



NOSB VOLUNTEER TRAINING: Quick Rules



Regular Scenario Toss-Up

- The entire question is read by the Moderator.
- Teams are given 5 seconds to buzz in.
- One team buzzes in and is verbally recognized.
- Question will not be re-read.

If Correct,

- 4 points for buzzed in team.
- Same team then receives the bonus question.

If Incorrect,

- 0 points for 1st buzzed in team.
- Opposing team gets 5 seconds to buzz in and answer. If incorrect, 0 points.

Bonus,

- Only Team Captain can answer bonus question.
- 6 point question is read to team that correctly answered toss-up.
- Bonus question is NOT read if toss-up is not correctly answered by either team.
- There are never bonus point deductions for incorrectly answering a bonus question or if it's interrupted.

Interrupts

- An interrupt is when a team buzzes in before the Moderator finishes reading the entire question and all of its possible answers.
- The Moderator stops reading the question as soon as the player buzzes in, and then verbally recognizes the player.
- Moderator (or science judge or rules judge) MUST indicate that this situation was an "interrupt."

If Correct,

- Buzzed in team receives 4 points.
- Same team then receives the bonus question.

If Incorrect,

- 4 points are deducted from buzzed in team.
- The toss-up question is re-read to the opposing team.
- If opposing team buzzes in, is verbally recognized, and answers correctly, they receive 4 points and a chance at the bonus.
- If opposing team interrupts and gets it incorrect, 4 points are deducted from their score.

Bonus,

- Only Team Captain can answer bonus questions.
- 6 point question is read to team that correctly answered the toss-up question.
- Bonus question is NOT read if the toss-up question is not correctly answered by either team.

Blurts

- When a player speaks before being verbally recognized by the Moderator.
- The Moderator treats this as a blurt and a non-answer.
- Moderator *should* indicate that this situation was a “blurt.”
- The Moderator reads the entire question to the opposing team if the question has not been read in its entirety.

Interrupt-Blurt

- An interrupt-blurt is when the player buzzes in before the question is completely read and speaks before being verbally recognized.
- Moderator treats the interrupt-blurt as a non-answer and reads the entire question to opposing team.

Team Challenge Questions

- Occurs after 1st 6-minute buzzer round (half time).
- Rules judge passes out questions face down to each team.
- Each team writes their team name and competition room on back of turned in Captain’s copy.
- Teams are given 2-5 minutes (question times vary) to answer TCQ.
- NO challenges are allowed on TCQs.

Misc Rules

- The first answer given is ALWAYS the one that counts. If a player gives both the letter and the word answer, they MUST match or it is considered incorrect.

Challenges

- Challenges can only occur for toss-up or bonus questions.
- Challenges MUST be made before moderator begins next question.
- Challenges must come from actively competing team members.
- The time clock should be stopped during challenges; if necessary, lost time can be added at the discretion of the competition officials.
- If challenges can not be resolved by the judges in the competition room, challenges should be taken to the Judges’ Appeals room.
- All challenges to the rules will collectively be decided upon in the room. If the team challenges the same rule a second time, the challenge must go to the Head Rules Judge in the Judges’ Appeals room.

Warnings

- If a competition official determines that the behavior of a team or audience members causes significant distraction from the proceedings, they have the authority to issue a warning to the offending individuals or teams to restore order to the competition.
- If a player or team receives two (2) official warnings during any point in competition, that player or team will be disqualified from competing and will only be permitted to observe the competition as an audience member.