

## 2018 Barrington Invitational Tournament Rules (adapted from the ACF format)

### QUESTION AND MATCH EXECUTION

1. A tossup is a question for which competitors must signal in, using a lockout buzzer device, before answering. Conferring among team members on tossup questions, written or orally, is not allowed. A correct tossup answer is worth 10 points and, except in sudden-death tiebreaker situations, earns the reading of a bonus. **However, if a player correctly answers a toss-up question before the moderator has reached the "power mark" (indicated with an asterisk in each toss-up) for the question, the moderator should award the player 15 points.**

2. A bonus question is a series of question parts given to an entire team to answer. Conferring is allowed and encouraged. Usually, the captain submits the team's answer for each part, though any player may give the team's official answer by clearly directing an answer at the moderator; there is no need for the captain to formally "defer." All bonuses are worth a total of 30 points and will consist of three parts. Each bonus part must be answered after it is read.

3. A match consists of twenty tossups and any bonuses earned by correctly answering tossups. The next unread bonus in the packet is read after each correctly answered tossup; the bonus numbers do not correspond to the tossup numbers.

4. If a game is tied following the completion of the regular packet, the teams will play sudden-death tossups until a score change.

5. There is one timeout of 30 seconds per half, per team. A short break, of no more than one minute, will be taken before tossup eleven. Before tossup eleven in all games, and before tossup nineteen in close games, the scorekeeper is encouraged to announce the score and to reconcile any discrepancies with players or spectators keeping an unofficial score. **Substitutions may only occur at the halftime break or before overtime.** Please be sure the scorekeeper is aware of both who is coming and who is being replaced, as careful stats which factor in the number of questions heard are being kept for this tournament.

### TOSS-UP EXECUTION

1. Players must buzz in before answering a tossup. Players are encouraged to answer as soon as the buzzer has locked out other players from ringing in. Thus, as soon as the buzzer system sounds off and the moderator visually locates the participant who signals in first, that player should feel free to answer the tossup. **There is no penalty for answering without being "recognized."**

2. A tossup remains alive for ten seconds after it has been completed. Players who buzz as the moderator is calling time will be allowed to answer. If one team buzzes in incorrectly after the tossup has been completed, the other team gets the remainder of the ten seconds, or three seconds, whichever is longer.

3. Upon buzzing, the competitor has **three** seconds to begin giving his/her answer after being recognized by the moderator. After **three** seconds, the moderator will call time. Any answer which is not begun before the moderator calls time will not be considered. There will not be a prompt for an answer given if the player remains silent on a tossup. Failing to answer before time is called will be treated as a wrong answer. To avoid giving the other team extra clues as to what the answer is, the moderator should not explain close timing calls until after the tossup has been completed for both teams.

4. After a player correctly answers a tossup, his team receives a bonus. The rules for bonus execution are in the next section.

5. Substantive conferring between team members is not allowed during the reading of a tossup question that the team is still eligible to answer. Substantive conferring refers to verbal, written or analogous communication among team members that can convey information pertinent to what the possible answer to the question is. Any instance of illegal conferring will be treated as a wrong answer; it will disqualify the conferring team from that tossup. Conferring calls are at the moderator's discretion. Even if the team says an answer during or after an instance of illegal conferring, the other team will be permitted to hear the remainder of the tossup and buzz in and answer as normal, taking the other team's utterance into account. However, if the moderator inadvertently reveals whether the answer given by the conferring team was correct, the conferring team may request that the tossup be thrown out and replaced with a substitute question read as normal to the opposing team, who will have the only opportunity to buzz in and answer.

6. Non-substantive conferring, such as waving one's hands or buzzer, issuing interjections of surprise, etc., will not be penalized, nor, generally, will it be acknowledged by the moderator at all.
7. Players are responsible for monitoring their own buzzers throughout the match. Only the tossup that was just completed is subject to replay upon discovery of a buzzer system failure. Players may request buzzer checks at any time that a question is not in progress, in order to make sure the buzzer system is working.
8. If a player believes his/her buzzer is not working during a tossup, a player may use physical or verbal cues directed at the game officials, such as shouting "buzz," in order to buzz in on the tossup.
9. Any person in the game room has the right to indicate during a tossup that the buzzer system was not cleared after the last buzz, preferably by stating the word "clear" to the moderator, and this shall never be construed as conferring or inappropriate behavior.
10. If the moderator inadvertently reveals a tossup answer before either team has answered or after one team has given an incorrect answer, the question is thrown out. At the end of the game, if the missing points on the tossup plus the potential bonus potentially affect the outcome, appropriate replacement questions will be read, either to both teams if neither team had yet buzzed, or to one team if the other team had already answered incorrectly.
11. If the substantive portion of a tossup has not yet begun—for example, if the moderator has only said "Next tossup," or "Next tossup. It was..." and not read anything that could possibly indicate what the answer is—and a player buzzes in and claims to have accidentally pressed the button, the moderator will clear the system and proceed as if the buzz had not occurred. Any buzz after a substantive word has been read will be treated normally. Whether a substantive word has been read is a judgment call that is not protestable.
12. Claims that the system is malfunctioning and buzzing in without being activated by a player will be evaluated by the moderator; if such a situation is deemed to exist, the just read tossup will be thrown out and replaced, but no previous questions are subject to replay or protest.
13. Answering when another player, whether on the same team or the opposing team, has buzzed in will be treated exactly like illegal conferring. This means that the non-buzzing player's team is locked out of answering that tossup. The moderator will call conferring only, without indicating whether the blurted answer is correct, and the other team's members may consider the blurted answer if they buzz in later.

#### BONUS EXECUTION

1. Teams have **ten** seconds after each bonus part is read to give an answer, unless otherwise indicated by the question text. If no team member directs an answer towards the moderator within **seven** seconds, or there are multiple conflicting answers being given, then the moderator will prompt the team captain for an official answer, which must be given immediately. If no answer is given at this time, the team receives no points on that bonus part.
2. The moderator will rule on the correctness of an answer, and permit the other team to "rebound" the question, if a wrong answer is given. There will be no re-reading of the question, whether to the controlling team or the rebounding team, unless there are extenuating circumstances, such as an interruption of the question. If neither team answers correctly, the moderator will tell what the correct answer was after each individual bonus part rather than at the end of the entire bonus.
3. If the moderator inadvertently reveals the answer to a bonus part or parts, then all compromised bonus parts will be thrown out. If the points thus removed could affect the outcome of the game, then a replacement bonus will be read.
4. All bonus questions are reboundable — if a team gives an incorrect answer to a part of a bonus, the other team may provide the correct answer for points; therefore, the moderator *should not* give *the correct answer* after the first answer is given. On questions with no special timing rules, the second team has **three seconds** after the first team's answer is ruled incorrect, regardless of whether the first team used its full ten seconds, to give a response; if they have not done so, they will be prompted and must answer immediately or lose their opportunity.
5. At the end of the bonus, the moderator should clearly state the total number of points earned by the teams and immediately reconcile any discrepancies over the point total.