

# Oklahoma Secondary School Activities Association Academic Bowl

[Basic Rules, Coaches Information, Officials Registration](#)



# Purpose

Enhance the learning and intellectual pursuit of Oklahoma students. The competition will assist learners in appreciating the opportunities of advancing their knowledge.



# Game Procedures and Rules

- Officials (Judge and Moderator) must be out of high school.
- Two schools compete with 4 students on each team.
  - Roster is limited to 16 that can earn points
- One student must be designated as the captain.
  - Spokesperson for the team.
  - Designated prior to the beginning of the game.
  - New captain can be designated at the quarter and/or prior to sudden death.
- Head coach shall not serve as timer or scorekeeper during a game in which his/her team is involved.
- Schools may have more than one team coach. An assistant coach may serve as a timer/scorekeeper.
  - The assistant coach must not act as a coach during a game in which he/she provides services as a timer/scorekeeper.



# Game Play

- A game is comprised of 4 quarters.
  - Each question is worth 10 points.
  - 1<sup>st</sup> and 3<sup>rd</sup> quarters consist of 20 toss-up questions.
    - Moderator reads a question. → Student has 10 seconds to buzz in.
    - A student may buzz in as soon as he/she knows the answer. → There is **no** conferring.
    - If a team is wrong, the opposing team will have an opportunity to answer that question, however they must buzz in first.
  - 2<sup>nd</sup> and 4<sup>th</sup> quarters consist of a team round.
    - Team members **may confer**.
    - Teams pick a category from a list of 3.
    - They have 60 seconds to answer ten questions.
    - Only the answer given by the captain is accepted.
    - There is no bounce back or repeating of questions



# Game Procedures and Rules

## Starting the Game

- Both teams competing **must** provide a scorer or timer.
  - Failure to have a trained scorer or timer may result in having to play with 3 players or forfeiture of that game.
  - Does not have to be a member of the team roster.
- Students cannot have or wear nametags, clothing, etc. which could possibly provide information for the game.
- The use of calculators, computers, laptop computers, calculator watches, or any device that can send or receive a message will not be allowed.
  - **If one of these goes off during a match, the team whose player or audience member made the offense will receive a warning and may be asked to leave the competition room for the remainder of the game.**
- Players must wait to be recognized before they can give their answer.
  - Answering before being recognized will be considered an incorrect answer.



# Pauses and Stalls

- Officials for each match will define the natural pause to be a fairly quick four count: 1,2,3,4. The four count should be **demonstrated to the teams before the start of each game.** The count will be given anytime an individual is called upon to give an answer, the moderator may make the count silently to themselves. Once called upon for an answer if a team fails to answer during the officials four count, the official **will announce “STALL.”**



# Game Procedures and Rules

## Toss-up Questions

- If one team buzzes in and gives an incorrect response the opposing team will have the opportunity to signal and to answer the question.
  - Remaining time from the original ten seconds or the moderator's four count, **whichever is longer.**
- If a team buzzes in before the question has been completed, and if their answer is incorrect, the moderator will complete the question for the opposing team and they will be given a full 10 seconds.
  - The question does not need to be completely re-read, but continued from a logical point.
- A student can give more information than needed for the response, but that information must be correct.
- If a moderator misreads a question or inadvertently gives an answer to the question a replacement question will be used.
- If a response is not specific enough, the moderator will ask the student for more information.



# Game Procedures and Rules

## To Begin the 60 Second Quarter

- If the score is tied, a toss-up question will be asked until a team answers correctly. The team answering correctly will be awarded ten points.
- Once the moderator begins the sixty-second round, protests concerning the toss-up quarter will not be allowed.
- To begin the sixty-second round the moderator will read a description of the three categories. After hearing the categories each team will have 30 seconds to make substitutions.
  - *Teams may huddle with their team and coach away from the playing table to discuss substitutions and category selection.*
  - *They must leave all paper and pencils at your table during this huddle.*
  - *They cannot bring anything with them back to the table.*





# Game Procedures and Rules

## The 60 Second Quarter

- The leading team will have 10 seconds to choose to play or defer.
  - If they choose to play they will then be given 10 seconds to choose which category they wish to play.
  - If the team does not give their response to either play/defer or which category, they forfeit the right for both 2<sup>nd</sup> and 4<sup>th</sup> quarters.
- **An official will ask each team to designate their captain.**
- The team playing the 60 second quarter may confer with each other.
  - The captain must give all responses distinctly to the officials unless the captain specifically defers that particular question to another team member.
  - An answer may be given at any time, but cannot be changed.
  - The team which is NOT playing that quarter must put pencils down and be completely quiet.
- The 60 second time will begin after the completion of the reading of the first question.
- Any **response** begun as the buzzer sounds **can** be completed.

