

PENN BOWL VI RULES

Game Format

1. Each game consists of tossup and bonus questions. A team receives a bonus question for each tossup question correctly answered by one of its players (except in overtime).
2. Lateness of more than 5 minutes results in a forfeit, unless this lateness is the fault of the tournament.
3. All decisions of the tournament director (including his/her designee) are final regarding the tournament.

Participants

1. Each team consists of an unlimited number of players, no more than four of whom may play at one time. A team may also play with only one, two, or three players.
2. A team may substitute at halftime, during a timeout (by either team), or before the first overtime question. Substituted players may reenter the game at a later opportunity.
3. All players, coaches, fans and other persons associated with a school are bound by an honor code to behave responsibly and ethically. This includes, but is not limited to, treating all participants and staff with respect and courtesy, not receiving or giving impermissible assistance, not creating the temptation for another to cheat, abiding by all decisions of the tournament staff, and reporting violations of this honor code to a tournament staff member.
4. Any tournament official may issue a "warning" to any team, player, coach, or other person associated with a school during the tournament. All warnings must be reported to the tournament director.
 - a. Officials may issue warnings for disruptive behavior, unethical behavior, or other unsporting conduct. Officials will interpret these categories broadly.
 - b. Warnings will result in sanctions to be determined by the tournament director. Sanctions include, but are not limited to, suspension of a participant from one or more rounds, loss of game(s) for a team, or expulsion from the tournament for a team or an entire school.
 - c. Sanctions are not appealable.

Time

1. A game shall consist of two 8-minute halves. The game shall end if all tossups or bonuses in the game packet have been used, unless questions are needed to play overtime or resolve protests.
2. The clock shall start when the moderator begins reading the first tossup question.
3. When the clock sounds the end of time, the half or game shall end, except:
 - a. If a team has buzzed in on a tossup question or was in the process of answering a tossup question, they shall be allowed to answer that tossup question. If the answer is correct, the team shall be given its bonus question. If it is incorrect, the half or game ends without the other team having a chance to answer the tossup question.
 - b. If a team correctly answers a tossup, that team will be read its entire bonus question, even if time expires during the bonus.
4. The team with the most points at the end of the game wins. If a game ends in a tie:
 - a. An overtime period consisting of three tossup questions will follow. No bonuses are read for any correctly answered tossup in overtime.
 - b. If the game is still tied at the end of three questions, the moderator shall read tossup questions until a change in score occurs.
5. The clock shall not stop, except:
 - a. When one team calls a timeout, or
 - b. When stopped by a game official to resolve a serious problem with the game. This includes penalty questions for a timeout infraction.
6. Each team shall have one 30 second timeout per game, which it may also use during an overtime period. Unused timeouts do not carry over from game to game, nor are teams given additional timeouts in overtime periods.

- a. A team may only call a timeout before the beginning of a tossup question (not between a correctly answered tossup and a bonus).
 - b. Game officials shall ignore attempts to call a timeout at any other time, unless they consider such attempts unsporting behavior or unless a team has already used its timeout.
 - c. Only a player (including an alternate) or coach may call a timeout.
 - d. If a team calls for a timeout after it has already used its one timeout, the moderator shall read a tossup question (and a bonus, if answered correctly) for the other team only (if this occurs during a tossup or bonus question, the moderator shall finish the tossup-bonus sequence, then assess the penalty.) The other team shall be read this tossup even if time expires before or during the question. The clock shall be stopped while the penalty questions are played.
7. The timepiece used by the game officials is the official time, and shall not be protestable.

