

PACE partnership for academic
competition excellence

The Eleventh Annual National Scholastics Championship

May 31-June 1, 2008

Hosted by George Mason University

PACE NSC Official Rules

These are the full, final rules for this year's National Scholastics Championship. Specific and significant changes from the previous year's rules are highlighted.

While PACE holds the copyright to this set of rules, it makes the rules freely available to any party interested in running academic tournaments. PACE asks that teams wishing to use these rules (including modifications) contact a member of PACE before doing so, although this is not required. Furthermore, no royalties need be paid, although PACE asks that the rules be listed as belonging to (or modified from) PACE.

A. Definitions

1. Tournament Staff and Roles

- 1.1. The **Tournament Organizer (TO)** organizes the NSC including assignment of team matches.
- 1.2. The **Tournament Director (TD)** manages the execution and timeliness of the NSC, including scheduling of matches.
- 1.3. The **Tournament Host (Host)** arranges for the facilities needed to run the NSC.
- 1.4. **Assistants** support the efforts of the TO, the TD, and the Host as needed. **Assistant Tournament Directors (ATDs)** and **Assistant Tournament Organizers (ATOs)** manage the tournament for a particular division or group of teams. ATDs are designated to act on the TD's behalf when problems arise in their bracket (e.g., running out of questions or resolving challenges), and are responsible for maintaining records for a division and for keeping that division running on schedule.
- 1.5. Every room shall have a **Moderator** who presents the questions to the teams. The **Scorekeeper** records the activity of the game on an official scoresheet. The TD may appoint additional officials to help manage the competition. As the NSC uses an untimed format, moderators may act as scorekeepers.

2. Tournament Participants and Roles

- 2.1. A **team member** is an eligible player competing in a game for a particular team. The **team advisor** or **coach** is an approved school representative and chaperone for the team responsible for the team.
- 2.2. The team **captain** is prompted on bonus questions and strategic decisions and votes for the team on changes in tournament format or other actions subject to a vote of teams according to these rules. All decisions such as player substitutions may be made by the team captain unless overruled by their coach. The captain is designated before a match starts.

3. Questions and Match Execution:

There are three types of questions.

- 3.1. A **tossup** is a question for which competitors must signal in, using a lockout device, before answering. *Consultation among team members on tossup questions is **not allowed**.* Stretch round tossups start with a 20-point **leader**, with one or more difficult clues.
- 3.2. A **bonus** question is given to an entire team to answer. *Consultation is allowed and encouraged.* Usually, the captain submits the team's answer(s), though s/he may **designate** a team member to answer the question. Bonus questions are **reboundable** — the other team can answer missed parts of bonus questions for points (see "Steal" below). All occurrences of the terms "bounceback", "bounceback opportunity", "rebound", "rebound opportunity", "steal", "steal opportunity", etc., in the rules are synonymous and refer to this situation.
- 3.3. A **Category Quiz (CQ)** bonus question is given specifically to one team, and involves answering a single question. *Consultation is allowed and encouraged.* Like bonus questions, CQ questions are reboundable.
- 3.4. A **steal** can occur when one team fails to correctly answer a CQ question or part of a bonus. The opposing team gets an opportunity to steal those points with a correct answer after the first team has been ruled incorrect. A *short* period (approximately 2 seconds) of consultation is allowed.
- 3.5. A team member or coach may **challenge** or **protest** the correctness of an answer. (See "Protests and Complaints," Section K.)
- 3.6. Any team member of coach may file a **complaint** regarding the actions of another player, coach, or official. A *written* complaint must be submitted to the TD within a reasonable time after the conclusion of the game in question. (See "Protests and Complaints," Section K.)
- 3.7. A **sanction penalty** may include, but is not limited to: ejection of an advisor, team member, or spectator from a competition room or site for the duration of that game or subsequent games; forfeiture of a game or of eligibility to qualify for the playoff rounds; financial penalties; forfeiture of eligibility for future NSC's; or legal action.

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B. Players and Teams

1. Eligible players must meet the following criteria.
 - 1.1 Players must be enrolled in the 7th grade or higher for the academic year, *or* be at least 13 years old as of June 1, *and*
 - 1.2. The player must **not** have received a high school diploma, or equivalent or higher degree, before March 1.
2. Players who have competed in collegiate tournaments *are eligible* if they meet the above criteria.
3. **A student can only play for one team.** Should a team member later play for another team, the latter team shall forfeit all games in which s/he plays. "A", "B", and further teams from the same school are considered entirely distinct teams for the purpose of this and all other rules. A student who changes schools may play for the second school in a future NSC if all other conditions of eligibility are met without jeopardizing the eligibility of either school.
 - 3.1. Players on exhibition teams are prohibited from returning to their home teams if the exhibition team is dissolved, but exceptions may be granted by the tournament organizer or director.
4. **Team composition.** A team's roster may consist of between three and six players inclusive over the course of the tournament. No more than four players may play at any one time.
 - 4.1. A team with four or more players on its roster may not play with fewer than four players at any time without specific dispensation from the tournament organizer or tournament director.
 - 4.2. Teams with one or two person rosters must receive specific dispensation from the tournament organizer or tournament director in order to compete. The tournament director may request information to verify that said team is supported by the school they represent, such as a signed letter stating the team's official relationship to the school.
 - 4.3. A team with three or fewer players on its roster must play its full roster at all times or receive specific dispensation from the tournament organizer or tournament director to do otherwise.
 - 4.4. [Reorganized for 2006.] **All official teams must be accompanied by an authorized adult chaperone** designated as the team's head coach (whether it is the school's coach, an administrator, a parent, or another volunteer). All references to a "coach" or "advisor" in these rules refer to such an individual. If allowed under the policies of the host institution, teams may seek a waiver of this rule from the tournament organizer or tournament director. If a school brings multiple teams to the tournament, a single chaperone may suffice for the entire complement and the school need not seek a waiver.
 - 4.4.1. If a school, whether with one or multiple teams, brings multiple chaperones to the tournament, one of them must be designated as the entire complement's head coach, responsible for all decisions incumbent on coaches. He/She may designate any other person in the complement of chaperones as a coach of a "B" or further team, who will be considered that team's coach for all purposes of the rules unless overruled by the complement's head coach.
 - 4.5. **"All-Star/Chimeric Teams"** Under certain circumstances, "all-star", "chimeric", or other teams that are not composed of players from the same school may be allowed into the tournament on an exhibition basis. Scheduled opponents of these teams are expected to participate in matches against these teams to the best of their ability. However, such teams will be subject to the following restrictions:
 - 4.5.1. No such team will be allowed in the tournament without specific dispensation from the tournament organizer or tournament director.
 - 4.5.2. Any such team must be composed entirely of eligible high school students under rule B.1.
 - 4.5.3. No such team will be eligible to advance to the championship playoffs under any circumstances. Such teams may be eligible to advance to the consolation playoffs.
 - 4.5.4. At the discretion of the TO or TD, an official team's performance against chimeric/all-star teams will not count for preliminary-round records or statistics. Performances against chimeric/all-star teams may count for consolation play if and only if the chimeric/all-start team is allowed to contend for the consolation championship title on Sunday.
 - 4.6. No aliases in lieu of the school's name may be used without the express permission of the TO or TD.
 - 4.7. Multiple teams from one school should be labeled "A", "B", etc., in the coach's good faith assessment of team ability with "A" being the best team, "B" being the next best team, etc. The TO and TD may reassign the letter designations in order to preserve the integrity of the team labels.
5. **Substitutions.** Teams may substitute players under the following restrictions.
 - 5.1. Substitutions may occur before the start of the category quiz, stretch round, or tiebreaker phase. There is no further substitution after the first tiebreaker question is read regardless of the length of the tiebreaker. Substitutions may not take place at any other time. Equipment failure or other within-phase game stoppages are NOT opportunities for substitution.
 - 5.2. The moderator is expected to ask for substitutions at the appropriate times. If the moderator fails to do so, the teams may stop the moderator and make substitutions before the first tossup of the new

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phase is read. If the first tossup of the new phase is read and a team does not stop the moderator, there may be no substitutions for that phase even if the moderator failed to make the request.

