

WVIA – NEIU

Scholastic Scrimmage Rules, 2015-2016

*****These rules may be adjusted slightly for this season, during this pilot format.***

Scholastic Scrimmage is a high school academic challenge program for WVIA member school districts within LIU, CSIU, CLIU, BLAST and NEIU. The program spotlights academically talented young scholars and we are all delighted to have you and your students as a part of this program

General Format of the Contest

1. Each competition will be approximately 20 minutes in length. The winner of the competition is the team with the most points at the end of the time allotted..
2. Two types of questions will be asked during regular play: “toss-up” and “bonus.” Answering a “toss-up” question correctly allows the team an opportunity to earn additional points by answering a “bonus” question.
3. There will be one lightning round in each half of each game in which both teams will take turns participating. Students will be asked a series of short questions in a related category. They will have one minute to answer, as individuals, as many of these questions as possible, up to a total of 10 questions. Students must buzz in to answer a question and each correct answer is worth 10 points. A coin toss will determine who chooses their category first from three choices. The alternating team will choose first in the second half. Students may buzz in before the host has finished reading the question but the host will not complete the question after a student rings in. Students must ring in to pass to the next question.
4. Teams will advance through a single elimination bracket of their respective Intermediate Units. Bracket winners will face each other in a semi final game to determine who will play in the Championship game. Seeds will be determined by total points earned in the bracket final. Seed 1 will play 4 and seed 2 will play 3.

The Team

1. Each team must have **at least** 4 students. A team may designate **two** alternate players if they so desire and those students may be switched out at will from game to game, but NOT during the game. **No other students** can be substituted onto a team **for any reason** once the team has appeared in their first game. Coaches must be chosen from the school’s faculty/advisory staff or be retired from the district. If the school chooses not to appoint alternate students, they risk a forfeit in the event any of their four designated players cannot make a taping date. While we will attempt to consider all schedule conflicts, **WVIA is NOT responsible for accommodating the district, student or adviser’s schedule.**
2. Each team **MUST** designate a team captain who will be the speaker when answering bonus questions.

Question Types and Scoring

1. Ten points will be awarded for each correct “toss-up” answer. After the question is asked, the student who sounds the buzzer first **MUST** answer the question. A student must buzz in to answer a “toss-up” question. **No points will be deducted for an incorrect answer. Students cannot confer** on a toss-up question. Students may give only one answer for a “toss-up” question

- 2 Time allotted to buzz in to answer a “toss-up” question will be 5 seconds for any question with the exception of questions requiring mathematical computations where 15 seconds will be given. Time begins with the host’s completion of the question.
- 3 Incorrect answer to a toss-up: If an incorrect answer is given to a “toss-up” question, any member of the opposing team will be given a chance to answer the same question as a “rebound” when prompted by the host. **STUDENTS MUST BUZZ IN TO ANSWER A REBOUND QUESTION.** If a correct answer is given, the team will receive ten points. The team will not lose points for an incorrect answer to any question. The team will not receive a bonus question for any rebound answers. **Members of a team are not allowed to confer on a rebound question.**
- 4 Once per round, a video clip will be shown and/or an audio clip will be played for a toss up question. Students CANNOT buzz in while the video clip is being played but they can buzz in when the audio clip is playing. Students MUST wait until the host begins to speak before buzzing in to answer the toss up video question. If a student buzzes in prior to the host beginning the question, the host will ignore the buzzer and finish the question for the other team. The **HOST** will determine the timing of the buzzer or may ask the judges to review the tape.
- 5 Correct answer to a toss-up: If the first team member to buzz in gives the correct answer to a “toss-up” question, the team is entitled to a “bonus” question in the same category.
- 6 Members of a team may confer on a “bonus” question for a maximum of 10 seconds. A buzzer will sound when time is up. All questions requiring mathematical computation are allotted 15 seconds. The team captain is responsible for responding for the team when answering a “bonus” question. The captain must answer before the ring of the buzzer indicating time up and does not have to buzz in.
- 7 “Bonus” questions
 - a. All “bonus” questions will be worth five points.
 - b. **No points are deducted for an incorrect answer** to a bonus question.
 - c. When an incorrect answer is given to a bonus question the host will give the correct answer. The opposing team will not have the opportunity to answer a missed bonus question.
- 8 “Lightning” Round

Each team will have one minute to answer as many category related questions as they can, up to 10 questions. Students must ring in to answer a question. They may ring in before the host completes the question, however the host will not complete the question after a student answer. Any student may ring in to tell the host to “pass” if he/she feels that nobody on the team will be able to answer the question. Each correct answer to a lightning round question is 10 points. There will be two lightning rounds per game, one in each half.

