

PEE DEE REGIONAL ACADEMIC CHALLENGE RULES

2018-19 Middle School Year

4/14/18

These rules apply to the regular season and also to the Regional Tournament although the Tournament may have more specific procedures and rules.

TEAM COMPOSITION

There are two levels of competition -- middle school for sixth, seventh, and eighth grades, and high school for grades nine through twelve.

The team is coached by a person or persons selected by the school principal. A team consists of any number of students chosen by the individual school. Schools are encouraged to define their selection criteria. Students must be from the same building, except that a grade 8 and up school can use students from the grade 7 feeder school or a grade 7 and lower school can use students from the grade 8 school it feeds.

Four members, selected by the team coach, play in any individual round . Any number of substitutions may be made after each round. The team captain may change with each round. If both coaches agree before the match, a team captain may "defer" to another team member to give an answer if the captain would have difficulty pronouncing the answer.

If a student is a homeschooled student and would like to participate on a team in their public-school district, they will be permitted per the rules of the SCHSL.

MATCH FORMAT

A match consists of four (4) rounds. Rounds one (1) and two (2) consist of twenty (20) questions each. Rounds three (3) and four (4) consist of twenty-five (25) questions. A one (1) minute break is allowed between rounds.

ROUNDS 1 AND 2 - Directed Questions/Team Response

Teams are asked questions on an alternating basis until all twenty (20) questions have been presented. Team members have ten (10) seconds to confer before answering the question with the exception of math questions. Teams will have thirty (30) seconds to answer math questions. Prior to asking a math question, the moderator should advise the teams and the time keeper that a math question is to be asked. At the time of the buzzer, the captain will be asked for the answer if he/she has not already answered. The captain must answer immediately (within two to three seconds). The question will not be repeated.

If the answer is incorrect, the opposing team will be given the opportunity to respond. The team captain must respond immediately (within two to three seconds). The question will not be repeated. One point is awarded for each correct response. The first response is the only response accepted. The chairperson of the judges' panel may request the captain repeat the response if the answer is not heard or understood or to give additional information. If the answer to any questions requires the name of a person, the last name is all that is required unless it is specified in the question. If the first name is given and is incorrect, the answer is ruled incorrect.

ROUNDS 3 AND 4 - TOSS -UP QUESTIONS

Twenty-five toss-up questions are asked to the contestants in general. The first person from either team to buzz-in may answer, after being recognized by the time-keeper or moderator. With the exception of math questions, team members have ten (10) seconds after a question has been read to buzz-in and must begin to answer immediately (within two to three seconds) after being recognized. Team members have thirty (30) seconds to answer math questions. Prior to asking a math question, the moderator should announce to the teams and the time keeper that a math question is about to be asked. If the answer is incorrect, the

opposing team may buzz-in and answer immediately (within two to three seconds) after being recognized. The only time a question is repeated is when a question is interrupted. If the team member buzzes-in before the question is read in its entirety and gives an incorrect response, the question is reread in its entirety for the opposing team.

PLEASE NOTE: The timekeeper should not stop or restart the clock if the first person from either team buzzes in before the time has expired and gives an incorrect answer. In the event the buzzer goes off before the second person on the opposing team answers, the team member is given 3 seconds to respond. If time has expired, no team receives a point. One point is awarded for each correct response.

TIEBREAKER

If there is a tie at the end of the match, the moderator and judges are to use five (5) additional questions (different subject areas). These questions should be selected by the moderator and judges before the match begins. Follow the rules of Rounds 3 and 4, Toss-Up Questions.

WINNER

The winner is the team with the higher points at the end of the match.

PERSONNEL

Moderator

The moderator serves as a master of ceremonies and questioner. He/she introduces the players and coaches, explains the general rules to the audience, reads the rules for each round before beginning the rounds, and controls the tempo of the match. If there is a disturbance of any kind from team members, the audience, or coaches, the moderator with the help of the judges settles the disturbance before continuing the match. He/she responds immediately that the answer is correct or incorrect, gives the correct answer if an incorrect answer is given by both teams, and awards the points. The moderator may not rule on the correctness or incorrectness of an answer if it is significantly different from the answer on the question sheet. The moderator is not to refer to the judges until both teams have had the opportunity to answer.

The moderator must be a certified professional (examples: certified staff, college personnel, or retired teacher). A copy of the questions is given to the moderator to review thirty (30) minutes before the match begins. The team coach may not serve as the moderator unless it is an emergency. The visiting coach should be consulted prior to such a decision. When serving as a moderator, the coach must have no contact with the team members.