- 5.3. The captain is designated by the captain's pin (or other indicator) and is noted on the scoresheet.
- 5.4. A player who is substituted out is free to re-enter the game at the next start of a phase of a game.
- 5.5. Teams are never obligated to make substitutions but they must maintain a minimum number of players in the game pursuant to rule 4.

5.6. In the event that a question is disallowed and a replacement question of any kind needs to be read, due to moderator error, protest, or any other reason, each team involved must play the replacement question with the same lineup that was in the game when the original question was read.

6. **Rosters.** A complete roster of each participating team shall be **submitted in advance** to the TO. Teams may revise their rosters at any point up to official registration on the Saturday morning of the tournament. The roster in effect at that point will be considered the official roster for all purposes of the rules.
 - 6.1. Prior identification of a team's captain is encouraged but not required.
 - 6.2. The official rosters must use real names in order for tournament staff to enforce eligibility, substitution and scheduling rules. Players must use their real names while competing for purposes of compiling statistics. Aliases are not permitted.
7. **Schedule of play.** All teams should expect to play matches on both Saturday and Sunday of competition. Teams that wish to withdraw early from the competition must notify the TO or TD. No refunds or compensation will be awarded to teams that withdraw early from the NSC.
8. Exceptions to these rules may be made at the TD's discretion.

Deleted: The official rosters must use real names in order for tournament staff to enforce eligibility, substitution, and scheduling rules. Aliases must be disclosed and correspond to the official name of the specific student using that pseudonym.

Deleted: 6.3. The use of mutable aliases in an attempt to confound the tracking of individual participation and performance is strongly discouraged and will render the team's entire roster ineligible for the All-Scholars Game.¶

C. Equipment

1. Each game shall employ a *buzzer system*, a lockout device which determines which player has signaled first. A *buzzer check* shall be performed at the beginning of each round to ascertain that the buzzer system is operating normally. If it is not, then if either team objects to using it, it shall be replaced as soon as possible. As noted in section F.9., players are responsible for monitoring their own buzzers and bear responsibility to discover any malfunction of the buzzer system before or during play. Reasonable requests for "buzzer checks" before the start of a tossup question during a game may be given at the discretion of the reader.
2. The only additional materials teams will be allowed to use during games are writing implements, clean paper, and the tracking sheets for the category quiz unless otherwise announced. Prepared notes and other aids may not be brought to the competition tables. Any item brought to the competition tables is subject to inspection by match and tournament officials.
3. Before the start of a match, watch alarms, portable or cellular phones and radios, pagers, personal digital assistants (PDA's), laptop computers, and other electronic devices that may make noise during a game should be turned off or deactivated.
4. **Recording of Matches.**
 - 4.1. Teams may not record matches (audio or video) for *commercial* purposes without the express written permission of the Host and PACE. Please do not engage in flash photography during the course of a match.
 - 4.2. If the intent of the recording is for personal or institutional online archival or broadcast purposes (regardless of the personal or commercial purpose of the recording), the person recording must have legally-binding written permission for each recorded match from: each student participant, the team advisors, all staff adjudicating the match (moderator and scorekeeper), and the TO or TD. A copy of these signatures must be given to the TO or TD to be filed with PACE. Additional signatories may be needed as prescribed by copyright or other laws.
 - 4.3. PACE reserves the right to record any game for its own use, including photography and videography. Before any game is recorded for audio or video purposes, all participants will be required to sign release forms.

D. General Rules of Conduct

1. **PACE expects all NSC teams (students, coaches), staff, and volunteers to adhere to the highest standard of ethics.** Everyone should compete in an atmosphere of collegial and friendly competition, with problems being resolved honestly and civilly, so the competition is rewarding and fair for all participants.
2. **Cheating will not be tolerated.** Any team member or coach found to be party to cheating will be expelled from the competition *immediately*; at the discretion of the TD, further sanctions may follow. *All participants share responsibility in reporting instances where cheating may have occurred and are expected to cooperate fully and honestly if investigations of cheating are instigated.*

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3. **Participants are expected to compete in a civil, sportsmanlike manner, without resorting to psychological games, plays, or techniques.** If a team or team member persists in such behavior, affected teams should report to the TD, who may consider the imposition of sanctions.
 4. **Teams, coaches, and guests are expected to behave appropriately during the competition.** Any misconduct may result in sanction by tournament officials. Sanctions given by a moderator or assistant TD may be appealed to the TD, who has final authority over sanctions.
 5. **Warnings.** All NSC officials have the power to give warnings for *any* unsportsmanlike or disruptive behavior, including, but not limited to the following.
 - 5.1. Behavior that interferes with the timely completion of a game.
 - 5.2. Malicious or disrespectful comments directed towards NSC staff or other teams.
 - 5.3. Violations of the noise, audience, and/or door policies (D.6-8.)
 - 5.4. Any team accumulating two warnings within a single game shall automatically forfeit the game.
 6. **Doors.** The door(s) to a room shall be shut upon the start of a match by game officials. While a game is in progress, participants may *not* open the door. To gain entry, a participant must knock on the door and wait for the door to be opened by someone within the room, or permission from the moderator to open the door. Tournament organizers and directors may gain entry to the room at an appropriate break in the match as needed.
 7. **Noise.** While waiting outside rooms, teams must refrain from making excessive noise. *Any* moderator should give a warning for excessive hallway noise that disrupts game play.
 8. **Audiences.** Spectators are allowed and encouraged to watch any match. However, audience members *must* refrain from talking during the game and are discouraged from disruptive outbursts.
 - 8.1. Audience members who talk loudly while a game is in progress shall be given one warning, and then shall be removed from the room.
 - 8.2. Audience members who attempt to give answers to either team, whether correct or not, shall be ejected *immediately*. If needed, the assistant TD will be notified and at his/her discretion provide replacement questions.
 9. By competing, all participants and advisors understand they release PACE and the NSC Staff, the host club, and the host institution from any liabilities incurred during or in transit to or from the competition.
 10. **Security.** PACE and the host institution wishes to maintain a safe and enjoyable environment for the NSC. Security measures mandated by the host institution upon PACE and the NSC as a condition of executing the tournament are expected to be observed by all participants, chaperones, and staff. If an individual deviates from adhering to the security measures instituted by the host institution or PACE, he or she does so at his/her own risk and releases PACE, the NSC staff, the host club, and the host institution from any liabilities.
 - 10.1. Any weapons or devices that may cause harm or damage are prohibited.
 - 10.2. All participants should carry proper and valid government-issued identification during the competition. The names of all students, chaperones, spectators, and staff should be submitted to the TO in a timely fashion prior to the start of the competition.
 - 10.3. In the event of an emergency, all NSC attendees will adhere to proper emergency procedures as instructed by the host institution and honor requests made by security personnel.
 - 10.4. The tournament organizers and directors reserve the right to refuse any individual from attending the NSC at their discretion.
 11. **Emergencies.** In the event of any non-security-related emergencies that affect NSC participants, tournament officials must be notified as soon as possible. At the sole discretion of the TO and TD, matches may be prematurely suspended and/or the tournament may be abbreviated or stopped. Teams will not be compensated should a suspension or premature termination of the competition occurs due to such an emergency.
 12. **Diversity and non-discrimination.** PACE expects all participants to be treated fairly and respectfully. Deliberate acts of discrimination may be grounds not only for sanction penalties but also for legal action according to the rules and laws of the jurisdictions where the tournament is taking place.
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E. Game Format