# Time Outs

There are two types of time outs and they may only be used during the 1<sup>st</sup> and 3<sup>rd</sup> quarters **when a question is not active**.

1. Each team is allowed **one procedural time out** per game. This time out is to be used when a coach feels that a procedural error is occurring.
  - An example would be if the clock was not started on time or the moderator fails to give the second team a chance to respond to an incorrectly answered question.
2. Each team is allowed one team time out per half at the discretion of the coach.
  - An example would be if a coach wants to calm their team down.



# Substitutions

- Substitutions can be made only at designated times.
- At the beginning of each quarter of play, the coach may substitute as many players as desired. To begin the sixty second round the moderator will read a description of the three categories. After hearing the categories each team will have 30 seconds to make substitutions.
  - If the captain is substituted, a new captain must be designated.
  - The substitute must check in with the officials.
  - Teams (with their coach) may confer but cannot take anything from the table or bring anything back to the table after this discussion.
- If the game is tied at the end of 4 quarters, substitutions can be made.



# Protests

- At the end of each quarter, the moderator will ask if there are any questions
  - At that time the coach may confer with their players for a maximum of 30 seconds. This is not a charged timeout.
  - The coach may appeal to the officials with any concerns during that quarter of play.
  - All concerns must be resolved before play begins for the next quarter.
  - The moderator and chief judge may confer for a satisfactory solution.
  - The opinion of the chief judge is final.
  - Protests cannot be taken out of the room.\* (see next slide)
  - Protests cannot be made once the quarter/game have been declared over.



# When can a protest be taken out of the room?

- All protests will be resolved by the chief judge and moderator assigned to that game. The chief judge and moderator may refer to the rule book, but no other outside assistance (i.e. site manager, judges, coaches, etc.) will be allowed unless a sportsmanship violation has occurred and forfeit is being considered.
- The chief judge and moderator should not leave the room while making a final decision unless a sportsmanship violation has occurred and forfeit is being considered. All decisions by the chief judge are final and cannot be appealed. Any question(s) must be resolved at this time before moving to the next quarter.

## VII. Sportsmanship

- Use of profanity, temper tantrums, and other unsportsmanlike behavior will be considered grounds for removal from the game.
- Students exhibiting unsportsmanlike behavior may be removed from the game with or without prior warning.
  1. No mid-game substitution will be allowed if a student has been removed for unsportsmanlike behavior. If the team captain is removed, a new captain would be immediately designated from the remaining players at the table.
  2. Teams will continue to play with the remaining three players until normal substitution time.
  3. The player that has been removed from the game may not re-enter the game of which he/she was removed and must also sit out the following round in which the team participates in that competition.
  4. If a sixty-second quarter is stopped for unsportsmanlike behavior, one or more players must be removed from the game. The sixty-second clock will be restarted with sixty seconds for the remaining questions in that quarter

## VII. Sportsmanship

- Further violations of the rules may result in the team's forfeiture of the active game and could result in removal from the remaining games of that competition.
- **Before a team is forced to forfeit during an active match for sportsmanship violations, the OSSAA Assistant Director and/or Rules Interpreter should be contacted for consultation, unless an immediate threat to safety exists.**

# Score Sheet

- A correctly filled-out score sheet will include the following:
  - All information at the top filled out.
  - Player's first and last names.
  - All questions marked, only if correct.
  - Totals for 1<sup>st</sup> quarter, 2<sup>nd</sup> quarter, first half, 3<sup>rd</sup> quarter, end of 3<sup>rd</sup>, 4<sup>th</sup> quarter, Game Total.
  - Marked play or defer for 2<sup>nd</sup> quarter.
  - Substitutes in each quarter, all names, first and last, rewritten.
  - If Score is tied – substitute made for sudden death.
  - Marked sudden death score if needed, added to get corrected Game Total.
  - Signed by scorekeeper, chief judge, moderator, and dated.





