

# The Ohio Academic Competition O.A.C

(Appendix A)

## 2010 Ohio Academic Competition Rules

Advisors and team members are responsible for understanding the format and having full knowledge of all rules of the Ohio Academic Competition. Any questions or concerns should be directed to an O.A.C. committee member.

### A. Tournament Format

- A1. Two teams will participate in each match with only four (4) members of each team participating.
- A2. Two team questions and one Toss-Up question will be asked in ten (10) categories. During a match, the categories will be presented in the order listed below:
- American Literature
  - Mathematics
  - World History
  - Fine Arts
  - Life Science
  - English/World Literature
  - U.S. Government/Economics
  - Physical Science
  - World Geography
  - U.S. History
- A3. The Alphabet Round will follow the category round. In the Alphabet Round, each team member receives a written copy of the same twenty questions, and each team receives one official answer sheet. A bonus of five points will be given for a perfect score in the Alphabet Round.
- A4. The match will conclude with 20 questions in a Lightning Round. The questions will be drawn from the previous ten categories as well as mythology, spelling, popular culture, world religion, world literature, philosophy, earth and space science, quotations, and theater.

## **B. Competition Terms**

- B1. Match – competition between two teams
- B2. Round – all matches held at the same time
- B3. Moderator – the match judge and question reader
- B4. Judgment Decision – a decision of the moderator concerning the operation of a match. *Judgment decisions are not subject to protest.*
- B5. Recognized Team – the team that has been recognized by the moderator to provide an answer
- B6. Designated Answer Period – the time period in which a team must give its answer to a question (ten (10) seconds unless otherwise stated)
- B7. Team Question – a question directed to one team
- B8. Bonus – an opportunity to answer a missed Team question
- B9. Toss-up Questions – questions asked of both teams simultaneously
- B10. Lightning Round Questions – questions asked of both teams simultaneously requiring an immediate answer
- B11. Alphabet Round Questions – written questions asked of both teams simultaneously and requiring answers written on an official answer sheet

## **C. Team Rules**

- C1. A team of four to eight students will be selected by each school. Substitutions are permitted during a match immediately before the alphabet round and immediately before the lightning round. In the event a player becomes ill or is unable to participate, the match will be stopped and a new player permitted to participate. At the discretion of the tournament/league director, a team may play with three members.
- C2. Any student in ninth through twelfth grade may participate on a school team. The student must be currently enrolled in that school. Students may not compete in college/university level quiz bowl teams or tournaments as a team member or as an individual.
- C3. A participant's eligibility shall not exceed eight high school semesters.
- C4. Among the eight-member team, any combination of four students must be used for a match. During a match, questions may be answered by the captain or any team member. \* See C1 for emergency situations.
- C5. All teams must be at the match site (room) at least 5 minutes prior to the announced starting time of the match. If any team fails to appear before this 5-minute deadline, that team may forfeit the match.

- C6. The team that wins the coin toss prior to the start of a match will have the choice of receiving the first or second question in the first category. Teams will then alternate in receiving the first question in each succeeding category.
- C7. All written sheets of any kind; notes, books, food, drinks, cell phones etc., must be removed from the contestant tables prior to the introduction of the teams. Scratch paper and pencils will be given to the teams immediately before the reading of the first question.
- C8. Disruptive behavior by team member(s), advisor(s) or audience member(s) will not be tolerated. Disruptive behavior could result in removal of team member(s), advisor(s) or audience member(s) from the match site.

#### **D. Question Rules**

- D1. Except for Lightning Round and Alphabet Round questions, a team must give its answer to a question within the designated answer period. The designated answer period for questions is ten (10) seconds unless stated otherwise.
- D2. Teams MUST press their buzzers to answer Toss-Up and Lightning Round questions. This must be done even if the other team has already buzzed in and been ruled incorrect.
- D3. If a buzzer fails to work properly, a player may yell “buzz” and be recognized as having buzzed in. After the disposition of that question, the reader should conduct a buzzer check. If the buzzer is malfunctioning, the system and/or buzzer must be replaced immediately. If a verbal “buzz” occurs simultaneously with or before a buzzer, the reader shall rule on who buzzed first or have the option of seeking a replacement question.
- D4. A team must be recognized by the moderator before giving its answer to a Bonus, Toss-Up, or Lightning Round question. If a team answers a question before it has been recognized in some manner by the moderator (manner of recognition will be indicated at the beginning of each match) that team forfeits its opportunity to answer. If a team answers a question after the other team has been recognized, the unrecognized team forfeits its opportunity to answer.
- D5. In a Bonus, Toss-Up, or Lightning Round situation, the recognized team must give its answer within 3 seconds after recognition. The team will lose the chance to answer the question if the moderator indicates that the team has not answered quickly enough. Consultation among players is allowed.
- D6. A question will ask for specific information. If any additional incorrect information is provided in the answer, the entire answer will be ruled incorrect. Example: Give the last name of the first President of the United States.