1. Each game has three parts: the Opening Round, the Category Quiz (CQ) Round, and the Stretch Round.
 - 1.1. The **Opening Round** (which may also be referred to as the **Related Tossup/Bonus Round** or phase) has *ten* tossup questions worth 10 points each. Bonus questions are worth a total of 20 points and are in the same general category as the preceding tossup.
 - 1.2. The **Category Quiz (CQ) Round** consists of *eight* tossup questions worth 10 points each. Bonus CQ questions are each worth 15 points each all-or-nothing.
 - 1.3. The **Stretch Round** consists of *ten* tossup questions worth 10 or 20 points each. Up to 30 points may be earned on bonus questions, which may or may not be related to the tossup.

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- At the end of the last Stretch Round question, the team with the higher score shall be declared the winner. In case of a tie, tiebreakers shall be used (see "Tiebreakers", section J).

F. Tossup Questions

- Players must ring in before answering a tossup. Players are encouraged to answer as soon as the buzzer has locked out other players from ringing in. Thus, as soon as the buzzer systems sounds off and the moderator visually locates the participant who signals in first, that student should feel free to answer the tossup.
- Recognition.** Recognition of players should be observed *but is not mandatory*. Game officials are asked to recognize player by name, number, or visual cue (such as eye contact or pointing). An answer given before recognition is acceptable provided that the player *has signaled in before answering*. An answer given before signaling will be treated as conferring. (See Rule F.8 below.)
- A tossup remains alive for three seconds after it has been completed, unless otherwise stated in the question (such as in any calculation questions). If a moderator calls time simultaneously with a player buzzing in, the tie is resolved in favor of the player. However, the calling of time is completely at the discretion of the moderator and cannot be protested.
- Upon recognition, the competitor has three seconds to give his/her answer. After three seconds, the moderator shall call time, after which any answer given will not be considered. If the moderator calls time at the moment the player begins to give an answer, the tie is resolved in favor of the player. However, the calling of time is completely at the discretion of the moderator and cannot be protested.
- Correct answers.** In the opening and CQ rounds, a correct answer is worth 10 points. In the Stretch Round, a correct answer is worth 20 points until the moderator completes the phrase "for ten points" and has begun the next word. "Ties" between the moderator finishing the phrase "for ten points" and a player buzzing in should be resolved in favor of the player.
- In each round, a correct answer earns a team the first chance to answer a bonus question of the appropriate type (see "Bonus Questions" in Section G and "The Category Quiz" Section H).
- Incorrect answers.** There is *no* penalty for interrupting a tossup, except that the other team may hear the rest of the question before answering. Likewise, there is no penalty for an incorrect answer given when the tossup is completely read.
- Consultation.** Consultation or conferring between team members is *not* allowed during the reading of a tossup question. This means no communication (written or non-verbal signaling) among team members that can convey information pertinent to a possible answer to the question while that team is eligible to answer a tossup. Any instance of illegal conferring will disqualify that team from that tossup as if an incorrect answer were given. Conferring calls are at the moderator's discretion. Even if the team says an answer during or after an instance of illegal conferring, the other team will be permitted to hear the remainder of the tossup and buzz in and answer as normal, taking the other team's utterance into account. However, if the moderator inadvertently reveals whether the answer given by the conferring team was correct, the conferring team may request that the tossup be thrown out and replaced with a substitute question read as normal to the opposing team, and only the non-conferring team will have the opportunity to buzz in answer it.
- Equipment failure.** Buzzer checks are designed both to familiarize each student with the buzzer system and to discern whether equipment failure is possible. However, buzzer systems *may* malfunction during a game. Players are responsible to be sure they have the right to answer the tossup as evidenced by the individual's light going on (or similar unique signal from the system). Only the tossup that was just-completed is subject to replay upon discovery of a buzzer system failure.
 - If a player believes his/her buzzer is not working during a tossup, a player may use physical or verbal cues directed at the game officials. Acceptable cues include saying, "Buzz!" (preferred method), and raising one's hand or signaling button.
 - At an appropriate pause during the game (preferably before the next tossup), the player should raise his/her hand and inform the game official(s). The system will be checked again, and appropriate action will be taken before the game continues. The ATD may be asked to assist in resolving problems with buzzer systems.
- Mistakes.** If the moderator inadvertently reveals a tossup answer before either team has answered *or* after one team has given an incorrect answer, the question is thrown out. At the end of the game, if the missing points affect the outcome of the game, the appropriate questions will be read, with consideration to the team that was denied the opportunity to answer the tossup. *Examples:*
 - In the Stretch Round, the moderator reveals the answer to Tossup 7 before either team buzzes in. The moderator should note that 50 points are available to both teams and move on to Tossup 8. If one team then wins by a margin greater than 50 points, playing the question becomes moot.
 - When ruling that Team A's tossup answer is incorrect, the moderator reveals the correct answer to Stretch Round Tossup 7 before giving a chance for Team B to hear out the question. The moderator should note that 50 points are available for Team B and move on to Tossup 8. If Team A finishes

Deleted: 3. Mistakes. In general, if the moderator either inadvertently reveals a tossup answer, or if there is a protest regarding the acceptability of an answer, the moderator shall note the error/protest and move to the next tossup. The associated bonus question should not be read. If the points in question make a difference at the end of a match, the appropriate issues will be resolved at that time.¶

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ahead of Team B by more than 50 points, playing a replacement question directed only to Team B becomes moot. However, note that the bonus question will still be reboundable to Team A if the missing questions are played.

11. **Accidental buzzes.** If the substantive portion of a tossup has not yet begun (for example, if the moderator has only said "Next tossup," or "Next tossup. It was..." and not read anything that could possibly indicate what the answer is, and a player buzzes in and claims to have accidentally pressed the button, the moderator will clear the system and proceed as if the buzz had not occurred. Any buzz after a substantive word has been read will require an answer or be ruled incorrect. Whether a substantive word has been read is a judgment call that is NOT protestable. Claims that the system is malfunctioning and buzzing in without being activated by a player will be evaluated by the moderator; if such a situation is deemed to exist, the just-read tossup will be thrown out and replaced, but no previous questions are subject to replay or protest.

