

Mega Mind KNOWLEDGE BOWL LEAGUE REGULATIONS

revised Feb. 2014

SECTION 1 TEAMS

- A. Each school may have any reasonable number of teams attend a meet. Please notify the host of the meet ahead of time so that they may plan accordingly.
- B. Any school that wishes to attend our league meets must contact the question coordinator by September 20th of that year so that our questions can be kept pristine. Schools that do not contact the coordinator by this date can not attend our league meets. All non-league members must pay the meet coordinator \$35 to attend.
- C. Once any team is designated for a meet, the members must remain the same for the entire meet.
- D. Team roster may change between meets.
- E. Any school hosting a meet will be required to pay for all fees associated with the operation and running of the competition. All schools not hosting a meet must pay \$150 fee to cover questions and trophies.

SECTION 2 MEETS

- A. There may be any number of league meets. Number, dates and sites for these meets will be recommended by coaches at the regional meet in March.
- B. Adjustments to this schedule will be made as needed.
- C. The host school will provide the readers and timers.
- D. Each school may participate, if they wish to, in any other meets to which they are invited. Each school may schedule additional invitational meets to which they may invite other schools. However, a school attending meets outside our league must notify the host and The Great Auk to keep our questions pristine. If our league questions become tainted by a school attending outside meets, then that school will purchase new questions or will have to sit out of league meets.
- E. League meets will be held on Saturday beginning at 9:00 AM.
- F. If a team cannot make it to a meet because of weather they must call the host sponsor no later than 6:00 AM the day of the meet so that the other schools can be contacted. The host school will determine if the meet goes on as scheduled or canceled.
- G. All teams should provide the host with a cell number so that they can be contacted for any last minute changes.
- H. Each school is to provide a working buzzer at each meet.
- I. At the conclusion of the last league regular season meet of the year, the sponsors will make recommendations to the activity association of the purchase of the next year's set of questions.

SECTION 3 STRUCTURE OF A MEET

- A. The rounds will be structured as follows:
 - 1) **Round 1 – Written – comprised of 60 questions.** During the written round, coaches, readers and timer/scorers will meet to review rules and other updates.
 - 2) **Round 2 – Oral – comprised of 50 questions**
 - 3) **Round 3 – Oral – comprised of 50 questions**
 - 4) **Round 4 – Oral – comprised of 50* questions.** If there are less than 3 teams in a room due to an uneven multiple of 3 teams at the meet, the room will only have 33 questions read.
 - 5) In the final round, each school will have one team in the top rooms according to numerical ranking, so that all schools are represented. After that, schools are placed in rooms according to cumulative scores only.
- B. Competition will occur simultaneously in all rooms.
- C. Each room for oral rounds will have at least 2 officials, a reader and a timer/scorer. (There may be more officials to share these duties.) Officials will attend a meeting prior to the first oral round to review questions and rules.
- D. All rooms will have 3 teams if the meet has a number of teams attending that is a multiple of 3. If the number of teams at a given meet is one less than an exact multiple of three, the lowest ranking room will only have 2 teams and have a round of 33 questions. If the number of teams is two less

- that an exact multiple of 3, the lowest 2 rooms will have 2 teams apiece, and have rounds of 33 questions. Any 2 team room at a meet will have 33 questions
- E. Rooms should be prepared ahead of time with tables and chairs set up for the readers, scorer/timers and 3 teams per room, with access to electrical outlets for the equipment. Spectator seating should be behind team seating, and not behind the room officials.
 - F. Appropriate student conduct is expected. Mascots, costumes, and props must be appropriate. No misbehavior on the part of teams or team members will be tolerated.
 - G. Non-permitted items: No calculators or other electronic devices, slide rules, notes or any kind of reference materials may be used during any round at a meet.
 - H. Permitted items: Student may come prepared with pencils, scratch paper or other materials.

SECTION 4 TIMING/SCORING

- A. One or two timer/scorer are needed for each meet room. If two people are assigned this duty, one will operate the timing device, the other will tally on the official score sheet. (Often these duties are done by one person.)
- B. Timers/scorers/Readers will attend a meeting before the first oral round
- C. Written scores will be totaled following round 1 by officials in the central office area.
- D. Round 2, 3, and 4 will be organized according to cumulative scores as a power tournament.
- E. **TIES:** Ties for the written round will be broken as seen fit by the meet coordinator. After the written round 1, all ties will be broken by the use of the last oral round. If the last oral round is a tie, then the previous oral round. The written round will be used if necessary to break a tie.
- F. **RESPONSIBILITIES OF THE TIMER/SCORER in ROOMS:**
 1. Fill out the score sheet at the beginning of the round with team schools and letter designations. Reader will introduce teams and members. Test buzzers with teams.
 2. Watch the buzzer and call out the team(s) that have buzzed in for a given answer.
 3. If a team buzzes in during the reading of a question, the timer/scorer will call out that team letter and stop the reader from continuing with that question. That team will respond.
 4. If the team responds correctly that question is over and the team is awarded that point. If not, the timer scorer checks the board. If no other team is lit up, the scorer/timer will ask the reader to continue with the question.
 5. If another team has buzzed in during the time between the first team buzzing in and the time of response, that team will be called upon by the timer/scorer to respond and have an additional 15 seconds to respond **without continuation** of the reading. This follows for the third team as well.
 6. If a team responds incorrectly and there are no other teams in play, the scorer will ask the reader to continue, if they have not already done so.
 7. After the first reading the reader will start a second reading right away.
 8. After the second reading the timer/scorer will give 15 seconds and a 5 second warning before ending that question.
 9. After each questions the timer/scorer will state which team was awarded the point for that question, or indicate "none" (or auk on some score sheets) if no team was awarded that point. The timer/scorer will record that point on the official score sheet.
 10. **At the end of 25 questions**, the timer/scorer will tally the scores, cross check these scores with the reader, and then announce the score. At this time the reader will ask teams to make any substitutions (up to 2) if needed.
 11. **After question 49**, the timer/scorer will do a second score check and announcement.
 12. **After question 50**, the timer/scorer will ask each team representative to sign off the scores for their school.
 13. **The scores are FINAL at the end of each room round.**

