**West Georgia RESA Academic Bowl Short Rules for High School Matches**

(These rules will be read at the beginning of Round 1 at the first meet of the season. They will be placed in each Varsity team packet and each Junior Varsity team packet for every meet of the season.)

Tournament Plan:

Lightning Round One: 15 math/science questions

Lightning Round Two: 15 language arts/social studies questions

Toss-up/Bonus Round: 10 toss-up questions with one bonus attached to each toss-up

Lightning Rounds

* Substitutions in players may be made before the second lightning round and before the toss- up/bonus round.
* 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 read. In the math/science section, participants will be given 15 seconds to buzz in after the question is completed; participants will be given 5 seconds to buzz in after completion of a question in the language arts/social studies section.
* The first player to buzz in may 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 should be consistent throughout the match. The player must answer within 2 seconds of being recognized; there is no continued reading of the unfinished question for the player who has buzzed in, and there is no prompting on incomplete answers. After time is called, no answer will be accepted.
* Students should not answer until they have been recognized. If a student answers a lightning round question before being recognized and is the first to buzz in, the reader may recognize him and either accept or reject his answer. If a student answers a question before being recognized and is not the first to buzz in, that lightning round question goes to the other team.
* If the player answers a lightning round question incorrectly or fails to answer immediately after being recognized (within 2 seconds), that question goes to the other team. If the reading of the question was completed before the student buzzed in, the question is not 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- reads the entire question. That team will get the remainder of the time (15 or 5 seconds) to respond after completion of the question.
* If both teams miss the question or neither team buzzes within the allotted time after completion of the question, the reader gives the correct answer and proceeds 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 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.

2. 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 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 has 2 seconds to 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. When time is called, the captain or his/her designee must give the answer within 2 seconds. However, the team captain is under no obligation to wait until the fifteen (15) seconds have expired to begin answering 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.
* The captain may designate on a bounce-back bonus.

3. 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 will be an unanswered toss-up question from any category with no bonus attached.
* A designated list of tie breaker and replacement questions may be provided to the readers for each match.

4. All scores will be emailed to the RESA Facilitator no later than the end of the next school day in order that they may be posted on the West Georgia RESA website.

5. Teams who attend at least four of the 5 matches will be eligible for the overall season awards. Host teams who compete in 3 meets will be eligible for overall season awards. Season awards will be based on an average of all rounds played. Teams eligible for overall season awards will have their lowest game score dropped.

6. All participants and guests will demonstrate good sportsmanship at all times. Please turn off all electronic equipment. No videotaping or photography is allowed during active play.