

AISA STATE SCHOLARS' BOWL COMPETITION

In Partnership with Alabama Scholastic Competition Association (ASCA)

- 1. General Information:** Scholars' bowl is a question and answer competition between two teams who are in grades 6-8 (for Middle School Contest) and 7-12 (for High School Contest). Students may “play-up” but “not down” (Ex. A 7th grade student may play on the High School team, but a 9th grade student may not play on the Middle School team) in AISA competition. **Note: Schools must be a member of ASCA to participate in the AISA District or State Scholars' Bowl. For more information go to: <http://home.hiwaay.net/~asca/index.html>. ASCA rules should be consulted for ASCA competitions.**

a.) Round Robin style tournament will be used at the AISA district and state level competition. If only two teams are competing, the winner is the best two (2) out of three (3).

b.) The State Competition will be played in a “Pool Play” style format based on seeding from the district competitions.

Pool 1: #1, #4, #5, #8

Pool 2: #2, #3, #6, #7

Each team will play round robin style format in their respective pools for three rounds. Once placement in the respective pools is determined, teams will compete against their corresponding placed team in the opposite pool. For example, 1st place team in Pool 1 will play 1st place team in Pool 2 for the championship, 2nd place team in Pool 1 will play 2nd place team in Pool 2 for 3rd place and so on.

Pool Play Tiebreaker: If two teams tie, the tie will be broken by the head to head matchup between the two teams. If three teams happen to tie, the first break will be determined by points per game (PPG) average and the tie between the remaining two teams will be broken by their head to head matchup.

- 2. Teams** shall consist of up to four players and two substitutes. Teams register their players prior to the beginning of each tournament. After play begins, these six shall not be changed for the duration of that tournament.
- 3. Rounds:** A round matches two teams who compete to answer a series of academic questions. Teams earn points for correct answers. Each team designates a captain before the round. Each team is entitled to one one-minute time-out per round. A time-out shall be called by either the coach or team captain. Teams may replace players with their substitutes at the beginning of a period or during a called time-out. Two halves and a worksheet comprise a round.

Period 1 Ten toss-ups, worth 10 points each, with bounce-back bonus questions worth 20 points collectively.

Period 2 A worksheet of 20 questions, worth five points each.

Period 3 Ten toss-ups, worth 10 points each, with bounce-back bonus questions worth 20 points collectively

Note: In the event worksheets are not available for competition from the question provider, competitions will only consist of two periods, which will follow the formats of Period 1 and Period 3 listed above.

4. **Officials:** The **moderator** reads the questions and enforces the rules. As head judge, he/she decides whether to recognize a player, whether the answer given is correct, when and how to re-read questions, and whether the answer was given in accordance with the rules. His/her decisions are final. The **timer** tracks the seconds after the moderator finishes reading a question. His/her sole responsibility is to call “time” when necessary. The **scorekeeper** accounts for players and substitutes, records points, and announces the tally after each period. *These officials may be combined as the moderator deems necessary and appropriate.*
5. **Room Procedures:** Teams shall report on time to their assigned rooms. If a team is not present within five minutes of the scheduled time, the moderator may declare a forfeit for that round. Pencils and paper shall be provided and should be left in the room at the end of each round. Other student aids or devices are prohibited.
6. **Observers:** Observers are expected to be quiet and not move around. They should not cheer or clap until the round is over. During play, observers may not use video cameras or other recording devices. Unruly observers may be removed.
7. **Toss-up Questions:**
 - a) On a toss-up, any player may press the button to answer a question. If a player who has successfully signaled (i.e. light is on) answers before being acknowledged in another way by the moderator, the activation of the player’s light shall be considered recognition in and of itself, and therefore, there will be no penalty. However, if a player who has NOT signaled answers the question, the answer shall be ignored, and the question shall be offered to the other team if said player is on the team of the officially “recognized” player.
 - b) At the conclusion of the reading of a toss-up question, contestants shall have five seconds to buzz (fifteen seconds for designated computation questions). If no player buzzes within that time, the moderator shall reveal the answer and continue to the next toss-up.
 - c) Once a player is recognized to answer a toss-up question, he/she must begin answering the question within three seconds. If the answer is incorrect or not given in time and the question was read in its entirety, the moderator shall offer the question to the other team. A player on that team must signal immediately (with the exception of designated computation questions, in which case the remainder of the original fifteen seconds shall be allowed) else the moderator shall reveal the answer and continue to the next toss-up. *The moderator shall not re-read the question (compare with 7d).*
 - d) During the reading of a toss-up question, a player may interrupt to answer it. The

moderator shall stop reading and recognize the player who buzzed. *If the player's answer is incorrect or not given in time, the moderator shall go back to reading the question for the opposing team.* That team shall have five seconds (15 seconds for computations) to buzz after the conclusion of the reading of the question unless they, too, interrupt by buzzing to answer the question. There shall be no penalty for an incorrect answer, regardless of when it is given.

e) "Power Mark" (noted by an asterisk * in toss-up questions) are no longer utilized in AISA/ASCA competitions and no additional points shall be awarded.