Judges

There should be three (3) judges for each match. The home team is responsible for providing the **three (3) judges**. However, it is strongly recommended that the visiting team bring **one (1) judge** as the third judge. **The visiting team must notify the host team twenty-four (24) hours in advance if they are bringing the third judge.** It is recommended science and mathematics teacher(s) be among the judges.

Judges have the responsibility of determining if an answer is acceptable. Judges must be certified professionals (examples: certified staff, college personnel, or retired teacher). If the answer is different from that given on the question and answer sheet, the judges make the final decision as to the acceptability of the answer. Judges also serve as arbiters if procedural questions arise during the match. The chairperson of the judges' panel speaks for the judges' panel. The chairperson of the judges' panel is the only person with the authority to stop the official clock. Prior to the match the judges should choose which one will be the chairperson. It is recommended that the person with the most knowledge and experience with the rules be selected.

Prior to the match the judges and moderator meet in a secluded room to review the questions. If the question and the answer are obviously wrong, ambiguous or if a pronunciation clarification is needed, judges may make necessary deletions or substitutions (before the match). All questions that require a

"YES" or "NO" response or a "TRUE" or "FALSE" response should be eliminated. All math answers should be given in simplest form. Judges should not discard questions because they are too difficult or they are not taught in a particular curriculum.

Scorekeeper

The official scorekeeper is responsible for keeping the official score. He/she is assisted by two (2) unofficial scorekeepers representing the teams playing the match who sit at the scorekeeper's table. The official scorekeeper must be an adult.

Timekeeper

The timekeeper may not be one of the judges. The timekeeper recognizes the team member to answer the question in the third and fourth rounds only. The timekeeper is given a set of questions to read during the match but does not review the questions before the match begins. The timekeeper does not have to be a certified professional but must be familiar with the rules and regulations and knowledgeable of the buzzer system and timing device. The timekeeper should preferably be an adult, however, may be a student.

Finals Tournament Note

During the Finals at the end of each season, each team is responsible for bringing at least bring **one (1) judge** with them to the tournament.

MATCH CONDUCT

Each team coach is responsible for the proper conduct (decorum) of his/her students and parents.

The captain of the team or the coaches may approach the judges concerning the validity of an answer at the end of the round in which the question was asked. Coaches may only approach the judges at other times concerning procedural irregularities which must be settled immediately.

No one else is allowed to approach the judges or officials. Violators should be required to leave the match room after one warning. No coach, team member, or any other person may sit directly behind or beside the judges during a match.

The timekeeping device should be part of the buzzing system. In the event that the timer is inoperative on the buzzer system, a mobile timekeeping device may be allowed, but must be agreed upon by both team coaches before being used. The time shall be paused while the buzzer of a student is active and restarted as soon as the buzzer is cleared.

Questions answered aloud from the audience must be eliminated. Either the moderator or judges can intervene if this occurs. If the moderator "flubs" the question, the chairperson of the judges' panel should ask that the

question be read again or the moderator may correct the reading himself/herself.

NO electronic devices (e.g. cell phones, tablets, laptops, etc.) are permitted to be turned on during the matches. No team member (or anyone in the room) should have such devices out and visible during the matches.

COMMUNICATONS

During the regular season and during the tournaments. Any email communication must be emailed to the directors of the center, the secretary, the bookkeeper and the Academic Challenge Official. All deadlines set forth by the Pee Dee Education Center are firm. If we communicate with you via email and we do not receive a response within a week of it being sent out, we will reach out to you via telephone. If all attempts fail or the communications are not responded to within that **one week** time frame, your team will be excluded from playing

NOTE: Because staffing and coaches periodically change, two weeks prior to the regular season, communications will go out asking you to update your contact information (email address, telephone # etc). If this information is not received at the end of this two week period, the contact information from the previous year will be used. It is up to the coach of each school to respond to this email.

HOME TEAM RESPONSIBILITIES

Each home team is responsible for the following:

Confirm receipt of the questions by the due date indicated on the cover sheet.

Email confirmation to Caroline Mills cmills@pdec.net .

- Print 4 sets of questions for the moderator and judges to use.
- Tables and chairs for each team, for the judges and for the coaches.
- Podium and microphone (if needed) for the moderator.
- Two (2) or three (3) judges. The visiting team may bring one judge as the third judge.
- One (1) official scorekeeper, one (1) unofficial scorekeeper.
- A moderator.
- A timekeeper.
- A dictionary for the judges.
- Appoint someone to meet and greet the visiting team.
- Scratch paper and pencils.
- Buzzer system
- Ensure that students and staff from home school treat visiting team with courtesy and respect in the spirit of good sportsmanship.
- At the conclusion of the match, email Daniel Miller at pdac@pdec.net with the final score and results. Please scan or take a picture of the scoresheet after the match and email to Daniel.

