



### **LifeSmarts Competition Definitions and Guidelines**

**Match:** A match consists of rounds of competition which may include open-ended questions and a team activity. If needed, there will be a tie breaker round. Activities and assessments may be included.

**Officials:** Decisions of the officials are final. Challenges to their decisions will not be permitted. The Referee is the only competition official who may stop a match. Only your first response to an answer will be accepted. Judges may ask you to repeat your answer but will not ask you to elaborate or explain.

**Captains:** Captains may not rotate in and out of play. The Captain will compete in all activities at all times. Captains should sit toward the center of the team.

**Team Members:** If your team wins the state competition, the same players will move on to the national competition. You must have at least 4 and no more than 5 students to participate at the state and national competitions.

**Alternates:** It is a good idea to have an alternate team member (fifth player) in case a team member cannot participate for some reason. Your team must have a minimum of four team members to compete. Alternates should sit at the front of the room to make rotating in easy and quick. Alternates can rotate in at the end of each round.

**Repeating of Questions:** Questions will be repeated for the other team when the first team gives an incorrect answer. You also must wait for your name to be called when you buzz in.

**Players with Disabilities:** Reasonable accommodations will be made to include any player or coach with a physical or mental disability. Please notify the state coordinator at least four weeks prior to the competition if a team member or coach needs equipment or assistance to participate. We reserve the right to adjust any rule in order to accommodate people with disabilities.

**Sportsmanship:** Good sportsmanship is required at all times. Poor sportsmanship can result in player or team disqualification. We encourage teams to cheer for one another and shake hands following a match. Please support and respect all the participants and officials. Disrespect, harassment, name calling, cyber bullying, etc., will not be tolerated and will be cause for immediate disqualification. A participant engaging in prohibited behavior will be sent home immediately at the participant's own expense.

Thank you for participating. Your understanding and compliance with these guidelines is appreciated. Failure to comply with any of the above will be grounds for immediate disqualification of the player and/or team from the State Competition.

### **Pre-Buzzer Rounds:**

#### **Online Assessment Tests:**

- Teams will have 5 topic tests.
- Each student will independently take one online test open Feb. 7, 2022 and closing Feb 9, 2022.
- Top 4 individual scores will be added to your team score
- 25 questions, 16 minutes
- Coaches will be proctoring the tests.

#### **Speed Smarts Activity:**

- 4 breakout rooms, 3 minutes at each station.
- Each breakout room will have an official with instructions of that station's activity and a scorekeeper to keep track of your teams scores.
- You must work together as a team to complete the station's task in the time allotted.
- Scores from all stations will be added to your team score

### **Buzzer System Rounds:**

#### **Team-Plus Rules:**

- The first question will be open to the first players on each team. The second question will be asked to the second players on each team, and so on, until each player has had the opportunity to answer one question.
- When the first player buzzes in the player's light will come on, and all other buzzers will be blocked.
- An eligible player may buzz in at any time, but the player must wait for the Question Master to call the player's name. (If a player answers before being called upon, the answer is disqualified.)
- Players cannot discuss answers; the person who buzzes in must provide an answer. If an incorrect answer is given, the Question Master will read the question again for the eligible player on the other team. This person must buzz in if he/she wishes to respond.
- If the player answers the question correctly, the player's team has the opportunity to answer 2 related questions. The second and third questions are team questions, and the captain will provide the answers. Only the team that controlled the first question will have the opportunity to answer the second and third questions.
- If the team does not correctly answer the second question, the third question is not read.
- Players have 10 seconds to answer the first question, and the Captain has 10 seconds to confer with teammates and answer the second and third questions.
- Each correct answer is worth 5 points.
- Questions are open-ended.

#### **Lightning Round:**

- Each team will respond to two sets of lightning questions.
- Each lightning round is on a distinct topic; topics are announced by the Question Master.
- Each team will answer 5 questions. The team on the left will answer the first set of questions and the team on the right will answer the second set of questions. For the 2<sup>nd</sup> round the teams will switch, with the team on the right answering the first set of questions and the team on the left answering the last set of questions.
- The teams will have 60 seconds to answer the questions from each set.
- Each correct answer is 5 points.
- If a team cannot answer a question and wants to move on, the Captain may say, "Pass," and the Question Master will read the next question. The Question Master will NOT return to passed questions.
- Judges will confer and announce the team's score at the end of the lightning round.

**Challenge Questions:**

- All players may buzz in at any time. If a player buzzes in and interrupts the Question Master in mid-question, the Question Master will stop, call on the player, and the player has 5 seconds in which to answer the question. The player must begin speaking before the timer buzzes.
- The player must wait for the Question Master to call the player's name. (If a player answers before being called upon, the answer is disqualified).
- Once the student's name is called the student has 5 seconds to provide the answer.
- Players cannot discuss answers; the person who buzzes in must provide an answer.
- When the first player buzzes in the player's light will come on, and all other buzzers will be blocked.
- If a player gives an incorrect answer, the player's team may not buzz in again on that question.
- If an incorrect answer is given, the Question Master will read the question again. This will continue until a correct answer is given, each team has had one chance to respond, or time runs out and no one has buzzed in.
- If no one rings in within 10 seconds after the question master finishes reading the entire question, then the question is finished. The question master can give the correct answer and move to the next question.
- A correct answer is worth 10 points.
- Questions are open-ended.

**Tie-Breaker Round**

- Only the teams with the tied scores will compete in the tie-breaker round, where questions are again open-ended.
- Three tie-breaker questions will be asked.
- Each correct answer is worth one point. There is no deduction for incorrect answers.
- Questions are "first to the buzzer," and players have 5 seconds to answer.
- After three questions are read the scores will be tabulated and the winner announced. If after 3 questions there is still a tie, we use a sudden death single question format.