



## 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 quizzers 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
- 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 quizzers who quizzes out (6 correct answers), errs out (3 incorrect answers) or fouls out (3 quizzers 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
    - A “coach’s appeal” called by anyone other than the head coach
    - Calling a timeout when all have been used
    - Calling a coach’s appeal when all have been used
    - Help/hindrances
  - Quizzers fouls



## Rules Quicksheet

All coaches and officials should know the rules.

- 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 prevent 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 Appeal and Judges’ Ruling/Vote
    - One coach’s appeal per match for each team
    - May only be used to change ruling of “incorrect” to “correct”
    - Coach may only cite a guideline for consideration by officials
    - Judges vote without conferring; if not unanimous, judges will confer and vote again; second vote does not have to be unanimous
    - The head coach has 2 minutes to prepare and present (or withdraw) the appeal
  - Coach’s Request for Judges’ Ruling/Vote
    - Each team is allowed 2 requests for a judges’ ruling/vote per match
    - Coach may request a judges’ ruling/vote immediately after the QM’s independent ruling and before the new question called, a time out is granted, or the match closed
    - A coach may only request a judges’ ruling/vote; no other comments are allowed
  - 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)