

Illinois High School Scholastic Bowl Coaches Association

Rules for IHSSBCA Tournaments

IHSSBCA tournaments (Novice, Kickoff, and Turnabout) use a variation on the Academic Competition Federation's rules, which are the de facto national standard for quizbowl competitions.

Tournament structure: IHSSBCA tournaments consist of 8 to 10 matches per team, and thus generally last until about 4 P.M. All teams will play through the playoffs; there is no single-elimination.

Match length and overtime: Matches consist of two halves. Each half consists of 10 tossups, and a bonus for each tossup that is correctly answered. If the score is tied after tossup 20 and if applicable, bonus 20, overtime is played. Overtime consists of tossup-bonus cycles until, at the conclusion of a cycle, the score is not tied.

Time-outs: Each team is allotted one 60-second time-out per game. This time-out may be called by any player who is in the game, or any coach.

Substitutions: Either team may make substitutions at halftime, before overtime if there is overtime, or during a time-out (regardless of which team called the time-out). Players may be added or removed without a true substitution (i.e., replacing or leaving empty chairs), as long as the number of players active for each team is between 1 and 5, inclusive.

Players: Players must be enrolled in the high school for which they play. There is no limit to a team's roster size, but each team may have no more than 5 players in the game at a time. The minimum roster size to play is 1. Other cases, such as teams combined in a co-op structure, must be approved by the IHSSBCA Chair in order to be allowed to play IHSSBCA tournaments. In extenuating circumstances (usually in order to achieve a "round" field size or to make up for registered teams that did not show up), "chimera" teams (comprised of students from multiple high schools) may play with the approval of the tournament director, but they are not eligible to win any team awards.

Tossups: Tossup questions are normally worth 10 points. If a question is answered sufficiently early, a "power" is awarded, for which the player and his/her team earn 15 points instead of 10 points. There is no penalty for incorrect answers (except that the team of the player who answered incorrectly may not attempt to answer the same tossup again). No substantive conferring is permitted on tossups. There is no need for a player to wait to be "recognized" before answering a tossup.

Tossup timing: When a player buzzes in on a tossup, he/she has 5 seconds to begin answering. When a tossup has been read to completion, teams (or the team that hasn't yet attempted an answer if one team has answered incorrectly) have 5 seconds in which to buzz in, or 30 seconds for computational tossups (which begin "Pencil and paper ready"). If one team buzzes in after a tossup has been completed and is incorrect, and the other team has not yet attempted to answer, then the 5-second period restarts for the latter team; in the case of a computational tossup, the latter team has the remaining portion of the 30 seconds, or 5 seconds, whichever is greater.

Bonuses: Bonus questions are worth a total of 30 points, usually in the form of 3 parts worth 10 points each. After the introduction and first part are read, the team that answered the corresponding tossup correctly (the "controlling team") will attempt to answer the first part; if the controlling team is incorrect or gives no answer, the other team may attempt to answer. This process then repeats for each subsequent part.

Bonus timing: After each part is read, the controlling team has 5 seconds in which to begin answering. The moderator will ask for an answer after 4 seconds if the controlling team has not yet begun. If the controlling team answers a part incorrectly, the other team has 3 seconds after the announcement of “incorrect” (or similar) in which to begin answering; there is no prompt for the non-controlling team. Some questions may specify other timing procedures in their text; these procedures will be followed.

Protests: Protests may be lodged at any time before either team or the moderator has left the room following a game, and may concern any quantifiable issue. The person lodging the protest must be a coach, or a player who was in the game at the time of the question/issue being protested. If the protest can be resolved immediately, that will be done; otherwise, it will be considered only before overtime or at the end of the game, and only if the protest’s resolution could make a difference in who won the game, or create a tie. Non-instantaneously resolvable protests must be resolved by the tournament director, who is expected to consult whatever resources are necessary to arrive at an objectively correct decision, possibly including consulting with experts.

Issues not covered: Unless contradicted above, all rules are those of the Academic Competition Federation (www.acf-quizbowl.com/documents/official-acf-rules/) except rules related to bonus rebounds, which are governed by the rules of the Partnership for Academic Competition Excellence (www.pace-nsc.org/?p=1380).

Comparisons: For the convenience of its members, IHSSBCA provides a comparison of several common quizbowl rule sets on the next page. IHSSBCA is not affiliated with the organizations that promulgate other rule sets, and gives no warranty for its coverage of them. If there are any inconsistencies between the above text and the coverage of IHSSBCA rules in the comparison grid, the above text takes precedence.

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Comparison of Common Quizbowl Rule Sets

Rules	IHSSBCA	ACF/mACF	NAQT	PACE	IHSA
Standard game length	2 halves of 10 TU/B cycles each	2 halves of 10 TU/B cycles each	2 halves of 9 minutes each	2 halves of 10 TU/B cycles each	2 halves of 12 TU/B cycles each
Players/team at a time	5 players	4 players	4 players	4 players	5 players
Maximum roster size	no limit	6 players	no limit	6 players	15 players
Regular tossup value	10 points	10 points	10 points	10 points	10 points
Powers?	yes (15 points)	sometimes (15 points)	yes (15 points)	yes (20 points)	no
Negs?	no	yes (5 points)	yes (5 points)	no	no
Tossup time to go dead	5 seconds; 30 seconds for computation	5 seconds	3 seconds; 10 seconds for computation	5 seconds	10 seconds; 30 seconds for computation
Tossup time to respond after buzzing	5 seconds	5 seconds	2 seconds	5 seconds	3 seconds
Bonus style	total 30 points; usually 3 parts of 10 points each	total 30 points; usually 3 parts of 10 points each	total 30 points; usually 3 parts of 10 points each	total 30 points; usually 3 parts of 10 points each	total 30 points; exactly 3 parts of 10 points each
Bonus rebounds	yes (3 seconds)	no	no	yes (2 seconds)	yes (3 seconds)
Bonus part timing	5 seconds w/ prompt after 4; longer if specified	5 seconds w/ prompt after 4	5 seconds w/ prompt after 4; longer if specified	5 seconds w/ prompt after 4 seconds	10 seconds w/ prompt after 8
Time-outs	one per team per game (60 seconds)	one per team per game (90 seconds); no subs	one per team per game (30 seconds)	none	one 30-second, one 60-second per team per half
Substitutions	at time-outs; at halftime; before overtime	at halftime; before overtime	at time-outs; at halftime; before overtime	at halftime, before overtime	at time-outs, at halftime
Protest lodging	any active player or coach, any time before anyone leaves the room	any active player or coach, immediately after the issue being protested	any active player or coach, at conclusion of a half or at end of game	any active player or coach, any time before the game is over	any active player or coach, immediately after the issue being protested
Protest resolution	at the end of the game, usually by a committee of experts, and only if it could change the winner or cause a tie	at the end of the game, possibly by a committee of experts, and only if it could change the winner or cause a tie	at the end of the game, usually by a committee of experts, and only if it could change the winner or cause a tie	at the end of the game, possibly by a committee of experts, and usually only if it could change the winner or cause a tie	moderator has sole authority; protests, if resolved, are handled immediately, within the room, w/o any experts necessarily involved; process limited to 10 min
Overtime	individual TU/B cycles	(tossup-only) sudden death	3 tossups w/o bonuses, then (TU-only) sudden death if necessary	3 TU/B cycles, then (TU-only) sudden death if necessary	individual TU/B cycles