

East Tennessee PBS SCHOLARS' BOWL RULES & REGULATIONS:

Overall Description:

The "Scholars' Bowl" is a trivia-style game played between two high school teams of four players each. A team may also have up to four alternate members. Alternates may join the game at halftime.

The game is played in two nine and one-half minute halves. A signal starts and ends each half. The team that is ahead when the final signal sounds is the winning team.

Each half begins with a toss-up question. The first player to signal the moderator after the question is asked must answer and may not consult with team members.

The competition is played in brackets. The winning team of each game will move on to the next round to play other winning teams until there is only two teams left. The number of rounds depends on the number of teams.

Team members may be substituted at the discretion of the team coach only at the half-time break.

After the official list of participants has been filed with ETPTV, a member may be added only before the first game is played

Questions will include but are not limited to history, mathematics, current events, pop culture and the arts.

Filming each game typically takes no more than one hour.

Judges:

Three judges will supervise and run each game. Judges may not be affiliated or related to any of the teams.

The Judges have the final say regarding any and all points acquired and decisions made during the game.

Scoring/Questions:

Teams score points by providing correct answers to questions asked by the Moderator.

There are two types of questions: toss-ups, worth ten points each, and bonuses, worth 20 points each.

Players are given three seconds from the time the Moderator stops reading a question to signal – the signal is a light that appears by the player. They must answer as soon as the Moderator recognizes them. A three-second pause is allowed.

Answers will not count:

- If it is given after the allowed three-second pause and after time has been called
- If a player confers on a toss-up question with a teammate
- If a player answers without being recognized by the Moderator

On a toss-up, the first response given is the one that counts even if the player attempts to give more than one piece of information in his/her answer.

If a player answers a toss-up question correctly, his or her team scores 10 points and is given a chance at a bonus question.

If a player answers a toss-up question wrong, the question is turned over to the other team for 10 points. On the turnover, a player still must signal, be recognized and then answer within three seconds to score the points.

The only time a toss-up question is not turned over is if the half or game ends before a player signals.

If a player believes he or she knows the answer to a toss-up question before it has been completed, he or she may interrupt the Moderator by signaling. If the answer is correct, the team scores 10 points. If the answer is wrong, the entire question is repeated for the other team.

If the Moderator inadvertently gives an answer to a toss-up question without giving either team a chance to respond, or without turning the question over, he or she take the next toss-up question in the stack and plays it according to the rules of the game as set forth.

If signaling equipment malfunctions (such as two lights coming on) whether it's the same or opposing teams, the Moderator will immediately throw out that question and ask a new question. If the malfunction is persistent, the Judges will make the decision whether or not to restart the game.

Every time a player answers a toss-up question correctly, his or her team, and that team only, gets a chance at a bonus question.

Team members may confer on bonus questions. All team members are encouraged to participate as much as possible. The Moderator will ask the Team Captain for the team's official answer. The Team Captain will then give the team's answer or defer to another team member to answer that question.

The team should be given 10 seconds to confer on its answer. Again, the Moderator should allow for natural pauses but no stalling.

If the answer to a bonus question does not come IMMEDIATELY after time has been called, and the Moderator calls for the answer, it does not count.

If a bonus question has several parts that are to be asked separately, the Moderator will allow five seconds per part for the team to confer and answer.

If a bonus question calls for two or more answers within a one-part question, the Moderator will allow only the initial ten seconds for the team to begin its answer.

Anticipate some delay on all bonus questions due to conferences or the pressure of giving multiple answers. All the answers to come naturally but remember: NO STALLING.

If a half or the game ends while the Moderator is reading a bonus question, he or she stops without giving the team the opportunity to answer.

If a half or the game ends after the Moderator has finished reading a bonus question, the team may give its answer. If it is a bonus with multiple parts, the team gets to answer only the part that the Moderator has finished.

If the score is tied at the end of the regulation time, the tie is broken by a one-minute series of toss-up questions. No bonus question will be asked during a tiebreaker.

If a tie still persists, the winning team will be decided by ONE sudden death toss-up question.