Correct Answer – *Washington or George Washington*

Incorrect Answer – *Fred Washington*

- D7. If a team's pronunciation of the answer is very close, but not phonetically correct, the moderator may ask for the spelling.
- D8. If the moderator inadvertently makes an error in the reading of a question or an answer, or reads the answer to a question before the appropriate team has the chance to respond, a replacement question will be asked.
- D9. If the accuracy of an answer is questioned, the moderator will appeal to the Appeals Board, which will then be the final authority on points earned.
- D10. Any challenged answer must be presented to the moderator immediately following the match (NOT during the match). The faculty advisor must submit this challenge in writing to the moderator, a response to the challenge will be given after the Appeals Board has studied the challenge. If the challenge does not affect which team won the match, the challenge will not be entertained.
- D11. Any judgment decision on the part of the moderator during the match is final. For all practicality, judgment decisions cannot be challenged.
- D12. IF AN APPEAL IS LOST, THE APPEALING TEAM MAY FORFEIT ITS NEXT MATCH.

#### **E. Round Rules**

- E1. The regional tournament will be a one-day, double elimination tournament. The state tournament will be played in a round robin format.
- E2. Matches will be conducted in closed sessions. Audience entry or exit will Not be permitted after a match begins.
- E3. Audio and videotaping of matches is prohibited.
- E4. The score of each match will be announced after life science, U.S. History, Alphabet Round, Lightning Round and at the end of the match.
- E5. When drawing for a bye, no team shall have a second bye unless all teams drawing have drawn one prior bye.
- E6. Each team is permitted one one-minute time out per match. The time out is to be called only by a coach. The time out may be taken only between categories, before the Alphabet Round, or before the Lightning Round.

#### **F. Tie-Breaker Rules**

- F1. In an event of a tie, the tied teams will immediately participate in a tiebreaker.
- F2. Five additional lightning questions will be asked to break the tie.

## **G. Scoring Team Questions**

- G1. A team does not need to press its buzzer to answer a Team Question.
- G2. Within the designated answer period, a team may give up to two answers to a Team Question. Two points are awarded if the team's first answer is correct; one point is awarded if the team's second answer is correct. If a team fails to answer correctly in two tries, the clock will continue to run for the remainder of the designated answer period. The question becomes a bonus question for the other team for the remainder of the designated answer period.

## **H. Scoring Bonus Questions**

- H1. The buzz of the clock at the end of the designated answer period for a team question will be the signal for the other team to have the opportunity to answer. The team does not need to press its buzzer to answer but must be recognized by the moderator and then answer immediately. If the team answers before it has been recognized by the moderator, it forfeits its opportunity to answer.
- H2. Only one answer will be allowed for the bonus try. One point will be awarded if the bonus try is correct.

## **I. Scoring Toss-Up Questions**

- I1. A team must press its buzzer and be recognized by the moderator to have the first opportunity to answer a Toss-Up question.
- I2. A team may not buzz in for a Toss-Up question until the first syllable of the first word in the question is said. Buzzing in early will warrant one warning. Buzzing in early in a match more than once will cause a forfeit of that question. Directions by the moderator/reader are not considered a part of the question.
- I3. The two teams will receive the same question. The team that presses its buzzer first will have the first opportunity to answer after it has been recognized by the moderator. If the answer is incorrect, the other team will have an opportunity to answer by being recognized by the moderator before the allotted time expires. The question will be worth two points. Only one answer per team will be accepted.
- I4. If a team buzzes prior to the end of the reading of the question and gives an incorrect answer, the remainder of the question will be read for the remaining team. The team must buzz and be recognized before the allotted time expires.
- I5. If the allotted time expires during the answering of a Toss-Up question by the first team to buzz in or during a ruling on the correctness of the first team's response, the other team will be recognized by the moderator and given an additional three seconds to begin its response to the Toss-Up question.

## **J. Scoring Alphabet Round Questions**

- J1. The Alphabet Round will consist of twenty (20) one-point questions all of which require answers that begin with the letter of the alphabet designated for that round's questions.
- J2. Each team member will be given a copy of the questions for this round. Each team will be given one official answer sheet.
- J3. Teams will have four (4) minutes to consult and write their answers. Both teams will work at the same time. Students **MUST** stop writing when **TIME** is called at the end of the five minutes. Spelling does not count unless correct spelling of the answer is specified in the question. Answers must be legible.
- J4. The reader and/or official scorer will check the answers and announce point totals before the Lightning Round.
- J5. Each correct answer shall be worth one point.
- J6. A bonus of five points will be given to any team that answers all twenty Alphabet Round questions correctly.

## **K. Scoring Lightning Round Questions**

- K1. The Lightning Round will consist of (20) one-point questions.
- K2. A team must press its buzzer and be recognized by the moderator to have an opportunity to answer a Lightning Round question.
- K3. If a team buzzes prior to the end of the reading of the question and gives the incorrect answer, the remainder of the question will be read for the remaining team. However, this team must press its buzzer and be recognized by the moderator before answering the question.
- K4. Only one response will be accepted per team.