Visiting Coach Responsibilities

- At least two days before the match, contact the home team and let them know what time you plan to arrive, how many people you will bring, and if you are bringing the third judge.
- Arrive at least 30 minutes prior to match. If a delay occurs, try to call the Home team coach on his/her cell phone.
- The visiting team should bring its buzzer system as a backup.
- Ensure that visiting students and staff treat the home team with courtesy and respect in the spirit of good sportsmanship. At the conclusion of the match. team member should shake hands with their opponents.

Protest and Grievances

If possible, when a grievance occurs, each coach should make every effort to resolve the matter before the completion of the match. If not, protests must be made in writing within forty-eight hours of the match to the administrator of Academic Challenge at the Pee Dee Education Center.

The administrator will resolve the protest or present the protest to the advisory committee. The committee has the option of having the coaches appear or making the final decision.

After hearing the grievance, consequences that have been set will be administered ranging from formal reprimand to forfeiture of the match in question.

Roles of Judges, Scorekeeper and Timekeeper

Pee Dee Academic Challenge

Each match has the following officials: 3 judges, a timekeeper, a scorekeeper, and a moderator.

JUDGES

There must be three judges for a match (however, a match may continue if only two are available). It is recommended that the team include specialists in math and science. Judges must be certified professionals.

- Judges review questions with the moderator prior to the match to decide if questions should be discarded

and decide which ones to substitute. Questions should not be eliminated because they are too difficult or are not in the local curriculum.

- Judges determine whether an answer is acceptable when it differs from the answer key.
- Judges serve as arbiters if procedural questions or protests arise during the match.
- If the moderator "flubs" a question, the chairperson should interrupt the moderator and have the question read again.
- Remind the moderator to discard a question if the audience answers the question aloud.
- Only the chairperson can stop the official clock.

During the regular season and during the tournament, the ruling of the judging officials is final. Each school is required to bring one judge with them to each of the regular season matches and to the tournament. This is in the interest of fairness. Any complaints should be registered with via email to the directors of the center, the secretary, the bookkeeper and the Academic Challenge Official.

The chairperson of the judges' panel speaks for the panel and communicates decisions to the moderator. The chairperson should be selected by the judges prior to the match and should be the one with the most experience and knowledge of the rules.

SCOREKEEPER

The official scorekeeper keeps the official score. He/she is assisted by two unofficial scorekeepers from the teams. The scorekeeper provides the scores to the moderator at the end of each round and the final score. The scorekeeper should be sure each coach signs the official score sheet and circle the winning team.

TIMEKEEPER

The timekeeper operates the buzzer system. He/she recognizes the team member to answer a question during the toss-up rounds (rounds 3 & 4). After a player buzzes, the timekeeper should say, "Team xxxx, player #". He enforces the time limits for responding. If a player buzzes at the same time the clock expires, the player should be given a chance to answer. No answer is accepted after the buzzer goes off.

The timekeeper receives a copy of the questions to read during the match but does not review them prior to the match.

The timekeeper does not have to be certified professional but must be familiar with rules and how to operate the buzzer and timer system and should preferably be an adult.

Moderator's Role and Tasks

Pee Dee Academic Challenge Match

General Match Format

Each school has a four player team on stage for competition. Players may be substituted between rounds. A match consists of four rounds.

- Rounds 1 and 2 are 20 questions each and are directed question format.
- Rounds 3 and 4 are 25 questions each and are toss-up format.

Moderator Role

The moderator serves as the master of ceremonies. He/she also reads the questions. He/she controls the tempo and tone of the match. Before the match, the moderator should review the questions to be sure of clarity and pronunciations. The moderator does not have to rule on the correctness of answers that vary from the answer key; the judges will make those decisions.

