

# KOBI Academic Challenge

## Rules and Regulations

2 Rounds – 9 minutes each

A toss-up round and a toss-up round with bonus

### **IMPORTANT NOTICE:**

Do not mark, write, or leave graffiti on the desk in front of you. There is scratch paper available to you if you need to write something. We will check the set of graffiti before and after each show, and if any is found, the team found responsible will be charged for the materials used to repaint the set.

### **FIRST ROUND (TOSS-UP)**

1. Toss-up questions are worth 10 points.
2. You have :05 seconds to press buzzer on regular questions. Wait to be acknowledged, then give a response. If the answer is incorrect or the team does not answer, the other team gets :05 seconds to press buzzer and give a response.
3. Math questions are allowed: 15 seconds to press the buzzer. Wait to be acknowledged, then give a response. If the answer is incorrect or the team does not answer, the other team gets: 15 seconds to press buzzer and give a response. NO CALCULATORS ARE ALLOWED.
4. If a team member is in the process of answering, no buzzer will sound if time is up.
5. Hit the buzzer and release it – don't hold button down and remember to WAIT FOR THE HOST TO ACKNOWLEDGE YOU BEFORE YOU ANSWER. No talking during the show or gesturing to teammates.
6. No conferring on toss-up questions.

### **SECOND ROUND (TOSS-UP AND BONUS)**

1. Toss-up questions will be asked, if answered correctly, the team that answers has a chance at an additional question, also worth 10 points.
2. If toss-up is incorrect, no bonus question will be asked and the toss-up question goes to the other team; if they answer the toss-up correctly then they get the bonus question.
3. If the bonus question is answered incorrectly, the other team does not get a chance to respond. We go back to a toss-up question.
4. On bonus only: the team may confer while attempting to resolve an answer to the question, but the team captain must give the answer. (the team captain is chosen by the coach) The team has :10 seconds to conference, and then must answer immediately. (within :05 seconds)
5. Questions will not be repeated unless a team responds before the question is completed and their answer is incorrect, the question will then be repeated for the other team.
6. The judge has the authority to interrupt a match during taping to correct a mistake that has been made.
7. If you feel there has been a breach in the rules – it must be entered during a commercial break between the coach and the judge, not parents, students, or audience members.
8. The answer on the judge's card will be considered correct and final. If you have any questions you may ask the judge prior to your match.
9. Taping may be interrupted due to technical reasons.