G. Bonus Questions

1. **Point value.** The point value of each bonus depends on the section of the match.
 - 1.1. **Opening Round** bonuses, related in some manner to the tossup question, are worth a total of 20 points.
 - 1.2. **Stretch Round** bonuses, worth a total of 30 points, may or may not be related to the tossup.
 - 1.3. **Category Quiz** bonuses, one-part bonuses worth 15 points, are discussed in Section H.
2. **Loss of Opportunity.** In the opening and Stretch Rounds, each bonus question is associated with a particular tossup, whether or not the subject matters are related. In either case, if neither team answers a given tossup correctly, the associated bonus *will not be read*.
3. **Steals.** All bonus questions are **reboundable** — if a team gives an incorrect answer to a part of a bonus, the other team may provide the correct answer for points; therefore, the moderator *should not give the correct answer* after the first answer is given. On questions with no special timing rules, the second team has **two seconds** after the first team's answer is ruled incorrect, regardless of whether the first team used its full five seconds, to give a response; if they have not done so, they will be prompted and must answer immediately or lose their opportunity. On questions where extra time is allotted, such as calculation questions, the second team may use whatever time remains unused by the first team if it is greater than the above stipulations. (For example, if a calculation bonus says that the team has 15 seconds to answer and the first team gives an incorrect answer after 5 seconds, the second team is entitled to the remaining 10 seconds before they are prompted for their immediate answer.)
4. **Answering questions.** Teams are encouraged and expected to confer on bonus questions. The team captain is expected, though not required, to answer for the team.
 - 4.1. The moderator will, however, take the first answer unambiguously directed at the moderator as the team's response to a part of a bonus question.
 - 4.2. If two members give different answers to the officials simultaneously, the moderator should prompt the team captain for *immediate* clarification for submitting the official answer.
 - 4.3. **Designation.** The team captain may designate another team member to answer if the captain feels s/he cannot appropriately answer the question (e.g., hard-to-pronounce words or calculation questions). Designation should be done either verbally ("Designate Bill") or physically (pointing to Bill). The moderator may add time at his/her discretion if designation occurs, but designation as a stalling tactic will result in the moderator ignoring and disqualifying such answers.
5. **Styles of Bonus Questions**
 - 5.1. **Multiple-section bonuses.** The team has **five seconds** to answer each part of a bonus question, and the moderator should prompt for an answer after **four seconds**, unless otherwise stated in the question. While most bonus parts requiring calculation or multiple answers will allot extra time, teams are not entitled to extra time simply because of an unusual bonus part, and the five second rule will apply to any bonus part that does not specifically call for extra time.
 - 5.2. **List bonuses (many answers per part).** *As of 2007, no list bonuses will be written.*
6. **For all situations in which a bonus is replaced, except for a moderator forgetting to give a bounceback opportunity, this procedure will apply: The teams will play the entirety of the new bonus. Each team will be able to earn a total number of bonus points up to the potential maximum if the error had not occurred, but not less than what they scored on the original bonus with the error included. For example, on a three-part, "for 10 points each" bonus, if the team which answered the tossup misses part 1, gets part 2, and then is not able to answer part 3 due to moderator error, then that team can score no fewer than 10 points on their replacement bonus and no more than 20. Even if they actually get 0 parts right on the replacement, they receive 10 because they already got one part of the original bonus and should not be penalized out of those points on the replacement bonus. Even if they actually get all parts right on the replacement, they receive 20, because they already missed one properly read part of the original bonus and should not get a second chance at those points on the replacement bonus.**

Deleted: Mistakes. If the moderator inadvertently reveals the answer to a bonus or bonus part before either team has answered, s/he will complete the bonus if possible. Enough parts of an extra bonus question, in a similar structure to that of the bonus in limbo, will be read so that the appropriate total number of points is available. If one team has answered, the bonus part will be read to the opposing team and is not reboundable. The remainder of the replacement question will not be read.
Examples:

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- 6.1. Teams playing a bonus on bounceback during the above procedure have the same constraint: they can get no fewer points than those they earned on undisputed bounceback opportunities in the original bonus, and no more points than the sum of those earned on undisputed opportunities and of those they potentially could have earned on disputed bounceback opportunities.
- 6.2. If a moderator fails to give a bounceback opportunity and the points affected could potentially change the outcome of the match, then the team which did not get its bounceback opportunity will be read a new bonus of the same value. The minimum points they can get on the replacement bonus are the bounceback points they actually received on the original bonus; the maximum points they can get on the bonus are the sum of the bounceback points they actually received on properly read parts, and the points available on parts that the opposing team did not answer correctly but were not properly bounced back to the team in question. E.g.: Team A gets part 1 of a three-part, for-10-points-each bonus. Team A missed part 2 and Team B gets the bounceback; team A misses part 3 and the moderator erroneously reveals the answer before giving Team B its bounceback opportunity. On Team B's replacement bonus, they can get no fewer than the 10 points they already earned on properly read bouncebacks, but they can get no more than 20 points, because Team A correctly answered one part of the bonus that was read properly, so Team B does not get a chance at bounceback points on that part.
- 6.3. The Tournament Director and game moderator are encouraged to explicitly describe, to both teams, the range of points each team can potentially earn on a potential bonus as well as the rationale under the above rule, and reconcile any discrepancies, BEFORE the replacement bonus is read.

Deleted: On a "10 points each" bonus, team A correctly answers parts (a) and (c), but the moderator accidentally reveals the answer to part (b) before either team answers. Team A then receives a 10-point bonus question from an extra bonus set for them to answer. If they answer incorrectly, team B can steal those 10 points.

Deleted: On a "15 points each" bonus, team A passes after part (a). The moderator then accidentally reveals the answer. Team B then receives a 15-point bonus question from an extra bonus set for them to answer. If they answer incorrectly, team A cannot steal those 15 points.

H. Category Quiz Section

- Categories.** In the CQ round, bonus questions are available in these ten categories: Arts, Current Events, Geography, History, Literature, Math Calculation, Popular Culture, Religion/Mythology/Philosophy, Science, and Social Science.
- Each category contains **only one question** worth 15 points. Since there is one question per category in a match, once chosen, a category cannot be selected again.
- In order to select a CQ bonus category, a team must correctly answer a tossup available in this round.
- If one team's CQ bonus answer is incorrect, their opponents can attempt to answer the question correctly and thus steal 15 points.
 - Leftover CQ bonuses will not be read.
 - Rules G.3 and G.4 apply to CQ bonuses.
- Mistakes.** If the moderator should reveal the answer to a CQ question before either team answers, the team who earned the CQ question may choose from the remaining available CQ bonus questions for their replacement question. If the moderator reveals the answer to a CQ question before the bounceback, the team with the bounceback opportunity may choose from the remaining available CQ bonus questions for their replacement question.
- Calculation questions.** In each category quiz set of bonuses, there is one mathematics question requiring calculation (unless otherwise mentioned prior to the start of the CQ section. The time to answer the question is a minimum of 20 seconds (unless otherwise mentioned in the question), during which time both teams are active. Thus, if the first team takes up less than 20 seconds of time to provide an answer, the unused balance of the 20 seconds (not including answering time) is given to the other team on the steal opportunity. Calculation questions will not appear in any other section of the game. Please refer to I1.12 for answering mathematics questions.

