



**2025 IAC National Championships
Middle & Elementary School Divisions
Official Rules Summary - Bee Events**

Preliminary Rounds

Each Bee is played in two sections – Preliminaries and Playoffs. During the Preliminary rounds, students will play in groups of up to 10 students in buzzer-based competition. All divisions will play rounds consisting of 30 tossup questions.

Each correct response is worth one point; students finish playing in any given round when they reach a total score of 5 points. The bonus structure for students who earn 5 points is outlined at right (and is the same as that used at Regional Finals). Students who earn fewer than 5 points do not earn bonus points in that round.

To prevent rounds from going on too long, three incorrect responses will end the opportunity to answer a particular tossup question for all students. **If the moderator is still reading the question, and a student gives the third incorrect response, they will be deducted one point.** If the moderator has finished reading the question, there is no penalty for a student who is the third to respond incorrectly; the question is still dead once three incorrect responses have been given. There is no penalty in preliminary rounds for giving either the first or the second incorrect response, no matter when the student buzzes in.

The moderator will wait three seconds after they have finished reading the question before calling it dead. If someone rings in during this time, and is incorrect, then the three second count begins again. The moderator will also allow students three seconds after they have buzzed in to give their response.

5th Point on Tossup #	Total Points	5th Point on Tossup #	Total Points
5	15	16 - 18	10
6, 7	14	19 - 21	9
8, 9	13	22 - 24	8
10 - 12	12	25 - 27	7
13 - 15	11	28 - 30	6

If a student wishes to protest, they must bring it to the moderator's attention immediately (i.e. before the next question begins), then fill out a protest form at the end of the round. **Only students may protest** – coaches and parents may not. Students may also only protest responses *they themselves gave* that were ruled incorrect – not responses that other students gave that were ruled correct. Timing decisions made by the moderator are not protestable. If the moderator botches a question (generally by revealing the correct answer early), then there are makeup questions included with each round that can be used. If students speak out of turn, they do not lose a point, but they are disqualified for the question. The question is still alive for everyone else as long as the moderator did not reveal the answer. If the moderator did reveal the answer, the student who spoke out of turn sits out the makeup question, as do any students who had already responded incorrectly. Speaking out of turn does not constitute an incorrect buzz for purposes of counting incorrect responses. The make up question begins with the number of incorrect responses that had been given when the student spoke out of turn on the original question.

Playoff Rounds

The rules for Bee playoff rounds are the same as the rules used in the preliminary rounds, with the following exceptions relating to scoring and protests. Tossups in the Bee playoffs are super-powermarked, meaning that point values vary based on when during the tossup a student buzzes in. Additionally, there are negative point values for incorrect responses throughout the question (not just the third incorrect response), so every student buzz results in a score change. A sample tossup is below:

(15) **The Mounties were called in to deal with an event in this city which inspired the headline "Kaiserism in Canada." Over 30,000 workers in this city engaged in a 1919 general strike. (+) Along with the Dakotas further south, this city was extensively damaged during the 1950 Red River Flood. (*) For the points, name this city in Manitoba which shares its name with a lake.**

ANSWER: **Winnipeg**

A correct response given in the superpower range [before **(+)** mark] is worth **6** points. A correct response given in the power range [between **(+)** and **(*)**] is worth **5** points. A correct response given outside of the power range [after **(*)** but before the end of the tossup] is worth **4** points. A correct response given after the moderator has read the entire tossup is worth **3** points.

An incorrect response given while the moderator is still reading the tossup carries a **-2** point penalty, while an incorrect response given after the moderator has read the entire tossup carries a **-1** penalty.

As in the preliminary rounds, three incorrect answers ends the question; there is no further penalty for being the third incorrect answer.

In playoff matches, all protests are resolved immediately (before any further tossups are read). If a protest is granted on the basis of the student believing they should have been prompted, the corresponding tossup is thrown out, and a makeup question is read for any students who were still playing at that point when the protesting student buzzed. Incorrect buzzes and negative points incurred prior to this buzz still stand, but a correct buzz after the student who should have been prompted does not stand and the points do not accrue, because the player who should have been prompted may well have answered with the correct answer.

Bee Event Playoff Structures

The number of points in each round that students must earn to automatically advance / place is a function of how many students in the room are playing in that division's playoffs and how many students in each round are advancing to the subsequent playoff round.

For quarterfinal and semifinal matches, students will need to earn 40 points if the top 2 are advancing to the next round from each playoff room, while students will need to earn 30 points if the top 3 students are advancing to the next round from each playoff room. For finals matches, students will need to earn 40 points to win or secure a final placement if there are 6 students in the final match, while students will need to earn 30 points if there are 8 students in the final match.

For each event, the number of students who advance to the first round of playoffs in each division is listed below. The number of students who advance to playoffs is a function of how many students are registered in each division.

<u>Event</u>	<u>8th Grade</u>	<u>7th Grade</u>	<u>6th Grade</u>	<u>5th Grade</u>	<u>4th & Under</u>
National History Bee	64	64	64	42	42
Intl. Geography Bee	64	64	64	42	64
National Science Bee	48	48	48	36	48
US History Bee	24	24	24	16	16
US Academic Bee	16	16	16	16	16

<u># in Playoffs</u>	<u>Quarterfinals</u>	<u>Semifinals</u>	<u>Finals</u>
64 students	64 (8 rooms of 8) top 3 advance	24 (4 rooms of 6) top 2 advance	8 finalists
48 students	48 (6 rooms of 8) top 3 advance	18 (3 rooms of 6) top 2 advance	6 finalists
42 students	42 (6 rooms of 7) top 3 advance		
36 students	36 (6 rooms of 6) top 3 advance		
24 students	<i>No Quarterfinals</i>	24 (3 rooms of 8) top 2 advance	
16 students	<i>No Quarterfinals</i>	16 (2 rooms of 8) top 2 advance	

Precedence and Enforcement

The rules contained in this document take precedence over any previously published rules files. The file, accessible at <https://www.historybowl.com/resources/official-rules/> labeled "Official Conventions, Precedents, and Standards for Answer Acceptance," also is considered to be an official part of the Official Rules for this tournament.

International Academic Competitions reserves the right to at all times make non-protestable executive decisions in the interest of fairness to handle situations that are not explicitly discussed in this summary or the Official Rules. The Tournament Directors have final authority over the application and enforcement of these rules, and reserves the right to amend these rules at any time, in consultation with the Tournament Leadership Team.