

Academic Activities

SECTION 126: SCHOLASTIC BOWL.

126-1-1 Sponsored Activity-The League sponsors academic competition called Scholastic Bowl within groups leading to district, regional and state recognition.

126-2-1 Purpose-To stimulate interest and recognize student achievement in the academic program which is the foundation of a school's mission, the League encourages competition emphasizing knowledge of English, mathematics, science and social studies.

126-3-1 School Participation-The League program is designed to supplement, not replace any existing local or regional academic competition.

126-4-1 Program-The League's Scholastic Bowl competition begins at the district level with optional regular season and/or district tournament competition designed to determine two schools that will advance to a regional tournament. Each region participating will hold a tournament to select first place and second place teams to advance to a state tournament. If a first or second place school is unable to advance to the regional or state competition, the third place school in the appropriate district or regional tournament may compete at the next level. No replacements beyond third-place schools shall be permitted. Deadline dates for district and regional tournaments and the date of the state tournament are published in the annual official VHSL Calendar.

126-4-2 District Qualification-Districts can qualify two schools to a regional tournament through regular season and/or tournament competition as determined by the district council. If no more than two schools want to participate, the district may designate the school(s) as the district's representative(s) in a regional tournament. Failure of a district, opting to conduct a tournament, to conduct the tournament on or before the deadline date may disqualify its schools from participation in the regional tournament.

126-4-3 The specific time, place and date for the district tournament is determined by the tournament director, who is approved by the district council. The name of the tournament director must be reported to the League office at least one month before the district tournament. The director is responsible for the conduct of the tournament in accordance with League regulations. If a district opts to use questions provided by the state commissioner, the tournament director must meet all deadlines and requirements established by the commissioner. The League office will supply tournament directors with a festival kit, containing all necessary instructions, well in advance of the deadline date for the tournament.

126-4-4 Regional Tournaments-The specific time, place and date for the tournament is determined by the tournament director, who is approved by the regional officers. The name of the tournament director must be reported to the League office at least one month before the regional tournament. The director is responsible for the conduct of the tournament in accordance with League regulations. If a region opts to use questions provided by the state commissioner, the tournament director must meet all deadlines and requirements established by the commissioner. The director is supplied by the League office with a tournament kit similar to the district tournament kit well in advance of the deadline for the tournament. Any disputes about which school should represent a region at state must be resolved within VHSL rules and regulations at the regional level so that no more than two schools advance.

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126-5-1 Rules and Regulations-In all League sponsored academic competitions, both individual representatives and member schools are required to observe and comply with all League rules and regulations set forth in Section 26 through 33 of this Handbook, with the exception of those that make specific reference to athletics, as well as those rules that govern each specific contest as set forth in Section 126. All VHSL rules governing eligibility and sportsmanship shall apply. Violations of any of these rules render the offender liable to such disciplinary action as the appropriate district, regional or state committee may impose.

126-5-2 Certification-Only entries submitted on the official entry form (included in the Principal's Workbook), properly certified by the school principal and postmarked not later than the deadline date for entry shall be accepted.

126-6-1 Competition Format-Districts and regions holding qualifying tournaments must follow state guidelines governing the tournament format. The state guidelines are not mandatory for regular season competition or for tournaments independent of the VHSL series.

126-6-2 Tournament Format-Each team advancing to the state competition will compete in a double-elimination tournament within its own classification group (A, AA or AAA). The team that winds the final championship game shall be declared the state champion, with the losing team as runner-up. Districts and regions may use either a double-elimination or a round-robin format.

126-7-1 Participation-Each team must start each tournament with four players. If there are extenuating circumstances such as illness, a team may finish the tournament with fewer than four players. Substitutes are recommended, but not required. Each school shall provide one person to serve as scorekeeper. Scratch pads and pencils will be available to teams during the competition. All other materials must be removed from the contestant's tables prior to the beginning of each round.

126-8-1 Questions-Questions will be drawn from the following areas--mathematics, science/health, social studies, English and miscellany. Miscellany questions will include current events, fine arts, music, entertainment and sports. The questions will be randomly selected from among the categories within a particular game. There will be no guarantee that questions will be evenly distributed among the categories, although a balance will be sought. Questions will be read once except math questions, which will be read twice.

126-9-1 Games-Each game will feature two toss-up rounds and one team round: 15 toss-up questions; team round with 20 directed questions, 10 to each team; 15 toss-up questions.

126-9-2 Toss-up Rounds-Fifteen questions will be asked in each toss-up round for a total of 30 toss-up questions within each game. Any of the four team members from either team may respond by activating the electronic equipment and waiting to be recognized. Once the quizmaster finishes reading the question, a team member must activate the equipment within the designated time. Otherwise, time will be called, and the quizmaster will give the correct answer and proceed to the next question. Once a contestant has been recognized, he/she must immediately give the correct answer. ("Immediately" shall be defined as three seconds after the team member is recognized, at which time the timekeeper should call

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"Time.") Teammates may not confer during the toss-up round. If the game officials rule that conferring has occurred, that will be treated as if that team answered incorrectly, with a five-point penalty for interrupting with an incorrect answer if appropriate. The quizmaster will accept only the first answer given.

NOTE: Only the first answer to a question may be accepted. If a participant gives an answer with two or more parts in an attempt to "hit upon" the correct answer, the quizmaster, with the assistance of the judges, should determine that part of the response that constitutes the first answer. The remainder of the response may not be considered.

