

Competition Rules for the South Dakota Regional Science Bowl

Eligibility Rules

1. Each competing team must consist of four student members and may also include one student alternate. To be eligible to compete, a student must be enrolled for the current school year in grades nine, ten, eleven or twelve at the team's school, and be less than 20 years of age or receive a special waiver from the Department of Energy. Teams of home school students are welcome to participate.
2. No school or student may compete in more than one regional competition. No student may compete on more than one team. Up to two teams from the same school may compete.

Competition Structure

3. The South Dakota regional contest will use a round robin format for the preliminary morning rounds and a double elimination format for the final afternoon rounds.
4. For the preliminary rounds, teams will be randomly drawn into eight groups. The number of teams in each group will be four if a full complement of 32 teams participates. Each team will play every team in its group.
5. The teams with the best win-loss records will advance to the double elimination. Teams that have the same win-loss record will break their tie using a knowledge ratio. The "Scheibe" Knowledge Ratio = (Sum of correctly answered toss up questions) divided by the (Sum of asked toss up questions).
6. The top eight teams from the round robin will advance to double elimination in the afternoon. Teams will be seeded into a double elimination flowchart based on the win-loss record and the Knowledge Ratio

Rules of the Game

7. Two types of questions will be used: toss-up and bonus questions. A toss-up question, which may be answered by any member of either team that is playing, must be answered correctly in order for a team to be offered a bonus question.

8. No consultation among team members is allowed on toss-up questions.
9. No team will have more than one opportunity to answer a toss-up question.
10. Questions are either multiple choice or short answer. **The only acceptable answer to a multiple-choice question will be one of those read by the moderator.**
11. Once read in its entirety, a question will not be re-read.
12. On toss-up questions, the first player on either team to activate the lock-out buzzer system wins the right to answer the question, except that no player may buzz in until AFTER the moderator has identified the subject area of the question. If a player buzzes in prior to the reading of the subject area, the moderator will inform the player that they have buzzed in too soon. The moderator may add time to the clock, if necessary.
13. Before answering the questions, the team member who has buzzed in **must be verbally recognized** by the moderator. If a student was not recognized, their response is treated as a non-answer (Blurt) and the moderator will award 4 points to the opposing team but not indicate whether the answer was right or wrong. The toss-up question is then offered to the opposing team, if eligible. If the question has not been completely read, the question is reread in its entirety, and the opposing team has an opportunity to answer the toss-up question with the chance to answer the bonus question if correct.
14. On toss-up questions if a player on either team buzzes in prior to the question being read in its entirety it is called an "Interrupt". If a player interrupts and is verbally recognized by the moderator, the player may answer the toss-up question.
15. If a toss-up interrupt answer is given after being verbally recognized and is incorrect, the question is re-read in its entirety and offered to the opposing team. This is a penalty and 4 points are awarded to the opposing team. (See Rule #27)
16. On toss-up questions, no consultation amount team members may occur. Should consultation among any of the team members occur, an answer given does not count (the moderator does not say whether the answer given was correct or incorrect) and the team loses the right to answer the toss-up question. The question is then offered to the opposing team, if eligible.
17. On a toss-up question, the first answer given is the only one that counts. However, if a participant gives both a letter answer and a scientific answer, both parts must be correct.

18. If the answer to a toss-up question is wrong and the question was completely read, the other team is given the opportunity to answer the toss-up question. The second team is allowed a full 5 seconds to buzz in after the first team has answered incorrectly or has answered without being recognized.
19. The answer to the bonus question must come from the team's captain including when the question has been interrupted. Moderators should ignore an answer from anyone but the captain on the bonus question. Consultation among team members is allowed on bonus questions.

Timing Rules

20. The round is played until either the time expires or all twenty-five toss-up questions have been read. Regional competitions will have two 8-minute halves with a 2-minute break. Each half begins with a toss-up question.
21. After reading a toss-up question, the moderator will allow 5 seconds for the two teams to buzz in before proceeding to the next toss-up question. Timing begins after the moderator has completed reading the toss-up question. If a team member has not buzzed in before the allowed 5 seconds the timekeeper calls "TIME".
22. A participant who has buzzed in on a toss-up question must answer the question promptly after being verbally recognized by the moderator. After recognizing a participant, the moderator will allow for a natural pause (up to 3 seconds), but if the moderator determines that stalling occurred, the team loses its opportunity to answer the question and it is offered to the opposing team if eligible.
23. After a team member has answered a toss-up question correctly, the team is given the opportunity to answer a bonus question. The team will have 20 seconds to begin to give its answer to the bonus question. Consultation among team members is allowed on bonus questions.
24. On a bonus question, the signal "5 SECONDS" will be spoken by the timekeeper after 15 seconds of the allowed 20 seconds have expired. Additionally, the timekeeper will indicate the end of the 20-second bonus period by saying "TIME." If the team captain has not begun the response before the timekeeper calls "TIME," the answer does not count. If the team captain has begun the response, he/she may complete the answer.

