1. You are responsible for ensuring that the rules are followed, responding to challenges to the rules, and issuing warnings.

2. Stand in the front of the room, so that you can see all officials, teams, and audience.

3. Double check that the competition room is set up according to NOSB standards.

4. Challenges
   - 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.
   - For challenges that require lengthy discussions, have the officials leave the room to make a decision.
   - There are no challenges on Team Challenge Questions.

5. Warnings
   - Warnings may be issued to individual players, entire teams competing, or to members of the audience. Remember to stop the clock to discuss with the other officials if a warning is needed!
   - The Rules Judge is responsible for issuing the official verbal warning along with the reason for the warning to the player, team, or audience member.
   - More than two (2) warnings results in disqualification.

5. Pass out Team Challenge Questions (TCQs) and collect extra papers at the end of each TCQ.

6. Collect all used scratch papers from teams at the beginning of the match, at the half, and at the conclusion.

7. Time: “Stop the Clock!”
   - Ensure that the clock is stopped during challenges/discussions between officials, and between officials and students.

LEVEL 2

Updated 9/20/10