Each correct answer is worth 10 points. There will be no penalty for an incorrect answer on an uninterrupted question. The opposing team shall have the remainder of the original 10-second response time for one person to buzz in and respond after the original answer has been ruled incorrect. If time is up, the other team must give an immediately answer.

126-9-3 Interruptions (on toss-up questions only)-If the question is interrupted, the quizmaster will stop reading the question at the point of an interruption. If an incorrect answer is given, a 5-point penalty will be assessed and the question will be reread in its entirety for the opposing team. One person from the opposing team may then buzz in to give an answer, with no consultation with team members. If the question is interrupted upon reading the question to the opposing team, no penalty is assessed in the event that they give an incorrect answer. No points are awarded unless they are correct, and the quizmaster moves on to the next question.

126-9-4 Special Procedures for Mathematics Questions-Since mathematics questions are read twice, special handling of interruptions is required. If an interruption occurs during the first reading and the answer is incorrect, apply the 5-point penalty and re-read twice. If an interruption occurs during the second reading, do not penalize an incorrect answer and re-read the question once.

126-9-5 Answering Before Being Recognized-If a team member begins his/her answer after ringing in, but before being recognized, one warning will be issued per team. If the answer is correct when the warning is first given, the team will receive the full 10 points. A five-point foul will be assessed after the warning for each improper response -- a correct response will be awarded 10 points with a 5-point penalty; an incorrect response will receive a 5-point penalty only.

126-9-6 Wrong Person Answers-If the wrong person answers the question, but the proper person was identified, the quizmaster will turn to the first person from the other team to buzz in. If that response is incorrect, the question dies.

126-9-7 Questions Directed to Teams-Each team will have the opportunity to answer 10 directed questions. At the end of the first toss-up round, the team that has the lower score may choose to answer directed questions "A" or "B." If they select "A," they will have questions directed to them first, and if they choose "B," they will go second. (If there is a tie at the end of the first round, the quizmaster will flip a coin with the team who is first alphabetically calling the loss. The winner of the coin toss will then select the order of questions.) During this part of the competition, team members may confer and all answers will be given by the team captain unless he/she explicitly designates another team member to answer a specific

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question. The team captain shall wait until the entire question has been read to respond. If a team fails to answer a directed question within the designated time, or answer incorrectly, the question will go to the opposing team. Ten points will be awarded to the team with the correct answer.

Questions will be alternated between teams, with the first question given to team A and the second question given to team B, etc. If a team fails to answer a directed question within the designated time, or answers incorrectly, the opposing team will be asked by the quizmaster to give an immediate answer without having the question reread.

126-9-8 Mistake in Question Presentation-If the quizmaster misreads a question or presents in a way contrary to existing rules, the judges will confer with the quizmaster and rule whether a mistake in presenting the question has occurred. The judges' decision will be final. If it is ruled that a mistake in presenting the question has occurred, the judges will void the question and substitute a new question for both teams, if the mistake occurs in the toss-up rounds. If a mistake is made by a quizmaster in a directed question (such as giving a correct answer before the second team has had an opportunity to answer), a new question will be directed only to the second team.

126-9-9 Answers Involving a Person's Name-If the answer to a question involves a person's name, the answer will be considered correct if only the last name is given, unless the question specifically calls for the first and last name or if a first name is required to properly identify a specific person. If an incorrect first name is given, in either case, the answer will be considered incorrect, even if the proper last name is given.

126-9-10 Contesting-A team coach must contest or appeal a decision of the quizmaster or judges and note the reason for his/her protest at the time he/she believes there has been an error. However, the protest will be resolved only at the end of the match and only if the outcome of the match could be changed by that decision. The judges will consult both head coaches before reaching a decision. The judges' decisions are final.

126-10-1 Declaring the Winner-The team with the highest number of combined points in the toss-up and team rounds will be declared the winner of that game as advancing teams move on to the next level in the bracket. If a tie exists at the conclusion of the final toss-up round, toss-up questions will be asked one at a time until the score changes, either because one team gets a correct answer or is penalized, thus breaking the tie. All rules applying to toss-up questions will also apply to tie breakers. One of the score sheets will be considered the official score sheet. Each team's coach must sign the score sheet at the conclusion of the match to indicate his/her acceptance of the final score and to forfeit the right to make further appeals.

126-11-1 Substitution-Substitutions may be made only at the end of the first toss-up round, or after both teams have answered directed questions. If the captain is replaced by a substitute before the directed questions round, a new captain must be designated.

126-12-1 Scoring-Ten points will be awarded for each correct answer. Five-point penalties will be assessed for interrupting a toss-up question with an incorrect answer and/or for answering without being recognized as outlined in Section 7. A double penalty will not be assessed against a single team on any one question.

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126-13-1 Officials-Each quiz room shall be staffed with the following personnel: a quizmaster; at least one judge, who will also keep score; and a timekeeper/equipment operator. Each participating team will provide a scorekeeper, who will confirm results with the judge(s). The quizmaster and judge(s) must be adults. The decision of the judges is final.

126-14-1 Awards-Each district and regional council shall adopt a program of awards for its Scholastic Bowl competition. The Virginia High School League shall present trophies to the teams placing first and second in the championship game in each group. Medals, not to exceed 12 per team, will be awarded to the individual team members of the first and second place teams in each group.