Scoring

25. Toss-up questions are worth 4 points, and bonus questions are worth 10 points.
26. If a toss-up question is interrupted, the player recognized, and the answer is correct, the team will receive 4 points.
27. If a toss-up question is **interrupted**, the player **recognized**, and the answer is **incorrect or the player buzzing in answers without being verbally recognized**, 4 penalty points are added to the opposing team's score. The question is re-read in its entirety, and the opposing team has an opportunity to answer the toss-up question with the chance to answer the bonus question if correct.
28. The double interrupt. If a toss-up question is interrupted, verbally recognized, and the answer is incorrect or the player buzzing in blurts out an answer before being verbally recognized, 4 points are added to the opposing team's score. The question is re-read in its entirety to the opposing team. However, if a student on the opposing team interrupts the re-reading of the question and gives an incorrect answer or blurts before being verbally recognized, 4 points are added to the first team's score. The moderator will give the correct answer and move on to the next toss-up question.
29. If the moderator inadvertently gives an answer to a toss-up question without giving either team a chance to respond, no points are awarded and the moderator goes on to the next toss-up question.
30. If the moderator inadvertently gives the answer to a toss-up question before allowing the second team to respond (after an incorrect answer, or an answer given without the team member having been recognized) the next toss-up question will be read to the second team in place of the inadvertently answered question.
31. If the score is tied at the end of the regulation time period, a series of five toss-up questions will be used to break the tie. Interrupt/blurts penalties are in effect. If still tied, another five toss-up questions will be used, etc. until the advancing team is determined.
32. Both team captains shall sign the score sheet at the end of each round.

Summary of Scoring:

Type of Question	Points Awarded
Correctly answered toss-up	+4 points, & eligible for bonus
Correctly answered bonus	+10 points
Interrupted, verbally recognized, & incorrectly answered toss-up	+4 penalty points to opposing team
<ul style="list-style-type: none"> • Blurt before buzzing in on toss-up • Unrecognized toss-up (blurt) • Unrecognized interrupted toss-up (also a blurt) 	+4 penalty points to opposing team
Consultation on a toss-up	+0 points but team will be disqualified from answering

Challenges (OFFICIALS: See also “Question/Challenge Procedure with cell phones”)

33. Challenges must be made before the moderator begins the next question. All challenges must come from the team members who are actively competing. The alternate and/or the coach may not object verbally or by signal. If either the alternate or the coach objects verbally or by signal to the active team members, the challenge will not be allowed. All decisions of the judges are final.
34. Challenges may be made either to scientific content or to the application of the rules. Challenges may NOT be made to judgment calls by the officials, including but not limited to whether: a question has been interrupted; 5 seconds have elapsed before a student buzzes in on a tossup; 20 seconds have elapsed before a captain begins answering a toss-up; a half has expired before a new toss-up question begins; a stall or consultation has occurred; or time should be added back to the clock.

35. Should a question or challenge arise during a competition, the competition and the clock will be stopped until the question is resolved. Once the question has been resolved, the match will continue from that point. Should the moderator decide that some time was lost due to the interruption; the moderator has the right to put the appropriate amount of time back on the clock.

When Time Runs Out

36. If a toss-up question is begun before time expires in a half, that question will be finished under the usual rules of play, including the bonus, if the toss-up is answered correctly. The half is then over. A question will be considered to have been begun if the subject area has been completely read. The second half will begin with the first toss-up question not read in the first half.

Miscellaneous Rules

37. The alternate may be substituted in only at the half.
38. No one in the audience may communicate with participants during the match; communication will result in ejection from the competition room for that round.
39. If someone in the audience shouts out an answer, the question will be thrown out (as will the person) and the moderator will proceed to the next question.
40. Prior to each match, the two team coaches will introduce themselves and the alternate to each other and will sit together in the back row of the competition room.
41. No notes may be brought to the competition table. Nothing may be written before the clock starts. Scratch paper will be provided at the beginning of each match and collected at half-time and at the conclusion of the match.
42. Calculators are not permitted.
43. Members of the audience will not be allowed to write (exception is Rule 44) or use any electronic recording or transmitting device, including digital cameras, during the match. If this occurs, the individual(s) will be asked to leave the competition room.
44. Coaches will be given an "All-Star Score Sheet" to mark correctly answered toss-up questions by his/her team members. These sheets are handed in to the timer at the end of the morning session.