Moderator Tasks

Beginning the match

- Welcome the teams and audience
- Have the team captains introduce themselves and their teammates and coaches
- Read the general rules for the players and audience
- Request that the audience not distract players or judges by comments during play
- Be sure judges, timekeeper, and scorekeeper are ready
- Begin round I

Round 1- Directed Questions

- Read the rules for round 1
- Check to be sure which team has the odd questions
- Direct the first question to the appropriate team and then alternate which team responds first.
- Suggested script: "Question #1 is for {school name}.
- {read question and wait for answer}

- If answer is obviously correct, say "Correct" {proceed to question 2 for other team}
- If the answer is not correct, say "Incorrect. Team y, do you have a response?" {The other team has to respond within the time limit, monitored by the timekeeper. If answer is correct, say "correct" then go to question 2 for team y. If answer is not correct, say "not correct", read the correct answer, then go to question 2 for team y.}

- If the answer is different from key and not obviously correct, say "That answer is not the one given here. The other team can respond. Then the judges will rule on the first team's answer."
- {The other team has to respond within the time limit, monitored by the timekeeper. The judges will determine whether the first team's answer was acceptable. If so, that team gets the point, even if other team gave a correct answer. Then go to question 2 for team y.}
- If the buzzer sounds before the captain answer, say "Your answer, please" {If no answer or incorrect, then say to the other captain} "do you have an answer?" {follow options above depending on response}

- After response to question is settled, then turn to team y and say} "Question 2 is for team y."
- {Read question and repeat response options above}
- *Remind timekeeper that time limit is 30 seconds for math questions. The second team must answer immediately (within 3 seconds).
- After last question, announce a one-minute break to allow player substitutions and for judges to confer on the score.

Round 2 - Directed Question

- Announce the score for round 1
- Have team captains introduce any new players
- Remind players that same format is used.
- Conduct round 2 in same manner as round 1

Round 3 - Toss-up

- Announce the score
- Have team captains introduce any new players
- Read the rules for toss-up questions
- Have the teams test their buzzers
- Remind players that they must WAIT to be recognized by the timekeeper before answering. The first time a team answers before being recognized, he/she will be warned but his answer accepted. The next time the team does this, its answer will not be accepted and the question will be offered to the other team.
- Begin with question 1
- Suggested script
- "Question 1. {read question }
- {After a player buzzer sounds, the timekeeper will say "team x, player #. The player then must answer within 2-3 seconds.}
- If answer is obviously correct, say "Correct" {proceed to question 2}
- If answer is not correct , say "Incorrect" {The other team has to respond within the time limit, monitored by the timekeeper
- If answer is different from key and not obviously correct, say "That answer is not the one given here. The other team can respond. Then the judges will rule on the first team's answer."
- {The other team has to respond within the time limit, monitored by the timekeeper. The judges will determine whether the first team's answer was acceptable. If so, that team gets the point, even if other team gave a correct answer. Then go to question 2.}
- If the time expires before anyone answer, give the correct answer and go to question 2.

- Note: if a team buzzes in before you finish reading the question and gives incorrect answer, then you reread the question for the other team.
- *Remind timekeeper that time limit is 30 seconds for math questions. The second team must answer immediately (within 3 seconds).
- After the last question, announce a one-minute break to allow player substitutions and for judges to confer on the score.

Round 4 - Toss-up

- Announce the score
- Have team captains introduce any new players
- Read the rules for toss-up questions
- Have the teams test their buzzers
- Remind players that they must WAIT to be recognized by the timekeeper before answering. The first time a team answers before being recognized, he/she will be warned but his answer accepted. The next time the team does this, its answer will not be accepted and the question will be offered to the other team.
- Begin with question 1
- Suggested script
- "Question 1. {read question}"
- {After a player buzzer sounds, the timekeeper will say "team x, player #. The player then must answer within 2-3 seconds.}
- If answer is obviously correct, say "Correct" {proceed to question 2}
- If answer is not correct , say "Incorrect" {The other team has to respond within the time limit, monitored by the timekeeper
- If answer is different from key and not obviously correct, say "That answer is not the one given here. The other team can respond. Then the judges will rule on the first team's answer."
- {The other team has to respond within the time limit, monitored by the timekeeper. The judges will determine whether the first team's answer was acceptable. If so, that team gets the point, even if other team gave a correct answer. Then go to question 2.}
- If the time expires before anyone answer, give the correct answer and go to question 2.
- Note: if a team buzzes in before you finish reading the question and gives incorrect answer, then you reread the question for the other team.
- *Remind timekeeper that time limit is 30 seconds for math questions. The second team must answer immediately (within 3 seconds).
- After the last question, announce a one-minute break to allow player substitutions and for judges to confer on the score.

Tiebreak (if needed)

If the score is tied at the end of the match, use the five questions (pre-selected by moderator and judges). The toss-up format is used. Addition five-point tiebreaks are used until the match is decided.

Winner

The winner is the team with the higher points. Home team coach is responsible for emailing the match results to the Pee Dee Education Center - email Daniel Miller at pdac@pdec.net at the conclusion of the match. Please scan the scoresheet and email it to Daniel.