I. Acceptable Answers

- Unless a question specifically asks for multiple answers, the following rules will apply to the giving of multiple answers for one question. These rules are intended to allow for the correction of an obviously mispronounced answer only; players are never allowed to receive credit for a correct answer after changing the content of their answer.
 - If a player makes an immediate correction of a clearly misspoken answer (e.g., "Shattle of Biloh, I mean Battle of Shiloh") and the latter is correct, the moderator should accept the answer. If, in the moderator's judgment, this correction occurred after the moderator began to verbally or physically rule the answer incorrect, the correction will not be accepted and the answer will be ruled incorrect. To avoid giving extra information to the other team, the moderator will not comment as to the reason for ruling the answer incorrect until the entire play of the question by both teams is complete.
 - If the player "corrects" to a wrong answer (e.g., "John McCain, I mean Ron McCain"), the moderator should rule the answer incorrect. To avoid giving extra information to the other team, the moderator

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- will not comment as to the reason for ruling the answer incorrect until the entire play of the question by both teams is complete.
- 1.3. If the moderator believes that the player is, intentionally or innocently, giving two plausible answers (e.g., "Monet, I mean Manet"), the moderator will immediately ask the player to clarify what his answer is and rule on the subsequent answer as correct or incorrect. If the answer given on the prompt does not resemble one of the answers given, the moderator will automatically rule the answer incorrect regardless of whether an answer given at some point was correct. To avoid giving extra information to the other team, the moderator will not comment as to the reason for ruling the answer incorrect until the entire play of the question by both teams is complete.
 - 1.4. In the event of two or more answers that cannot reasonably be confused with each other in pronunciation (e.g., "Botticelli, I mean Peyton Manning), the entire answer will be ruled incorrect regardless of whether one answer given was correct. To avoid giving extra information to the other team, the moderator will not comment as to the reason for ruling the answer incorrect until the entire play of the question by both teams is complete.
 - 1.5. When ruling an answer incorrect as described above, if the moderator gives any indication of the reason for ruling incorrect (e.g., "I can't accept that pronunciation", "Sorry, too late", "You gave too many answers") that may indicate to the other team that one of the answers was correct, the incorrectly buzzing team may request that the tossup be thrown out and replaced with a substitute question to be read as normal for the opposing team only. If said offense by the moderator occurs on a bonus part, the team may request that the bonus for the bounceback opportunity be replaced under the procedure described in Rule G.6. However, if the moderator does not commit such an error, the other team may answer the question as normal.
2. **Format of answers.** Answers should be given as requested at the start of the question. For example, if a question states "first and last name required," first and last names must be given at the time of the answer: **the moderator should not prompt the player or team unless otherwise instructed in such cases.**
 3. **Related information rule.** On tossups, two pieces of related information of different types (e.g., author/book, president/organization, actor/role; but not two authors, two books, etc.) may be given and treated as one answer. If either part contains the answer being sought, and the two items are correctly related, the answer shall be ruled correct. If the two are not related, or neither is the answer being sought, the answer shall be ruled incorrect. *Examples:*
 - 3.1. "*Gillian Anderson, Special Agent Dana Scully*" is correct if the answer being sought is Gillian Anderson or Dana Scully (first or last name by itself acceptable) but not if the answer is "The X-Files."
 - 3.2. "*David Duchovny, Agent Krychek*" is never acceptable since David Duchovny did not play Agent Krychek.
 4. **Foreign languages and translations.** For answers not originally written in English, titles in the original language are generally provided to the moderator. Titles in the original language are acceptable, as are equivalent English titles and literal English translations; translations into other languages are not. *Example:*
 - 4.1. *Waiting for Godot* was originally written in French, so *En attendant Godot* is acceptable. "Le grand courbeau" is not acceptable for "The Raven" since "The Raven" was written in English.
 - 4.2. For names from cultures in which the family name precedes the given name (such as Chinese or Japanese), the *family name* is necessary to receive credit for a correct response. The player can give either the original order of naming (family name first) or the conventional order (family name last) as an acceptable answer. The moderator may prompt the answering player for the family name if the personal (given) name is answered by itself.
 5. **Dates.** Unless otherwise stated, all years are in the AD/CE era. The initial two digits of dates in the 20th century may be omitted: "63" is acceptable for an answer of **1963** but **not 1763**.
 6. **Titles.** For titles in English, all titles must be correct answer given in full except:
 - 6.1. Leading articles may be omitted (e.g., *Scarlet Letter*). *Incorrect* leading articles however will result in the entire answer being considered and ruled wrong (*A Scarlet Letter*).
 - 6.2. For titles in translation, only key words need be given: *A Night on Bare Mountain* or *Night on Top of Bare Mountain* or *Night Atop Bald Mountain* are all acceptable; *A Night in Bare Mountain* is not.
 - 6.3. Commonly used titles may be given instead of the full, complete title (*[The] Wealth of Nations*).
 7. **Acronyms and abbreviations.** Commonly used abbreviations (e.g., J.F.K.) may be given as answers. When the abbreviation is used as a tossup clue, it will be acceptable as an answer until it is read as part of the text of the question. Please note that in some cases, the question text may specifically call for the expanded answer.
 8. **Prompts.** The moderator may ask for any answer to be repeated if he/she did not hear it clearly. Additionally, the moderator will prompt for a more specific answer when instructed by the packet. On a tossup, the answer must be immediate: on a bonus, the team may take two seconds to confer again. If the player or team responds with a more specific answer that is still not as specific as required, the moderator may prompt again and continue to do so as long as the team continues to move toward the answer required.
 9. **Embellishment.** Embellishment of answers will be disregarded unless it renders the answer incorrect.
 10. **Spelling.** If a moderator asks for spelling to distinguish between multiple answers, only critical letters need be correct. ("M-O-N-A-Y" for Claude Monet). If a player spells an answer without being asked, however, the

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- answer must be *exactly* correct. Any error shall result in the answer being ruled incorrect. In all cases, though, diacritical marks shall be ignored.
11. **Pronunciation.** Players are not expected to know the exact pronunciation of every answer. Therefore, any *reasonable* attempt at pronouncing an answer will either be ruled correct or result in a prompt for spelling. Transposition of letter or other gross errors (e.g., short o for long e) will be ruled incorrect ("stend-HAL" or "STAHN-dahl" is correct for **Stendhal**: "STED-nahl" or "STOON-dahl" is not). Within reasonable expectations and accommodations for those with speech impediments or heavy accents, (which preferably are disclosed or discovered upon player introductions before the start of the game), moderators have complete discretion to judge or further prompt a response on pronunciation, and such rulings may not be challenged.
 12. **Mathematical answers (calculations or answers that may contain algebraic expressions).**
 - 12.1. In the event that a question allows the use of a reference table or other written source, a copy of the material will be provided to each team at the time the question is read. External references provided by teams are prohibited from being used by players during matches as per rule C.2.
 - 12.2. Answers should be given in the **simplest possible form**. Rational fractions must be reduced, but fractions involving radicals and complex numbers do *not* need to have their denominators rationalized. Do *not* use decimal estimates for irrational or transcendental numbers unless specifically requested (e.g., leave answers in terms of *pi* rather than multiplying by 3.14159...).
 13. **Fictional characters.** Acceptable answers for fictional characters include the personal (first) name, family name, nickname appearing in the work, or whole name unless otherwise guided by the question for specific information *and* the information given is sufficient to uniquely identify that character.
 14. **Court cases in American history or current events.**
 - 15.1. In cases in which there are explicit litigants that do not involve government litigants (United States, or any state), the party name is acceptable. When giving the full name of the case involving the litigants, any order of those party names involved in a court cases is acceptable (*United States v. PACE* is equivalent to *PACE v. United States*).
 - 15.1.1. Example #1: Acceptable answers for *Brittany Spears v. Paris Hilton* include "Spears", "Hilton," or "Hilton v. Spears."
 - 15.1.2. Example #2: Acceptable answers for *United States v. Paris Hilton* include "Hilton" or "Hilton v. U.S," but NOT "United States."
 - 15.2. Popularly-known informal nicknames referring to unique cases (the Sick Chicken Case) are acceptable unless otherwise prompted for more specific information by each question. Players are discouraged from using less common nicknames.
 15. **Esoteric answers.** PACE asks teams to refrain from giving more technical answers when simpler ones will suffice.
 16. In any situation in which a player or team does not give an answer in time after buzzing in on a tossup or being prompted for an answer on a bonus part, the procedure shall be handled in exactly the same manner as if an incorrect answer were given.
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J. Game and Match Tiebreakers

