



## Rules Quicksheet

All coaches and officials should know the rules.

- Be on time – later than 5 minutes after completion of previous match or after scheduled start time could result in a forfeit
- Number of quizzers - minimum of 2, maximum of 8 on team; up to 4 quizzing at any time (team may consist of 1 quizzer if prior approval is obtained)
- Time to respond - 5 seconds after the reading of the question
- Time to answer - 30 seconds after being recognized; must complete the question (if interrupted) and the answer
- Interrupted question - once starting the answer, cannot go back and add anything to the completion of the question
- Non-quotation questions – only need to answer “in essence”
- Quotation questions – answer must be word perfect with no repeating of any part of a word; completion of an interrupted question only has to be “in essence”; repeating a word when giving the reference is okay
- “OR” – only one part has to be given for the answer to be correct
- “AND” – both parts have to be given for the answer to be correct
- Judges ruling – may be called by any judge; judges vote without conferring; vote does not have to be unanimous (see section later regarding coach’s request for a judges’ ruling)
- Overtime – 1 question from each point value in “random” order
- Sudden-death overtime – one 20-point question until the tie is broken
- Substitutions – may only occur during a timeout by either team or to replace a quizzer who quizzes out (6 correct answers), errs out (3 incorrect answers) or fouls out (3 quizzer fouls)
- Time-outs – each team is allowed 3 30-second timeouts; either the head coach or the captain may call a timeout; an extra timeout is allotted if match goes into overtime (unused timeouts may also be used); a 1 minute officials timeout is given if match ends in a tie
- Fouls –
  - Team fouls
    - Improper conferring
    - Attempt to use a point of order to obtain reconsideration of a quizmaster’s ruling of correct or incorrect
    - Calling a 4<sup>th</sup> timeout in regulation or a 5<sup>th</sup> timeout in overtime
    - Calling a 3<sup>rd</sup> judges’ ruling in a match



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- Help/hindrance
- Quizzer fouls
  - Pre-response (between the calling of “Question” and the reading of the first word of the question; VII.2, XVI.8, XVI.11)
  - Responding before being recognized
  - Responding when another quizzer is recognized
  - Unsportsmanlike conduct in an obvious attempt to distract
- Points of Order [can be called by HeadCoach, AssistantCoach, Quizzer] –
  - Quiz equipment needs to be reset [HC, AC, Q]
  - QM forgets to reread an interrupted question [HC, AC, Q]
  - QM reads wrong point value [HC, AC]
  - Quizzer remains illegally in match [HC, AC]
  - An extra point value question is called during the match [HC, AC]
  - To call attention to a possible rules violation [HC, AC]
- Voiding questions –
  - Mistake by the QM
  - Help given to the quizzer
  - Buzzer problems
  - Questions answered by a quizzer remaining illegally in the match
  - Judges reverse a decision of “correct” on an interrupted question
  - Wrong quizzer begins to answer
    - If the wrong quizzer is on the other team, then the question is void and a substitute question is read only to the team that had originally buzzed in first. (NOTE: This is different from TBQ rules!)
- Coach’s Appeals no longer exist!
- Coach’s Request for Judges’ Ruling
  - A head coach may request 2 judges’ rulings per match
  - The request shall be immediately after the QM’s independent ruling and before a new question is called, a time out is granted, or the match closed
  - Upon being recognized, the coach will have 30 seconds to state his request and reason
  - The judges will vote by coin without conferring and the QM will announce the decision
- Question set –
  - Each match consists of 10 “10’s”, 7 “20’s”, and 3 “30’s” (At least three “20’s” and one “30’s” in the first 10 questions)
  - NOTE: Districts may have leagues/divisions that quiz with a different makeup of questions for each round.