



MOTHER MCAULEY

Liberal Arts High School

Rules and Explanations

Teams

1. All teams must consist of four members with at least 50% being female. All students must attend the same school and have an adult (coach, teacher, parent) with them at all times.

Play

2. The Bowl is played in a round robin style tournament. Each team is guaranteed two games with two losses leading to elimination.
3. Two types of questions will be used: toss-up (5 seconds to answer) and bonus questions (20 seconds to answer). A toss-up question may be answered by any of the 4 members of either team that are actively competing. A team answering a toss-up question correctly will always get a chance to answer a bonus question; the other team is ineligible. No communication among team members is allowed on toss-up questions, but communication is allowed on bonus questions.
4. Once read in its entirety, a question will not be re-read.
5. No team will have more than one opportunity to answer a toss-up question. If neither team answers a toss-up correctly, the moderator will proceed to the next toss-up question.
6. Questions are either multiple-choice or short-answer. A participant may answer a multiple choice question with either the letter answer (W, X, Y or Z) or the verbal answer; however, if the verbal answer is given, it must be exactly as indicated in the question or as read by the moderator.
7. For toss-up questions, the first player on either team to activate the lock-out buzzer system (or "buzz in") earns the right to answer the question.
8. On any toss-up or bonus question, the first response given, as determined by the officials, is the only one that counts. If the official determines that stalling has occurred, it will be treated as a wrong answer.
9. If the first team's answer to a toss-up question is wrong and the question was completely read, the other team is given the opportunity to answer it. The second team is allowed another 5 seconds to buzz in after the moderator indicates the answer is wrong.
10. The answer to a bonus question must come from the team's captain. Moderators should ignore an answer from anyone but the captain on the bonus question. If the moderator inadvertently responds to someone other than the captain while

indicating whether an answer is correct, or to the captain before the answer is being given, the next bonus question will be read to the team eligible for the bonus.

11. The team that is not playing the toss-up or bonus question should remain quiet while the opposing team hears and answers the question. If the non-playing team engages in behavior that is visually or verbally distracting, the opposing team will be awarded 4 points.
12. The only player who may answer a toss-up question is the one who has buzzed in first. Before answering a toss-up question, the team member who has buzzed in must be verbally recognized by the moderator or scientific judge.
13. If the moderator inadvertently gives the answer to a toss-up question without giving either team a chance to respond, the moderator will proceed to the next toss-up question.
14. If the moderator inadvertently gives the answer to a toss-up question before allowing the second team to respond (after an incorrect answer, or an answer given without the team member having been recognized) the next toss-up question will be read to the second team in place of the inadvertently answered question.
15. The match is played until either the time expires or all of the toss-up questions (and earned bonuses for correct toss-ups) have been read. We will have one 10 minute round.
16. After reading a toss-up question, the moderator will allow 5 seconds for the 2 teams to respond before proceeding to the next toss-up question. Timing begins after the moderator has completed reading the toss-up question, including all choices on a multiple-choice question.
17. After a team member has answered a toss-up question correctly, the team is given the opportunity to answer a bonus question. The team will have 20 seconds for its captain to begin to give its answer to the bonus question; timing begins after the moderator has completed reading the bonus question, including all choices on a multiple-choice question.
18. Toss-up questions are worth 4 points, and bonus questions are worth 10 points.
19. No notes may be brought to the competition table. Nothing may be written before the clock starts. Scratch paper will be provided at the beginning of each match and collected at halftime and at the conclusion of the match. Calculators are NOT allowed.