Tossups

1. A player may buzz in with an answer to a tossup question at any point after the moderator has begun reading the question. Once a player gives an answer to a question, no one else on that player's team may attempt to answer that question.
2. Players may not confer with anyone else on tossup questions, which includes non-verbal indications. If a player confers on a tossup question, a game official will disqualify the player's team from answering that question. Any answer given after conferring will be considered an incorrect answer.
3. When a player has buzzed in, a game official will verbally recognize the player. Once recognized, the player must begin the answer. If a player gives an answer before being recognized, the game officials will treat any response given as an incorrect answer.
4. Each correctly answered tossup question is worth 10 points.
5. If a player buzzes in before the moderator has finished reading the question, the moderator will stop reading the question at that point. If the answer given is incorrect, a five point penalty shall be assessed and the moderator will finish the question for the other team only. The moderator need not reread the entire question, but should begin at a natural point in the question.
6. When the moderator finishes reading the question, players have three seconds to signal and answer before time is called. If a player gives an incorrect answer after the question has been completed, the other team (if it is eligible to answer the question) will have three more seconds to signal and answer before time is called.
7. If the moderator inadvertently gives the answer to a question after one team has given an incorrect answer, but before the other team has had a chance to answer, the moderator shall read a tossup for the second team only. If neither team has had a chance to answer, the question is thrown out.

Bonuses

1. Teams may (and should) confer on bonuses. It is recommended that the captain give the answer for the team or clearly designate who will give the team's answer. However, the moderator will take the first answer clearly directed at her. In the case of conflicting answers directed at the moderator, the captain will be asked to choose the team's answer.
2. Once the moderator finishes reading each part of a bonus question, a team has five seconds to discuss its answer. At the end of five seconds, the moderator will prompt the team for an answer. Once prompted, someone on that team must begin answering immediately.
3. A team may begin its answer before the end of a bonus question. In such cases, the moderator stops reading the question when the team begins its answer. If the bonus consists of another part, the moderator then asks the next part. The "introduction", if any, to a multi-part bonus shall be considered to belong to the first part.
4. If the bonus question consists of multiple parts, a team may only answer the part that the moderator has begun reading.
5. If a bonus question calls for a list, the answer must be given as a continuous list. Any unnatural pause ends the answer. The moderator will not prompt for a team to complete its answer if it gives a partial list.

6. Bonus questions are worth between 20 and 30 points. On progressive bonuses where three clues exist to a single answer ("30-20-10" questions) a team may guess after each part. On list bonuses that call for a specific order, the moderator matches the first given answer to the first correct answer, the second to the second, etc. to determine correctness. If a bonus calls for no specific order for multiple answers, a team may give the answers in any order.
7. If a moderator inadvertently gives the answer to a bonus before the team has answered it, the moderator will read the next bonus that has the same point value as the original bonus.

