

NORTH FLORIDA HIGH Q CONFERENCE RULES 2014

The competition is a question and answer format. There will be toss-up questions and bonus questions.

1. Each team consists of four team members and as many alternates as individual coaches want. Prior to the first match, all coaches must submit to the commissioner a roster of team players (JV and Varsity) with student's grade level. Any additional players' names must also be sent to the commissioner before they will be allowed to compete. If no roster has been sent to the commissioner, the team will automatically forfeit that match. No student may participate in JV and Varsity matches on the same day. Current rosters of both teams will be e-mailed to coaches.
2. Varsity teams may consist of students in eleventh or twelfth grade but can have younger members. Junior varsity teams are limited to tenth grade or lower.
3. Substitutions are allowed between competition periods only.
4. The match, in terms of length is: three (10 minute) periods for all matches (JV and Varsity). If there is any interruption in the match (judges conferring, etc), the clock should be stopped and started again when play resumes.
5. The moderator is the official in charge during the match. It is his/her responsibility to be sure that rules are followed during the match. When the moderator is reading questions, categories should NOT be read before asking the questions, except questions related to math. . The moderator should say, "Possible computation required." **Parents of students competing are not allowed to officiate in any way.**
6. Each period begins with a toss-up question. The first player to signal within 5 seconds must answer the question immediately upon being recognized by the moderator. A "reasonable pause" may be allowed at the moderator's discretion but the answer must be provided quickly. **Moderator must take the first answer given by the competitor. Book titles, poetry, etc. must be exact.** If a wrong answer is given, the opposing team will be given the opportunity to buzz in with an immediate response (without resetting clock). The moderator will prompt the other team for an answer. There is no consultation on toss-up questions.
7. Bonus questions are given for each correctly answered toss-up question. Consultation is allowed on bonus questions and the team captain is to begin the team's answer sometime during or immediately after the 15 second consultation period ends. If desired, team captain may defer to a team member to provide the answer. **Moderator will ask: "Captain, may I have your answer please?"**
8. Answers given to toss-up questions without first buzzing in are disallowed. This will constitute an interrupt penalty which will give the opposing team 2 points. When this occurs, the moderator will not comment whether the answer is correct or incorrect. The question will be re-read by the moderator and the other team gets an opportunity to buzz in and answer the question. If the question is answered correctly, a bonus question will follow. **The first answer given is the one that will be accepted by the moderator.**
9. If a toss-up question is interrupted before it is completed by the moderator, the moderator should stop reading immediately and ask for the answer. If the answer is correct, the points are awarded and the match proceeds as normal. If the answer given is wrong, 2 points are awarded

to the opposing team and they are allowed to try and answer the question after it is re-read in its entirety. Team member must buzz in. Team has 5 seconds to answer.

10. Players must be recognized by the moderator by name after buzzing in before answering. **Name tags must be easily readable by the moderator (block lettering, dark, no artwork).** If a player answers without being recognized, the team will receive one warning. The second, and subsequent times that this happens, the answer will be disallowed and the opposing team will be given an opportunity to answer the question.
11. Any mistakes made by the moderator in reading a question or in giving an answer inadvertently causes the question to be thrown out and another question given. However, no question should be skipped by the moderator for any other reason.
12. If an audience member (student, parent, coach, etc) shouts out the answer to question or if they are talking loudly and their remarks can be heard by the teams (this also includes body language/gestures), the question is disallowed and the moderator should remind the audience to maintain silence. It is suggested, if possible, that the audience be seated behind the participants, rather than facing them.
13. If the end of the round occurs during the reading of a toss-up question, the round is over (stop reading immediately), and discard that question. If the end of the round occurs after a team has buzzed in to answer a toss-up question, the question sequence is completed. (Question sequence includes the team buzzing in gets a chance to answer and if they are successful, they will get the bonus question, also. If they answer incorrectly, the opposing team has the opportunity to answer and possibly earn the bonus).
14. Challenges for a round must take place at the end of the 10 minute round in which the question occurred, not during the round, or at the end of the match. **Challenges must be done directly to the moderator from your seat (before standing) immediately after the buzzer, without any outside consultation (coach or other team members). Only a student participating in that round can lodge a protest. No coaches or parents.**
15. When the validity of a question or the answer to a question is in dispute and the judges cannot agree on an answer or the validity of the question, the question and answer on the moderator's sheet stands as read. **The moderator's decision is final.**
16. Should a tied score exist at the end of the match, a series of 5 toss-up questions will be asked to break the tie. If a tie still exists at the end of this series of questions, another series of 5 questions will ensue. If you run out of toss-up questions, use your extra bonus questions. No bonus questions will be earned during the tie breaker. Continue this sequence of 5 questions until tie is broken.
17. Student nameplates are a must. Names must be legible and displayed in such a way that the moderator can easily read. Moderators cannot recognize competitors by another means. The captain of each team must be clearly designated.
18. Moderators for each match should be given the questions to be used (they are sent to the moderator or school principal several days in advance) 24 hours prior to the match. If you do not receive questions within that time period, please call the commissioner.
19. Any protest of the match should be directed to the commissioner, in writing, within 24 hours of the completion of the match. Protests can be e-mailed.

20. Scoring will be done according to the official score sheets. In the case of multiple answers on some bonus questions, the moderator should announce the points earned for partial answers (points are found at the top of the official score sheets). **Host team is responsible for keeping a running score displayed during the match.** Scores of the match should be reported to the commissioner immediately so that she can compile statistics and send them to coaches. **Winning coaches can e-mail scores to the commissioner. Include date of match, teams, involved, and scores for each match.**
21. Teams will dress in team shirts and slacks or skirts. If team shirts are not available, team members must be properly attired (guys with shirt and tie, girls with dressy clothes). No shorts or flip-flops. Students who violate dress code will not be allowed to participate.
22. All regular season matches are scheduled for Tuesday afternoon. If match date must be changed due to extenuating circumstances, arrangements must be made through the commissioner and an alternate set of questions will be provided (regular match questions must only be used on designated day).
23. All regular matches are scheduled to start no later than 4 PM unless arrangements have been made prior to the date of the match between the two coaches involved. **If the visiting team does not arrive in time to begin the match within 30 minutes after the starting time, the home team will win due to forfeiture.** If you find that you are going to be late, call the host school and/or coach before 4 PM.
24. Tournaments: At the end of the regular season, all teams (JV and Varsity) will compete in the single elimination divisional tournament. Only students who have been on the team's official roster for at least 3 matches will be allowed to participate in tournament play. **Coaches: bring your roster with you to the tournament and turn in at the time of registration.** The top two teams from each division will advance to the conference tournament (winner of the divisional tournament and team with the best season record). If the team with the best season record is also the tournament winner, then the team with the best season record and the second place winner in the divisional tournament will advance to the conference tournament.