TEAM: Riverdale SITE: Redlands CC

1st Quarter											
Jughead Jones	TB	11	12	13	14	15	16	17	18	19	20
Archie Andrews	TB	11	12	13	14	15	16	17	18	19	20
Betty Cooper	TB	11	12	13	14	15	16	17	18	19	20
Veronica Lodge	TB	11	12	13	14	15	16	17	18	19	20

1st Quarter Score 50

Jughead Jones											
Reggie Mantle	1	2	3	4	5	6	7	8	9	10	60
Josie McCoy											
Veronica Lodge											

2nd Quarter: Play / Defer

Score at end of First Half: 110

3rd Quarter

Jughead Jones	SD	21	22	23	24	25	26	27	28	29	30
Archie Andrews	SD	31	32	33	34	35	36	37	38	39	40
Josie McCoy	SD	31	32	33	34	35	36	37	38	39	40
Veronica Lodge	SD	31	32	33	34	35	36	37	38	39	40

3rd Quarter Score 50

Score at end of 3rd Quarter 110

4th Quarter

Betty Cooper	1	2	3	4	5	6	7	8	9	10	60
Veronica Lodge											

(Substitute) Reggie Mantle SD

Game Total

230

(Including Sudden Death)

Scorekeeper: Harry Potter

Date: 8.25.18

Chief Judge: Albus Dumbledore

TEAM: East High ROUND: 1A CLASS: 4A

1st Quarter											
Clark Kent	TB	1	2	3	4	5	6	7	8	9	10
		11	12	13	14	15	16	17	18	19	20
Lana Lang	TB	1	2	3	4	5	6	7	8	9	10
		11	12	13	14	15	16	17	18	19	20
Chloe Sullivan	TB	1	2	3	4	5	6	7	8	9	10
		11	12	13	14	15	16	17	18	19	20
Lois Lane	TB	1	2	3	4	5	6	7	8	9	10
		11	12	13	14	15	16	17	18	19	20

1st Quarter Score 60

Clark Kent											
Jimmy Olsen	1	2	3	4	5	6	7	8	9	10	30
Chloe Sullivan											
Lois Lane											

2nd Quarter: Play / Defer

Score at end of First Half: 90

3rd Quarter

Clark Kent	SD	21	22	23	24	25	26	27	28	29	30
Lana Lang	SD	31	32	33	34	35	36	37	38	39	40
Chloe Sullivan	SD	31	32	33	34	35	36	37	38	39	40
Lois Lane	SD	31	32	33	34	35	36	37	38	39	40

3rd Quarter Score 80

Score at end of 3rd Quarter 170

4th Quarter

Jimmy Olsen	1	2	3	4	5	6	7	8	9	10	50
Lois Lane											

(Substitute) SD

Game Total

220

(Including Sudden Death)

Moderator: Minerva McGonagall

# Additional Academic Bowl Rules

- Go to the OSSAA website to see:
  - Definition of Terms
  - Official's Responsibilities
  - Game Rules and Procedures
  - The Play-off Series, Awards and Placing
  - School Responsibilities and Divisions
  - How to Host a Playoff Tournament
  - Team and Individual Score Records
  - District, Tournament, Area, and State Brackets
  - And much more



# JUDGES NEEDED FOR STATE

- Coaches, we are in need of judges for the State Academic Bowl Tournament. Please check the date in the calendar section of this document and send in your recommendations. The form to make those recommendations can be found on the Academic Bowl website.
- On Friday of the State Tournament there will be a meeting for judges and moderators. Meetings will start at 10:00 a.m. and will last most of the day. Please make sure your **recommended officials** are available for both days.
- The OSSAA will pay for a hotel room if needed.
- Please fill out the form and email it to Mike Clark at [mclark@ossaa.com](mailto:mclark@ossaa.com)



# OSSAA CONTACT INFORMATION

Mike Clark

[mclark@ossaa.com](mailto:mclark@ossaa.com)

405-431-6369

Amy Hurst

[ahurst@rose.edu](mailto:ahurst@rose.edu)

405-612-0041