1. If a game is **tied following the completion of the regular packet**, the teams will play an additional 3 tossups each valued at **exactly 10 points** (never 20) with bonuses in stretch-round format.
 - 1.1. Both teams are allowed to substitute players between the end of regulation and the start of the tiebreaker round. No one is allowed to leave the room except for a staff member who will retrieve a set of tiebreaker questions. Any other persons (who are not players of the game at hand) who do leave the competition room must return by the start of the game tiebreakers. Active players are not allowed to leave the game room.
 - 1.2. If the match is still tied, sudden death tossups (without bonuses) will be read where the first correctly answered tossup wins the game. An incorrectly answered tossup allows the opposing team to hear out the remainder of the question and answer as usual, but does not automatically lose the game; in other words, the sudden death tiebreaker ends in a correct answer.
2. Among all teams headed to the identical next phase of competition (i.e., all teams from a preliminary division that qualify for the championship playoff divisions, or all those teams that qualify from the championship playoff divisions to the single elimination Final Four), ties in win-loss record will be broken by points-per-game statistics. **Head-to-head statistics will be used only if performance-related statistics are unavailable.**
3. If there is a tie in win-loss record for advancement to the championship playoff round robin series or the Final Four series, and the number of teams involved in the tie is equal to the number of spots available for advancement, the teams will be seeded into the next phase based on points-per-game statistics in the just-completed phase of the tournament. If there are fewer qualification slots in the championship playoff round robin series or the Final Four series than there are eligible teams because of a tie in win-loss record,

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the procedures described in ruled J.3.1 through J.9 will go into effect to determine which team or teams advance to the next phase.

- 3.1. All ties in record for next-phase-qualification in which one or more of the involved teams is to be eliminated from championship contention by the tiebreaker will be broken by minimatches. Points-per-game in the just-completed phase of the tournament will be used to seed the teams into tiebreaker matches whenever seeding is required. Head-to-head performance is not considered.
- 3.2. Minimatches consist of 10 tossups each valued as in the stretch round; i.e., at 20 points before or during the reading of the phrase "for 10 points," and at 10 points afterwards. If a minimatch ends in a tie, sudden death tossups are read.
- 3.3. In all tiebreaker scenarios, the tiebreaker itself determines only which team advances, and has no impact on seeding in the next phase. For example, in a three-team tiebreaker for two spots of advancement, the two teams which advance to the next phase of the tournament will be seeded within that phase based on their PPG in the previous phase, not on who performed better in the tiebreaker.
4. When two teams are tied for one spot of advancement, they will play a minimatch to determine which team advances.
5. When three teams are tied for one spot of advancement, they will be seeded, and the 2nd-seeded team will play the 3rd-seeded team. The winner of the minimatch will play the 1st-seeded team, and the winner of that game will advance. The other two teams will be eliminated.
 - 5.1. When three teams are tied for two spots of advancement, they will be seeded, and the 1st-seeded team will play the 2nd-seeded team. The winner will advance, and the loser will play the 3rd-seeded team. The winner of that game will also advance, and the loser will be eliminated.
6. When four teams are tied for one spot of advancement, they will be seeded, the 1st-seeded team will play the 4th-seeded team, and the 2nd-seeded team will play the 3rd-seeded team. The two winners will play, and the winner of that game will advance. The other three teams will be eliminated.
 - 6.1. When four teams are tied for two spots of advancement, they will be seeded, the 1st-seeded team will play the 4th-seeded team, and the 2nd-seeded team will play the 3rd-seeded team. The two winners will play, and the winner of that game will advance. The two losers will also play. The 0-2 team will be eliminated, and the two 1-1 teams will play, with the winner advancing and the loser being eliminated.
7. When five teams are tied for one spot of advancement, they will be seeded, and the 4th-seeded and 5th-seeded teams will play. The winner will play the 1st-seeded team. The 2nd-seeded and 3rd-seeded teams will play. The winner of the 4-5-1 match will play the winner of the 2-3 match. The winner will advance and all other teams will be eliminated.
 - 7.1. When five teams are tied for two spots of advancement, they will be seeded, and the 4th-seeded and 5th-seeded teams will play. The winner will play the 1st-seeded team. The 2nd-seeded and 3rd-seeded teams will play. The winner of the 4-5-1 match will play the winner of the 2-3 match, and the winner will advance. The losers will also play each other, and the winner of that match will play the team who lost to the undefeated team. The winner of that game will advance, with the loser being eliminated.
8. When six teams are tied for one spot of advancement, they will be seeded, and the 3rd-seeded team will play the 6th-seeded team while the 4th-seeded team plays the 5th-seeded team. The winner of the 3-6 match will play team 1, and the winner of the 4-5 match will play team 2. The two winners of those matches will play, the winner will advance, and the other five teams will be eliminated.
 - 8.1. When six teams are tied for two spots of advancement, they will be seeded, and the 4th-seeded team will play the 6th-seeded team, while the 3rd-seeded team plays the 5th-seeded team. The winner of the 4-6 match will play team 1, and the winner of the 3-5 match will play team 2. The winners of those matches will play each other, as will the losers. The undefeated team out of the winners' match will advance, and the losing team will play the winner of the losers' match for the other spot of advancement. The other four teams will be eliminated.
9. When seven teams are tied for one spot of advancement, they will be seeded, and the 4th-seeded team will play the 5th-seeded team, the 2nd-seeded team will play the 7th-seeded team, and the 3rd-seeded team will play the 6th-seeded team. The 4-5 winner will play the 1st-seeded team, and the 2-7 winner will play the 3-6 winner. The winners of the two second-round matches will play each other for the spot of advancement. The other six teams will be eliminated.
 - 9.1. When seven teams are tied for two spots of advancement, they will be seeded, and the 4th-seeded team will play the 5th-seeded team, the 2nd-seeded team will play the 7th-seeded team, and the 3rd-seeded team will play the 6th-seeded team. The 4-5 winner will play the 1st-seeded team, and the 2-7 winner will play the 3-6 winner. The winners of the two second-round matches will play each other, and the winner will advance. The losers of the second-round matches will also play each other. The winner of that match will play the loser of the third-round match for the second spot of advancement. The other five teams will be eliminated.