Correct answers

1. The moderator and judge will accept only the first answer given by a player, except for the created work exception discussed below and multi-answer questions. Anything else a player says will be ignored unless it modifies the first answer given (e.g., if a player says "Nixon, Watergate," the moderator will only consider "Nixon." If a player says "Nixon, Fred Nixon" then the moderator will consider "Fred Nixon.")
2. The created works rule. For works that are created, such as books, pamphlets, essays, stories, plays, scientific theorems and theories, compositions, artwork, buildings, etc., a player may give both the name of the creation and the name of the creator in any order. This is considered a single answer and both parts must be correct for the answer to be correct. For films, only the director may be considered the "creator".
3. To receive credit, an answer must indicate exact and unambiguous knowledge of the correct answer. The correct answer is listed on the moderator's question script, which will also list acceptable alternate answers. The minimal information for a correct answer is underlined.
4. If a player gives an answer that demonstrates exact knowledge, but is not unambiguous, the moderator will prompt for more information (e.g., if a player says "Roosevelt," the moderator must prompt for more information if the answer is "Eleanor Roosevelt.")
5. The following are generally acceptable for persons, unless the question indicates otherwise: last names for real persons, first or last names for fictional characters, nicknames that are nearly universally known (e.g., "LBJ," but not "Landslide Lyndon"), pseudonyms, birth names, unmarried or married names, and royal names.
6. For dates, the date must be exact (e.g., the year "71" will not be accepted if the answer is "1971," as it is off by 1900 years.)
7. Titles of works must be exact, except that leading articles may be omitted (e.g., "Bridge of San Luis Rey" for "The Bridge of San Luis Rey" is acceptable, but "The Bridge over San Luis Rey" is not). However, insertion of an incorrect leading article makes the answer incorrect. Commonly used titles may be accepted if the actual title is long and cumbersome (e.g., "Inquiry into the Nature and Causes of the Wealth of Nations"). Rarely will subtitles or working titles be accepted for the published title.
8. Common acronyms and abbreviations are often acceptable, unless they appear in the question as a clue (e.g., chemical symbols, state postal abbreviations, organizational acronyms, etc.) (Note: if a player interrupts a tossup and gives an acronym or abbreviation that is later used in the question as a clue, the player will generally be prompted for more information rather than punished for not being 100% clairvoyant.)
9. Title and names in the original language of the answer are usually acceptable, unless they appear in the question as a clue (see note under 8 above). Actual English translations will also be accepted (e.g. for the Camus work: "L' Étranger" is acceptable, as is "The Stranger" or "The Outsider"—the original British translation—but "Der Fremde" is not, as the work was not originally written in German. Beware, as many translations are not true to their original language's meaning, such as the German film "Himmel über Berlin" which is "Wings of Desire" in English. Similarly, one may answer "Federal Republic of Germany" or "E.R.G." or "Bundesrepublik Deutschland" or "B.R.D." but not "Allemagne.")
10. If a question asks for a player to identify an answer from a list, the player must give the specific answer (e.g., not "the second thing you read").
11. Moderators may ask a player to distinguish between phonetically similar answers. If the moderator asks a player to spell an answer for this purpose, the spelling does not have to be exact for the answer to be correct.
12. At the end of each question (or end of each part of a bonus), the moderator will read the correct answer if no one correctly answered the question. The moderator may wait until the end of the half if the answer is long and complicated, or if both teams request she do so.

Protests

1. Mistakes happen. Take a deep breath and treat the tournament staff and the opposing team calmly when they happen. We all want a perfect tournament and will do our best to correct errors with your cooperation.
2. Protests may be lodged only by a player or coach at the end of a half, the end of the game, or during a timeout. All protests about events in the first half must be lodged before the second half begins. The person making the protest should explain the nature of the protest briefly. Under no circumstances may a player or coach make a protest while the clock is running; such conduct will be considered unsportsmanlike play.
3. Protestable matters include the acceptability of an answer, the execution of game procedures, scoring errors, and like factors that have a tangible effect on the game. One may not protest intangible issues such as momentum.
4. Technical protests, such as an incorrect score, should be handled by the staff in the affected game. More serious protests should be brought to the attention of the tournament director.
5. Protests lodged in the first half will be adjudicated at halftime only if the moderator is swiftly able to make a settlement acceptable to both teams; if there is no quick consensus, the protest shall be deferred to the end of the game. No protest deferred from the first half or lodged in the second half will be considered unless its resolution could change the outcome of the game (e.g., if one team wins by 50 points and protests a 10 point bonus answer, the protest will not be considered, as it could not change the winner).
6. The tournament director may resolve a protest with or without a protest committee, depending upon the protest (e.g., a protest that simply requires verifying the correctness of an answer with a reference source does not require a committee, nor does a protest that involves a clear staff mistake.) If the tournament director gives a decision, it is final.
7. Should the tournament director choose to convene a protest committee, the tournament director will choose three tournament staff not involved with the game to decide the protest (which may include the tournament director). The committee's decision is final.
8. If a protest is upheld, the remedy is to restore the game to the condition it would have been in had the error not been made. Thus, all points awarded or not in error shall be removed or added. If a team was credited with a tossup in error, the team shall have both the tossup points and the bonus points removed. If the other team was not given a chance to answer the question, it shall hear a replacement tossup question and, if answered correctly, shall hear a bonus of the same value as the original bonus. If a team was denied a bonus question, it shall be read a bonus of the same value as the original bonus question. Once a decade or so, a protest remedy may call for the replaying of a significant portion of a game.
9. If a protest is not upheld, life goes on.