Additional Rules

1. A buzzer will signal the end of the competition.
 - * If the buzzer sounds while a question is being read, the host will complete the question, and the game will end when that series of questions has played out, when either a team answers the toss-up question and the bonus question or the question rebounds to the opposing team for their answer.
 - * If the buzzer sounds while a team is answering a “toss-up” question, they will be allowed to complete their answer and continue to the bonus question. If the answer to the toss up is incorrect, the opposing team will get a chance to answer the rebound.

- * If the buzzer sounds while a team is answering a “bonus” question, they will be allowed to answer the question.
- 2. In the event of a tie score at the end-of-game buzzer, the next question answered correctly breaks the tie and ends the game. This will include the correct answer to a rebound question.
- 3. A panel of judges will be the arbitrators in cases of ambiguous answers or controversies. We understand that there can be merit for debate in many cases, however, ***The decision of the judges is final!***
- 4. In the rare case that a coach would want to challenge a ruling, he/she must follow this procedure:
 - * The coach must immediately and effectively communicate to the host to stop the game. The producer and the judges will then determine if the coach’s challenge is valid and adjust the game accordingly.
 - * Judges may stop the contest if they have reason to believe a student was correct / incorrect
 - * Taping will be stopped for the resolution of the challenge. Both advisors will be kept informed as the challenge progresses and the producer will determine when it is appropriate for the coach to approach the panel.
 - * After considering the challenge, the judges will give a decision, appropriate points will be added/deducted, and/or the “toss-up” and/or the “bonus” may be thrown out. The competition will then proceed. Deduction and addition of points, thrown out questions, etc will be at the discretion of the judges decision at that time and will be decided on a case by case basis.
 - * **At no time are students allowed to stop the game and/or issue a challenge.** Students and their coach can work out a signaling method if they wish for the coach to issue a challenge. **Only the host, the judges or a WVIA staff member can stop the game.**
 - * Coaches nor judges may stop the game during a lightning round. All challenges must come AFTER time for these rounds has expired. Any necessary score adjustments will be made at that time.

****Collectively, the host, the producers or the judges may interpret these rules on a case by case basis in the event any issues arise. They reserve the right to accommodate or adjust to unforeseen circumstances throughout the competition. Their decision is FINAL ****

Responsibilities of Coach and Team

1. The name of the coach and the students, including the alternates who will be present at the competition, must be given to Andrea O'Neill **at least** one week prior to the competition. All names must be typed and e-mailed to Andrea at andreaoneill@wvia.org.
2. You must provide a logo of your school to be used on-air at least two weeks prior to your show. It must be 300 dpi. If your logo is not on file with WVIA, the school will be notified.
3. It is the responsibility of the coach to inform all team members of the *Scholastic Scrimmage* rules.
4. **In case of school closing or a delayed opening:**
 - ❖ The coach must notify Andrea O'Neill by 7:30 a.m. on the day of the competition by leaving a message at (570) 574-5551 so the other team can be notified.
 - ❖ In case of traffic delays, please call 602-1174, WVIA’s engineering department, and they will page Andrea within WVIA, or call her cell at (570) 574-5551.
 - ❖ Failing to notify Andrea will result in the team being disqualified and their game forfeited.
5. Although judges are willing to discuss decisions with students and coaches, decisions made by the judges are considered final. Inappropriate behavior by coaches and/or students is not acceptable and will

not be tolerated. A team may be disqualified if judges or the program producer feel participants are in violation of this rule.

6. All students and guests are expected to behave respectfully at all times. In the event a student or guest misbehaves, he or she will receive one warning. On the second warning, the student or guest will be eliminated from the competition. Misbehavior includes heckling the other team, foul language or gestures, cheating attempts or any other action deemed inappropriate by the producer or judges.

Prize Money

1. The prize awarded for the top three teams in the overall competition are as follows:
1st place: \$5,000; 2nd place: \$3,000; 3rd place: \$1,000
All payment will be in the form of a check presented to the team by May 30. How the money is used is at the sole discretion of the School District and/or the team and administration.

Some Housekeeping

1. Snacks and drinks will be provided for the students in the event they need to remain at the studios to play their next opponent.
2. Teams who have been eliminated from competition are invited to watch the next taping from Production Control for a “behind the scenes” look.
3. Once they are in the studio and seated, students and advisors should consider themselves on camera and on microphone AT ALL TIMES.
4. Please have your students dress appropriately. Uniforms are not necessary, however low cut blouses, see-through material or other distasteful logos or dress is strongly discouraged and is at the discretion of the producers. Please remind your students to discard any gum prior to taping.
5. Please remind your students that there will be times that we have to stop taping for various reasons and it may push the schedule back a bit. This is normal for TV production.
6. Students will be provided with formula sheets and calculators for the competition – they will not be allowed to use their personal calculators.
7. Any teams determined by the judges to have cheated will be disqualified from the competition.

Any questions, please feel free to contact Andrea O'Neill at (570) 602-1182 or andreaoneill@wvia.org