K. Protests and Complaints

Deleted: If there is a tie in win-loss record for advancement to the championship playoff round robin series or the Final Four series and the number of teams involved in the tie is equal to the number of spots available for advancement, the teams will be seeded based on points-per-game statistics in the just-completed phase of the tournament. If there are fewer qualification slots in the championship playoff round robin series or the Final Four series than there are eligible teams because of a tie in win-loss record, the ... [1]

Deleted: Unless otherwise mentioned, all ties in record for next-phase-qualification (for example, at least one team moves up to championship flight and one team is relegated to consolation rounds; or if at le ... [2]

Deleted: Mini-matches consist of 5 tossups each valued at exactly 10 points (never 20) with bonuses in stretch-round format. If a mini-match ends in a tie, sudden death tossups are read (rule J.1.2). ... [3]

Deleted: If a full-length match is available to be used for the qualification tiebreaker among two teams, both team captains may petition the tournament organizers to use a full-length game as the tiebreaker in lie ... [3]

Deleted: Triangle matches. A three-team (triangle) mini-match series will be used whenever three teams are involved in a tie. Teams will draw lots to be designated A, B, C, with the team with the highest PPG (or other statistic ... [4]

Deleted: 4.1. The order of games will be A vs. B mini-match, B vs. C, then A vs. C. Any ties in the mini-matches are not broken.¶
4.2. The tie is broken based on the total points accumulated by all three teams in the mini- ... [5]

Deleted: Overall Procedure for breaking ties in standings based on number of teams involved in the tie.

Deleted: Two teams: Mini-match head-to-head.¶
5.2. Three teams: Triangle mini-match series¶
5.3. For four or more teams, logical and reasonable combinations of minimatche ... [6]

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1. A protest may be made by a team member who is in the game at the time of the issue in question or by a team coach. No other person may make a protest. In the event of a protest on the last question of the game, it is the responsibility of the team making the protest to make sure the moderator and the coach and/or captain of the other team are aware of the protest.
2. The procedure for making a protest is simply to indicate verbally to the moderator that one wishes to protest a ruling; saying the word "protest" will suffice. On a bonus, a protest must be made *immediately* after the ruling in question. Once the next bonus part or tossup is read there may be no further protests on any previous question. On a tossup, if the other team still has an opportunity to buzz in and one team wishes to protest the ruling of its answer as incorrect, they will say "protest" and allow the tossup to be completed and possibly be answered by a member of the other team, at which point the protesting individual may explain.
3. At the time of a protest, the other team may concede the protest, in which case the protest is considered resolved in favor of the protesting team. If the other team does not concede, the moderator may consult with any other tournament staff in the room and make a ruling. If the moderator does not feel competent to rule on the issue at hand or if the protesting team is not satisfied with the moderator's ruling, then the protest becomes an issue for tournament staff, and will be resolved under the procedure described below. All references to a "live protest" in the rest of this section refer to a protest that has arisen out of the room to the level of tournament-wide officials. In the event of a protest not resolved in the room that could affect the winner of the game, captains should not sign the scoresheet. In the event of a protest affecting points alone, captains should sign the scoresheet but may write "points under protest" or something similar.
4. **Grounds for protests.** The following criteria, and only the following, are protestable:
 - 4.1. The answer in the packet is wrong for the question and the protesting player/team gave the correct answer.
 - 4.2. The question or answer was ambiguous, so the answer given by the player should be accepted since it fits all the clues given in the entire question text.
 - 4.3. The player gave a correct alternate name for the answer that was not included in the list of acceptable answers to the question.
 - 4.4. Two or more clues within the question uniquely describe different answers, or one clue definitely does not refer to the same answer as the other clues—hence, there is no correct answer to the question. This protest may be lodged by either team at the end of a question converted by neither team or by the team that did not get the question after a question is converted by one team. However, if this situation arises on a tossup that the other team converted before the first clue creating a contradiction was read, there may be no protest because the team that missed the question was not misled.
 - 4.5. More information was required than was reasonable to identify the answer, and the protesting player gave sufficient information to identify the answer but not as much as the packet required and was ruled incorrect.
 - 4.6. The protesting team's opponent received credit for an incorrect answer through either packet or moderator error.
5. **Nothing else is protestable,** including but not limited to the following:
 - 5.1. Judgment calls of any kind, including but not limited to the calling of time on tossups or bonuses, whether an answer was an immediate correction of a speaking error as described in I.1., whether a tossup had begun before an accidental buzz, whether the next syllable had been read when transitioning from the 20 to 10 point zones of a stretch round tossup, or whether verbal conferring occurred, are never protestable.
 - 5.2. The failure of the question to require a prompt on an opposing team's answer is not protestable.
6. The tournament director has ultimate authority to rule on all live protests but may delegate this authority to another individual or committee for the duration of the tournament or on a case-by-case basis.
7. A live protest whose upholding could change the outcome of the game will always be ruled upon. In the event that such a protest is upheld, the following procedures will be followed depending on the circumstances that produced the protest:
 - 7.1. For a team claiming that the answer they gave to a tossup was correct but ruled incorrect by the packet or moderator under appropriate sections in rule 4: If the other team subsequently converted the tossup, their tossup points, their bonus points earned pursuant to that tossup, and any points earned by the protesting team on bouncebacks from that bonus will be removed. The tossup points will be given to the team whose protest was upheld. The teams will be reseated and play an appropriately valued bonus.
 - 7.2. For a team claiming that the answer they gave to a bonus was correct but ruled wrong by the packet or moderator under appropriate sections in rule 4: they will receive the points for the bonus answer and, if the other team converted it on the bounceback, those points will be taken away.
 - 7.3. For a team seeking the replacement of a tossup under rule 4.4: If the other team subsequently converted the tossup, their tossup points, their bonus points earned pursuant to that tossup, and any points earned by the protesting team on bouncebacks from that bonus will be removed. The teams will be reseated and a new tossup, and an appropriate bonus if the tossup is converted, will be read.

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- 7.4. ~~If a team seeks replacement of a bonus part under rule 4.4: If the other team converted the part on the bounceback, their points will be removed. The teams will be reseated. A replacement bonus will be read under the procedure outlined in rule G.6. If only the team playing the bonus on the bounceback protested, then, regardless of how the team that answered the tossup performed on the protested question, the team that answered the tossup will still get an opportunity to answer the bonus part first.~~
- 7.5. For a team protesting an improperly accepted tossup answer under 4.6: The opponent's tossup points and any points on the associated bonus will be removed as will any points earned by the protesting team on the bounceback. If the protesting team had already answered the tossup incorrectly and has no other protest, then this ends the resolution of the protest. If they had not yet buzzed in, the two teams will be reseated and the protesting team will be read a replacement tossup, for their team only, which they may buzz on and answer normally. If they convert the tossup, an appropriately valued bonus will be read.
- 7.6. ~~For a team protesting an improperly accepted bonus answer under 4.6: The opponent's points will be removed and the protesting team will be reseated and have a replacement bonus read, under the procedure outlined in rule G.6., to replace their bounceback opportunity. The other team will not be entitled to an opportunity to answer the bonus part first, since the ruling is that their original answer was incorrect.~~
- 7.7. ~~In the event that a question is disallowed and a replacement question of any kind needs to be read, due to moderator error, protest, or any other reason, each team involved must play the replacement question with the same lineup that was in the game when the original question was read.~~
8. For live protests whose upholding would not change the outcome of the game, the only rulings made will be about protests related to rules 4.1, 4.2, 4.3, and 4.5 and only if those pertain to the correctness of bonus answers. (i.e., a team can retroactively receive credit for a bonus answer originally ruled wrong, but no other kind of protest will be ruled upon if it could not change the outcome of the game). This is to avoid reseating teams for inconsequential protests.
 - 8.1. **Exception:** In the event that points per game determines seeds for a tiebreaker and the resolution of a previous protest could change a team's placement within the tiebreaker seedings, they may request that their previous protests be ruled on as if they affected game outcomes under section 7. The tournament director may decline this request depending on logistical feasibility.
9. If the resolution of any protest as above creates a tie, then the teams will play a tiebreaker under the normal procedure as described in J.1.
10. If the tournament director determines that a team is lodging frivolous or abusive protests, he will warn the team for inappropriate conduct under section D and may take further action if the behavior continues.
11. Before making a final ruling on a protest, the tournament director or his/her designated officer or committee shall make every reasonable effort to consult reliable academic resources available to the tournament staff to determine the factual accuracy of the complaint.