SECTION 5 WRITTEN ROUND RULES

- A. Team members and substitutes (up to 6 persons) may participate in the written round. These are the teams that must play together for the rest of the meet.
- B. Teams will be given questions, answer sheet and pencils to fill in their answers. Scratch paper may be used.
- C. Written round scores determine room placement for the first oral round. See meet rules for ties.

SECTION 6 ORAL ROUND RULES

- A. All rooms must follow the exact order of the rounds, so that each room asks the SAME question set for each round.
- B. A team consists of four (4) members. Substitutes may be entered between rounds or at the midpoint of an oral round. Teams are introduced at the beginning of each round.
 - The reader will read the question until interrupted by the buzzer or timer.
 - Students may not answer a question until recognized by the reader or timer. Any student answering out of turn disqualifies his or her team from that question.
 - Teams may discuss **WHO** will answer, but may **NOT** discuss the content of the question
 - If more than one team member answers, and the answers are the same, this answer may be accepted if correct. If team members give different responses, the answer will be considered INCORRECT.
 - A reader will accept only the answer given on the sheet or appropriate answers discussed in the reader meeting prior to the meet. If the answer is determined acceptable, the reader announces correct and awards a point. There is no point for solutions deemed incorrect by the reader. Teams are called on by the order determined by the buzzer. No other team member may answer except the person who initiated the response.
 - Paper and pencil may only be used on Reader designated questions such as ones involving math, palindromes, etc. . .
 - If a question is misread, then an alternate will be used.
 - Disqualifications
 - A team is disqualified from a meet if there is any coaching from the sidelines or use of inappropriate devices such as phone, ipod, slide rules, notes, reference or calculator.
 - A team is disqualified for a question by answering without being recognized by an official.

C. RESPONSIBILITIES OF THE READER in ROOMS:

1. Reader initiates the round with the rules of the round. This needs to be done at the beginning of the first oral round and may be abbreviated for the remaining rounds.
2. The reader reads each question until done or interrupted by the timer/scorer, due to buzzing in or light indicating a team needs to answer. Reader will stop the reading of a question as soon as the timer/scorer calls upon a team. See timer/scorer rules.
3. A team may buzz in at any time, but only one student may answer for the team. A team may signal, be called upon and attempt to answer a question before it is completed, but they must answer without any additional information. Other teams who have also signaled before the question is completed must also answer with no additional information. If all teams who signaled before the question was completed, answer incorrectly, any other team(s) who have not signaled may ask for the complete question to be read and the time begins again.
4. Teams may discuss **WHO** will answer, but may **NOT** discuss the content of the question.
5. If more than one team member answers, and the answers are the same, this answer may be accepted if correct. If team members give different answers, the answer will be considered INCORRECT.
6. If one team member gives 2 answers, the first will be considered the submitted answer.
7. If a team answers WITHOUT being called upon at any time, this is considered a BLURT, and the answer will NOT be accepted. If a team answers without being called upon, then the answer will not be accepted and that team is disqualified from answering that question.
8. According to the rules and information given at the reader meeting, a reader will accept only the answer given on the sheet, or the reader determines if the answer is acceptable and

announces that it is correct or incorrect, and then either awards a point, or moves on to the next team or question. The reader in rare cases may ask for more information for an answer before determining if it is acceptable, depending on what was determined at the readers meeting. No other team member may answer except the person who initiated the response.

9. If there is an answer that is contested by a team, it must be done BEFORE the next question is initiated. Challenges must be made by playing team members, not by subs in waiting, coaches or spectators. It is the decision of the reader whether to accept the challenge. If so, the reader may accept the answer, reject the answer, or throw the question out and go to an alternate question. The reader's decision is final at that point.
10. If a reader misreads or otherwise rejects a question, they may go an alternate questions at the end of the question set, and use them in order.
11. If a team answers incorrectly, no penalty is assessed and the next team is called on to answer.
12. DISQUALIFICATIONS can occur due to any coaching from the sidelines, use of non-permitted items – see list above in SECTION 3
13. **The scores are FINAL at the end of each room round.** One of the room officials will take the score sheet to the meet host for posting.

SECTION 7 DETERMINATION OF CHAMPION

- A. During each of the meets, places will be awarded according to the finish of each of the teams. The following golf-style scoring will be used. Tie breaking for rank will be done by a playoff at the last meet of best out of 5 questions.

1 st place	1 point
2 nd place	2 points
3 rd place	3 points
4 th place	4 points
5 th place	5 points
6 th place	6 points
7 th place	etc.

- B. The team with the fewest number of points after all meets will be declared the league champion.
C. Plaques or trophies for the top three teams will be awarded at the last meet.
D. Regional meet determines which teams proceed to state.

SECTION 8 ALL LEAGUE

One team member from each school will be selected by their school for the Most Valuable Player Award. This honor will be announced at the last league meet when league champions are announced.