8. **Bonus Questions:** Bonus questions shall be offered after each correctly answered toss-up. Each bonus segment will be read and answered separately. After reading the first segment of the bonus, the moderator or timer shall count to ten (fifteen for computation). If a player asks the moderator to repeat any bonus questions, this reading shall be included in their conference time. At ten seconds, the moderator will prompt the captain for an answer. **Immediately thereafter**, the captain of the team that correctly answered the toss-up, or a player the captain designates, must begin answering.
9. **Bounce-Back Questions:** Incorrectly answered or unanswered bonus questions shall then be offered to the opposing team. Their captain or designee must begin answering immediately (with the exception of designated computation questions, in which case the remainder of the original fifteen seconds shall be allowed). Bounce-back team players shall not have the bonus questions re-read for them. A correct answer will give the opposing team the points for that segment of the bonus, but the next segment will still be read to the team that originally answered the toss-up correctly, if any remain. This process shall repeat through all segments of the bonus question. At the end of the bonus sequence, the moderator shall announce the total points scored on the bonus question as a whole by each team.
10. **Worksheets:** Period 2, if applicable, consists of a worksheet containing twenty questions. Each team shall receive two copies of the worksheet faced down and shall write its school name on the back of them. The penalty for failure to write the team name on the back of the worksheet that is turned in to be scored shall be a ten point deduction from the worksheet score. All team members (up to six) may participate during the worksheet period. Once the moderator (or timer) says "begin," the teams shall have two minutes to confer and complete the sheet. The timer shall prompt by saying "one minute," "thirty seconds," "fifteen seconds," and "stop." The moderator shall collect the official copy of the answer sheet (the team may keep the second copy), check answers silently, and announce the points earned. Spelling does not count. The moderator shall not read the correct answers.
11. **Conferencing:** If a player talks or signals to anyone (including team members) during a toss-up question or talks or signals to anyone other than competing teammates during bonus or worksheet questions, his/her team shall be disqualified from answering the current question(s). The other team shall not be deprived of their opportunity to answer the question(s).
12. **Disclosed Answers:** If an answer is disclosed before teams have a chance to answer the question, that question shall be replaced with an emergency question, which shall

be offered to both teams. If, after Team A answers a question incorrectly, the moderator reveals the answer before giving Team B an opportunity to answer, the moderator shall select another question solely for Team B to answer.

13. **Sudden-Death Tiebreaker:** If the score is tied after the completion of Period 3, toss-up questions shall be asked until a team correctly answers a question. That team wins the round but receives no points for the tiebreaker question.
14. **Procedural Protests:** The purpose of a procedural protest in AISA/ASCA competition is to challenge what the coach or player perceives as a serious error in following the rules by the moderator. (Disputed answers are covered under rule 15, below.) The team captain or coach shall lodge a procedural protest before the completion of the reading of the next question, preferably by raising his/her hand and waiting for recognition. A team shall be limited to two procedural protests per game. Discrepancies in announced scores shall be reconciled before the next period begins. The moderator's decisions are final! After a game is completed, the results may not be contested.
15. **Disputed Answers:** In the event that an answer is disputed, the question shall be marked and, provided the disputed points will affect the outcome of that round, the question shall be brought to the tournament director, who shall resolve it using a reputable source.
16. **Electronic Devices:** No electronic devices shall be available to a player or in hand while competing. This includes, but is not limited to, cell phones, iPads, and calculators. The penalty for use of such devices shall be removal of the player for the remainder of the round, with no substitute permitted. All cell phones in the room should be turned off or silenced during play. **A player's cell phone ringing (not vibrating when silenced) constitutes a violation of this rule if it occurs during a round.** If a spectator or inactive player causes said disturbance, the moderator will ask the offender to leave the room for the remainder of the match.
17. **Sportsmanship:** AISA/ASCA expects players and coaches to represent the state and their schools with honor and respect. Players or coaches who violate this standard through fraud, cheating, impropriety, or poor sportsmanship will be ejected from the tournament and may be sanctioned or banned from future AISA/ASCA events.

B. AWARDS

1. Plaques will be awarded to the 1st place, runner up and to the high individual scorer. The high individual scorer is determined by the average of all games played. The high individual scorer must participate in at least four games.

AISA STATE SCHOLARS' BOWL

(Please FAX to AISA (334) 833-4086 on the day of the District Competition.)

CIRCLE LEVEL OF CONTEST:

HIGH SCHOOL (grades 9-12)

MIDDLE SCHOOL (grades 6-8)

DISTRICT

SCHOOL

COORDINATOR

WINNING SCHOOL _____

TEAM MEMBERS: _____ **GRADE:** _____

ALTERNATES: _____

SPONSOR: _____

DISTRICT WINNER'S SCORES:
(Please list all of the scores by Rounds.)

DISTRICT RUNNER-UP'S SCORES:
(Please list all of the scores by Rounds.)

RUNNER-UP SCHOOL _____

Round 1 _____

Round 1 _____

Round 2 _____

Round 2 _____

Round 3 _____

Round 3 _____

Round 4 _____

Round 4 _____

Round 5 _____

Round 5 _____

Round 6 _____

Round 6 _____

PARTICIPATING SCHOOLS OF THE DISTRICT SCHOLAR'S BOWL COMPETITION:

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____