Deleted: If a team seeks replacement of a bonus part under rule 4.4: If the other team converted the part on the bounceback, their points will be removed. The teams will be reseated and a new bonus part will be read. If only the team playing the bonus on the bounceback protested, then, regardless of how the team that answered the tossup performed on the protested question, the team that answered the tossup will still get an opportunity to answer the bonus part first.

Deleted: For a team protesting an improperly accepted bonus answer under 4.6: The opponent's points will be removed and the protesting team will be reseated and have an appropriately valued bonus part read to replace their bounceback opportunity. The other team will not be entitled to an opportunity to answer the bonus part first.

L. Tournament Execution

1. The TO and TD will determine preliminary round division assignments, which are subject to change until the end of the Team Meeting. Assignments will be made to ensure that each division is as geographically diverse, yet as equal in ability, as possible.
2. **Timeliness.** Games are expected to begin no more than ten minutes after the scheduled start time. Lateness may result in forfeiture: the moderator is expected to begin reading questions as if the tardy team were present. If logistical delays prevent timely execution of the next round, the TD may delay all games until the delay is resolved. It is the responsibility of the team to be punctual to all matches at the appropriate restart times as announced by the TD.
3. **In-game breaks and meetings.** There are no timeouts. A short break, of no more than one minute, will be taken between each section of play. Communication between team members and the audience during the course of the game is forbidden; discovery of such communication will result in a misconduct penalty.
 - 3.1. Coaches and advisors are allowed to talk to their students only during the breaks between question periods (before the category quiz handout is distributed or after the category quiz round has concluded).
 - 3.2. If one team wishes to take advantage of a break to consult with their team, it is advised that the opposing coach have the same opportunity.
 - 3.3. In-game meetings will take place in the competition room. Students should remain in their seats as the coach or advisor meets with them. Meetings may not take place outside the competition room if the match has not concluded.
 - 3.4. During breaks, no one may bring up any written materials to the tables where the students are competing.
 - 3.5. In-game meetings may be prematurely terminated at the complete discretion of the game officials.

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- 3.6. **Score checks.** The game officials also should use these breaks to perform score-checks. At the discretion of the moderator or scorekeeper, score verification may also be done at any time during the game.
4. **Prizes.** Prizes will be awarded to at least the championship team, the second-place team, and the two semifinalist teams. Additional prizes may be awarded at the discretion of the NSC staff.
5. **All-Scholars Team (All-Stars).** At least eight players will be honored. At least four players but not all eight are selected to the team based on individual statistical performance. From ballots submitted by the participating teams as well as any other considerations, the NSC staff at its discretion selects the remaining members. The student must be present to participate in the All-Scholars Game to be honored. Students that are not present for the All-Scholars Game will be accorded Honorable Mention.
6. **Playoff/Championship series qualification.** All teams within a preliminary round or quarterfinal playoff division will be ranked by their win-loss record within that division. Ties will be resolved by points-per-game, as discussed in section J.
7. **Changes.** Changes to these rules may be made at the discretion of the TD and TO at any time until the end of the team meeting. Any change in tournament schedule or format *after the team meeting* must be approved by a majority vote of all *affected* team captains. This includes changes in playoff format, procedures for complaints or protests, and tiebreaker protocols.
8. Finally, enjoy the competition! The NSC hosts and staff wish to create an interactive, collegial atmosphere and will make every accommodation to make the NSC a special and exciting event for everyone. If your team has any special needs, PACE should be notified in advance so we may best meet them.

*Tentatively approved for the 2008 National Scholastics Championship,
George Mason University, May 31-June 1, 2008.*

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If there is a **tie in win-loss record for advancement** to the championship playoff round robin series or the Final Four series and the number of teams involved in the tie is equal to the number of spots available for advancement, the teams will be seeded based on points-per-game statistics in the just-completed phase of the tournament. If there are fewer qualification slots in the championship playoff round robin series or the Final Four series than there are eligible teams because of a tie in win-loss record, the following procedures will go into effect to determine which team or teams advance to the next phase.

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Unless otherwise mentioned, all ties in record for next-phase-qualification (for example, at least one team moves up to championship flight and one team is relegated to consolation rounds; or if at least one team should be eliminated from the semifinals) will be broken by mini-matches. Unless the statistic is not readily available or its calculation is deemed unreliable as a fair metric by the tournament officials, points-per-game will be used to seed the teams into tiebreaker matches as warranted; otherwise, other head-to-head metrics may be used at the discretion of the tournament officials for seeding purposes (refer to J.5).

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If a full-length match is available to be used for the qualification tiebreaker among two teams, both team captains may petition the tournament organizers to use a full-length game as the tiebreaker in lieu of a mini-match.

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Triangle matches. A three-team (triangle) mini-match series will be used whenever three teams are involved in a tie. Teams will draw lots to be designated A, B, C, with the team with the highest PPG (or other statistic) for the relevant phase of the tournament having first draw.

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- 4.1. The order of games will be A vs. B mini-match, B vs. C, then A vs. C. Any ties in the mini-matches are not broken.
- 4.2. The tie is broken based on the total points accumulated by all three teams in the mini-matches.
- 4.3. Like regular mini-match tiebreakers, each mini-match will consist of 5 tossups with bonuses in stretch-round format and follow the procedure outlined previously (J.3.2). All tossups are worth 10 points regardless of when the question was answered (i.e., no power tossups).
- 4.4. If there is a two-way tie in total points in the triangular series, the teams involved will play a sudden-death mini-match tiebreaker. If the tie remains unresolved among the three teams, a second triangular series will be held with 3 tossup/bonus tiebreaker sets.
- 4.5. If the three teams are competing for two spots for advancement, the match shall only determine the eliminated team (i.e., it will NOT determine the seeding among those teams that do advance). To seed the remaining teams, unless otherwise announced, the teams' PPG in the phase of the tournament that produced the tie (preliminary rounds only or playoff rounds only) receives the higher seed of the remaining two teams regardless of the outcome of the triangle match.

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- Two teams: Mini-match head-to-head.
- 5.2. Three teams: Triangle mini-match series
 - 5.3. For four or more teams, logical and reasonable combinations of minimatches and triangular matches will be used to break the tie. The exact combination may be subject to the tournament format or the discretion of the tournament director or organizer, and will be specifically explained to the involved teams as tie situations arise