Quick Rules

This resource is provided for convenience. Please review the full competition rules at nosb.org/rules/. Note that virtual competition rules differ slightly.

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.

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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.

Acceptable Answers

- 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.
- Responses can be the letter (W, X, Y, or Z), or the word answer exactly as presented in the question. If a player gives both the letter and the word answer, they MUST match, or it is considered incorrect.
- Anything else is unacceptable, including synonyms, broader terms, and more specific terms.

Team Challenge Questions

- Occurs before or after first 6-minute buzzer half (varies by region).
- 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.

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 only.
- The game clock should be stopped during challenges; if necessary, lost time can be added at the discretion of the competition officials.
- If science challenges can not be resolved by the officials in the competition room, challenges should be taken to the Judges' Appeals room.
- All rule challenges 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.
- Second rulings on all challenges are final.

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 2 official warnings at any point in competition, that player or team will be disqualified from competing and can then only observe the competition as an audience member.