

Illinois State First Annual Student Scrub Bowl

Game Rules

- 1) A team of 3-4 students are created by each school. The team will choose a captain for the team.
- 2) Face-offs will be between two teams at a time. The teams will take a seat in front of the student audience. On the middle of the table, each team will have a lockout buzzer.
- 3) The moderator will ask the first "tossup question", which will also be projected on a screen. Any student from either team can "buzz in" when they know the answer. The student who buzzed in is the **only student** able to answer the question.
- 4) The student is not to state any answer until acknowledged by the moderator. Once acknowledged, the student will have **5 seconds** to answer the question. If the answer is correct, the team will receive 1 point and a chance to answer a bonus question. If the student answers incorrectly, or runs out of time, the other team gets a chance to answer the question. If the other team also answers incorrectly, the answer will be given by the moderator and another tossup question will be given.
- 5) The first team to answer the toss up question correctly gets an attempt at a bonus question. Bonus questions are worth 5 points if answered correctly.
- 6) The moderator will ask the bonus question. The team gets 30 seconds to discuss the question and come to an answer. After 30 seconds, the moderator will say "times up" and the team captain will be the only member able to answer the question. If the answer is correct, the team will receive an additional 5 points. If the answer is not correct, the moderator will give the answer and no bonus points will be awarded.
- 7) The first team to reach 20 points will be declared the winner of that round.
- 8) Finally, if neither team is able to answer the initial toss up question within 5 seconds after the moderator reads the question, a buzzer will sound, the moderator will reveal the answer and will move on to the next toss up question.

Disqualifying Answers and Special Considerations

- 1) No stalling tactics will be allowed. For example, a sound or phrase to gain extra time, such as "I think the answer isssss" or "Um-m-m-m, I think the answer is", if stalling occurs the judge will disqualify the answer. In the toss up round, students get 5 seconds to begin to answer the question and no more than 10 seconds total to complete the answer.
- 2) If any student answers a tossup question before being recognized by the moderator, a warning will be given. The warning will be for both teams and all team members. If the blurting out of an answer happens again, the answer will be invalid and the opposing team will get the chance to answer the question.
- 3) If the first team buzzes in before the full question has been asked they will have an opportunity to answer the question as it was read up to the buzz. If the answer is incorrect, the moderator will say "that is incorrect" and will pick up the question at the most logical point and complete the reading of the question for the other team.
- 4) The first answer to any question is the answer that will be accepted by the moderator. A team player may not change their answer.
- 5) No conferring between team members on tossup questions.