds of being recognized. There will be no continuation of the unfinished question for the player who has buzzed in, and there will be no prompting on incomplete answers given by this player. After time is called, no answer will be accepted.
* Students should not answer until they have been recognized. If a student is the first player to buzz in and answers a lightning round question before being recognized, the reader may recognize him and either accept or reject his answer. If a student is not the first player to buzz in and answers a question before being recognized, the reader will direct that lightning round question to the other team.
* If the player answers a lightning round question incorrectly or fails to answer immediately (within 2 seconds of recognition), that question will go to the other team. **If the reading of the question had been completed before the student buzzed in, the question will not be re-read.** If the reading of the missed question was interrupted, the reader will turn to the other team and say, “I will repeat the question,” and re-read the entire question; that team will get the original allotted time to respond (15 seconds for math/science or 5 seconds for language arts/social studies).
* If both teams miss the question or neither team buzzes within the allotted time after completion of the question, the reader will give the correct answer and proceed to the next question.
* There is no point penalty for incorrectly answered lightning round questions which are interrupted.
* There can be no pauses or thinking breaks during the answering of a lightning round question.
* There can be no conversation or consultation between team members on lightning round questions. If such conversation or consultation occurs in the judgment of the reader, the opposing team and *only* the opposing team may answer the specific question.
* If a reader inadvertently provides the correct answer to a toss-up question following an incorrect answer, that question will be eliminated, and the team which did not have an opportunity to answer will receive a replacement question.

23. Toss-up Bonus Round

* Rules for the toss-up portion of the Toss-up Bonus round will be the same as those for the lightning round save for the following exception: **Students will have 15 seconds after the toss-up question is completed to buzz in.**
* When a team correctly answers a toss-up question, they will be given one bonus question.
* The team captain or his/her designee must deliver all answers to bonus questions.
* Players may confer on bonus questions only. Each bonus question will be read only once. The captain or his/her designee must begin the answer when requested by the reader, with no pauses or thinking breaks.
* Each bonus part has a fifteen (15) second discussion/consultation time limit. The reader will ask for the answer after “time” is called. After time is called, the captain or his/her designee must begin the answer within 2 seconds. However, the team captain or his/her designee is under no obligation to wait until the fifteen (15) seconds have expired to answer the question.
* Each bonus part answered incorrectly or not answered within the time limit will “bounce back” to the opposing team. The bounce-back answer must be given within two (2) seconds after the reader calls for the response.
* The team captain may designate the delivery of the answer to a bonus question to another team member.

24. Tie-Breakers

* In the event of a tied game, tie-breaker questions will be given. The first team to answer a tie-breaker question correctly is declared the winner.
* The tie-breaker question can be any unanswered question from any category with no bonus attached.
* A designated list of tie-breaker and replacement questions for each game may also be provided to the readers.

**Summary of Rules**

* Pencil and paper may be used in all segments of the game, not just math and science. Teams should provide their own paper and writing instruments.
* Language arts and social studies questions have a 5 seconds buzz-in time after completion of the question; math and science have a 15 seconds buzz-in time after completion of the question. Team members have 2 seconds within which to begin their response once they have been recognized.
* The first answer given by a player must be judged as his answer.  If a player gives a wrong answer and then corrects it (James Thurber, oh, no, I mean Thornton Wilder), he does *not* get credit.
* Last names are adequate for answers unless otherwise specified in the question.  However, if the player volunteers an incorrect first name, even with a correct last name, the answer is wrong.
* Mathematics questions involving π should have answers given in terms of π.  No decimal approximations will be accepted unless specific parameters are given within the question.
* All questions should be reviewed by the host coach and readers prior to the match and concerns addressed to the RESA Facilitator.
* Challenges need to be made by the appropriate team member immediately before the reader goes to the next question. Coaches and the reader will privately resolve all challenges at the end of the round. If the challenge occurs during the toss-up/bonus round, the reader should hold the bonus question until the status of the toss-up question is resolved. The reader’s decision is final.
* Lightning and Toss-up Questions - If an answer is ruled incorrect, only the student answering the question may challenge. The reader should note the challenge by recording the answer given and continue play. For the toss-up/bonus round, hold the bonus question until the challenge is resolved, and proceed to the next toss-up question. When the challenge is resolved, award the points to the team that answered the question correctly, and if applicable, give the bonus question to the appropriate team.  This bonus question is still under the bounce-back rule. The reader’s decision is final.
* Bonus Questions – If an answer is ruled incorrect, only the captain may issue a challenge. The reader should note the challenge by recording the answer given and continue reading questions to finish the round. The challenge will be resolved at the end of the round. The reader’s decision is final.
* *Coaches or spectators may neither challenge nor prompt a player to challenge.*
* If a coach determines that a situation calls for discussion, s/he may call **time out** and confer *privately* with the reader and the other coach. Circumstances for time-out may include, but are not limited to, procedural problems, player behavior, incorrect answers provided on the question/answer sheets, adherence to rules, etc.
* Please keep the pace of the competition going and reserve any comments or discussion about questions until after the round so that each round can end on time.
* **ACADEMIC BOWL RULES SUMMARY FOR TIMEKEEPERS**

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| **Lightning Rounds** |
| **Math / Science** | 15 seconds to buzz in | **Language Arts / Social Studies** | 5 seconds to buzz in |
| If the answer is incorrect, the other team has the remainder of the time to buzz in. Time to buzz in begins after re-reading of the question. |
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| **Toss-up Bonus Round** |
| **Toss-up Question** |  | 15 seconds to buzz in | Same rule for incorrect answers as in Lightning Rounds |
| **Bonus Question** |  | 15 seconds to consult | Bounce-back: **2** seconds to begin answer |

**Schedule & Special Concerns**

The following schedule will be used for all meets. 4:15 - 4:30 Registration

4:30 or ASAP Rounds begin

* If a team is going to be late, it is the visiting coach's responsibility to notify the host school that the team is coming to the meet and to give an estimated time of arrival.
* If a team arrives later than 4:30, that team may miss one or more rounds.
* Winners will be announced following the conclusion of Game Three. Visiting teams are requested to stay for the announcement of the winners.
* Appropriate behavior is expected from all teams. In some cases, student behavior has been inappropriate when a coach is not present. Readers may note the team's behavior on the bottom of the score sheet. Additionally, each coach is to be actively involved as a supervisor of his or her Junior Varsity or Varsity team at all times.