

REFEREE

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Competitions must begin on time. Please arrive at your zoom competition site 10 minutes prior to the event. It is very important that all competitions follow the same rules and procedures. *A Referee is the ONLY official who can stop a match (to clarify a rule, for example).*

The referee is responsible for sending judges to a breakout room to discuss whether or not they will accept an answer provided by a student. This should last no longer than one minute before the judges are brought back to the competition room to provide their ruling.

1. TEAM-PLUS QUESTIONS

a) Only the players who are eligible for that question may buzz in. When a player answers correctly, his or her team has the opportunity to answer two additional questions. The second and third questions are team questions, and the Captain must give the answer. If the team does not correctly answer the second question, the third question is not read. The Question Master may then read the second Team-Plus question for the second players on each team. This continues until four questions are read.

2. LIGHTNING ROUND

1. In the Lightning Round, there will be two categories that contain 10 related questions. Your team will play both categories. For the first category, the team on the left will answer the first five questions, then the team on the right will answer the last five questions. We'll switch the order for the second category.
2. For each Lightning Round, your team has 60 seconds to answer 5 questions. Time's up when the timer buzzes, even if we haven't finished the entire set.
3. Questions are open-ended and correct answers are worth 5 points.
4. The team may work together, and the Captain will give the answers. The team has one minute to answer five questions. Time is up when the buzzer sounds, even if all questions were not read.
5. The Question Master will read the first question, and once the Captain provides an answer or says, "Pass," the Question Master immediately reads the next question. Teams do not need to wait for an entire question to be read before responding. If a team passes on a question you do not return to it.
6. The Judges are scoring the round and will provide the teams' score at the end of the round.

Each correct answer is worth five points.

3. CHALLENGE ROUND

- a) A player may not answer until the Question Master calls his or her name; if a player answers and is not recognized by the Question Master, the player's answer does not count, and the team forfeits the chance to answer. The Question Master re-reads the question for the other team.
- b) The Question Master may read a challenge question at least once for each team. If a player buzzes in, and the Question Master hasn't re-read the question, this counts as a re-read.
- c) The Question Master must stop if a player buzzes in before the question is completed; the Question Master must call on the player by name; the player has 10 seconds to respond once his or her name is called. If the player is incorrect, the Question Master re-reads the question; players from the other team may buzz in again before the Question Master is finished. If a question has been answered correctly, or each team has had one chance to answer but the question has not been fully read, the Question Master should re-read the entire question and answer for educational value (time permitting).
- d) If the Question Master reads the answer before the second team has a chance to buzz in, replace the question. Use a new question for the team that has not yet had a chance to respond – extra questions are found at the back of the book.

4. CHALLENGE PROCEDURES

- a) There will be no challenges allowed in State Virtual Championships.

5. GENERAL RULES

- a) Judges should not provide the correct answers; they only determine whether an answer is correct or not.
- b) Referees are the only officials who may stop the competition to explain rules or for any other cause.
- c) If the Question Master makes an error in reading a question or gives an incorrect answer, you must correct the situation immediately. Use extra questions from the same round if needed.
- d) Captains always compete and do not rotate in and out during competition.
- e) Alternates may rotate in only at the end of a round when called for in the script.
- f) A player must start to answer before the "beep" of the online buzzer system. Once the beep is heard, the player may not answer.
- g) If two answers are given, or if a player changes his or her answer, you must accept the first response.

h) Be sure you can be heard when communicating your decisions. Headphones are recommended. Be sure the players use their headphones and ask them to project their responses to be heard by the Judges.

i) It is important that all competitions be consistent.