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Knowledge Bowl Competition Rules

RULE IGNORANCE

It is the responsibility of all team members, their teacher / coordinator, judges, scorekeepers, and other contest officials to familiarize themselves with all of the contest information and rules. Ignorance of a rule by a team or teacher / coordinator is no excuse.

RULE VIOLATIONS

Violation of a rule(s) will be addressed by the scorekeepers / judges and result in that team losing points for the current question at the time the infraction occurs. A second infraction may result in team disqualification.

OBSERVER REGULATIONS

Non-participants (students, teachers / coordinators, parents, guests, etc.) may only watch from a designated area and will not be permitted to communicate with participants, in any manner, until the quarter and half breaks. **The use of all electronic devices is restricted during competition. Devices are to be silenced during competition or turned off.** If an emergency situation should arise, please leave the room to respond. Anyone found to be using electronic devices will be required to leave the premises and such behavior could result in the disqualification of the associated team.

ELIGIBILITY

Requirements:

1. **KB Program Order Form** – email completed form to the individual indicated on the order by the deadline given. One order form per instructor.
2. **KB Program Fee** – submit proper payment (details can be found on the order form) to obtain access to the KB Program
3. **Regional Competition Participation** – Regional Competitions will be determined by the KB Board based on total teams registered and state hosting location accommodations. Regional Competition details will be shared by the KB Board around January or February after all order forms have been submitted.
4. **State Registration Packet** – The CBI Instructor will complete a State Registration Packet and pay a fee to compete at the State Competition for each team.

CONTESTANTS

A team is defined as the students of one (1) class assigned on the Educational Information System (EMIS) report to a teacher / coordinator. The teacher of record must be the individual responsible for these students' work-based learning and related sections of the CBI program. Under no circumstances may any student participate on a team if he / she is not listed on that teachers' / coordinators' EMIS report for that school year. A team will be disqualified if an ineligible student is placed on the team.

The definition of 'team' applies to all types of programs, regardless of age and all types of schools, including vocational schools and others with more than a single program. A team consists of any number of players between three (3) and ten (10) students; no more than ten (10) players and no fewer than three (3) players.

For Knowledge Bowl Competitions there are three divisions into which teams can qualify to compete: Senior Division and Junior Division.

- The **Middle School Division** is defined as grades 7 and 8 for the current school year.
- The **Junior Division** is defined as grades 9 and 10 for the current school year.
- The **Senior Division** is defined as grades 11 and 12 for the current school year.

A team's division designation as middle school, junior or senior is determined by the grade level of the oldest participating student on the team.

During Regional or State competition, any team or part of a team not present and seated with necessary contest materials at the beginning of a contest, or any quarter, will be denied participation until the chairperson grants them permission.

DRESS CODE

Although there is no dress code for Regional and other Knowledge Bowl competitions, students are expected to be properly attired. Students should wear clothing that is **school appropriate**, clean, modest, in good repair, and neat in appearance. Shoes or sandals must be worn at all times. Team t-shirts with a logo or other attire with the manufacturer's logo are permissible. Attire should not have inappropriate slogans or sayings. **NO** coats, jackets, hats, bandanas, or "do" rags are permitted during the competition. Individuals not properly attired for the contest will be removed.

Prior to the beginning of the contest, the chairperson and judges will be responsible for determining the appropriateness of each player's attire. Teams may have the opportunity to correct violations prior to the start of the competition. If corrections are not made, or violations are spotted after the start of the competition, or student(s) become inappropriately attired at any time during the competition, the student(s) will be removed.

TEAM MATERIALS

Teams will need to supply an *easel* and *flip pad* for all competitions (unless specified) for the assigned scorekeeper to keep the team's score for each quarter.

The only materials permitted at a team's table are:

- Writing instruments (pencils, pens, and black markers)
- 8 ½ x 11 blank white paper (captain's answer sheets)
- 8 ½ x 11 blank colored 'scratch' paper
- Score sheets
- Calculator(s)
- Drinks and snacks are permissible at the discretion of the competition chairperson

SCOREKEEPERS

Each team needs to provide one (1) adult scorekeeper that will be assigned to keep score for another participating team. Scorekeepers for each team should position themselves near the team captain to determine whether a team's answer is correct. Additionally, scorekeepers are to monitor that all rules are being followed by the team for which they are responsible. If there is a shortage of scorekeepers, coordinators of participating teams may be required to assist with score keeping teams **other than their own**.

Each team is responsible for providing an easel and flip chart for all competitions. (*No white board may be used at the state competition*). Flip charts and easels will be used by the teams' adult scorekeeper to display each team's total score by quarters. If needed, teams are responsible for supplying their scorekeeper with a calculator.

Each team should designate one team member to keep score on the provided score sheet. The team's student scorekeeper should also have a calculator to double-check the official score.

At the end of each quarter, the captain and the student scorekeeper are to make sure that the score on the score sheet matches the score kept by the adult scorekeeper. Score discrepancies must be addressed by the team captain to the adult scorekeeper before the start of the next quarter in order to be considered. The scorekeepers may make mathematical corrections to the team score sheet before the beginning of the next quarter.

When all parties have agreed on the quarter's score, the team captain, student scorekeeper, and adult scorekeeper all need to sign the team score sheet. A Knowledge Bowl committee member will walk around the tables to collect the score sheets at the end of each quarter.

QUESTION & ANSWER PROCEDURE

The competition will consist of four quarters with 15 questions in each quarter. Three questions from each of the 20 categories will be randomly selected by a computer for a total of sixty (60) questions.

Each team will begin each quarter with a zero score. If the team gets the question correct, the full value of the question shall be added to the team's score. If the team is incorrect, zero points are added. There is no subtracting of point values in the competition.

The category and assigned point value will be read aloud to the teams twice. The question will then be read aloud to the teams twice. The question will not be repeated a third time. A time of 20 seconds to answer the question begins after the question has been read for the second time. A warning will sound when there are five (5) seconds remaining and also when time has expired.

All teams will designate a team captain. All team members shall be permitted to write a suggested answer on colored scratch paper and then pass it to the captain. The captain must then legibly write the team's final answer on an 8½ x 11 piece of white paper in his or her own handwriting; only the captain is permitted to write an answer on the white paper and only the captain is permitted to stand with the team's final answer. The captain is responsible for settling all differences of opinion among teammates in regards to the team's final answer. Teams are cautioned to speak with low voices when discussing answers so other teams will not hear them.

The captain must be sitting when writing. If the captain stands with an answer they would like to change before the allotted time is up, *they must sit back down to change the answer.* If an answer is changed, the old answer must be thoroughly marked out so that there is clearly only one answer on the sheet. If there is any confusion, the answer will be considered incorrect.

If the team does not know the answer and does not wish to guess, the captain may either leave the paper blank or simply not stand up by the end of the 20 seconds. A captain who is determined by the adult scorekeeper to not be standing by the end of the 20 seconds shall have that answer be considered incorrect and receive zero points for that question.

ANSWER DISCLAIMER

Answers have been verified for their authenticity, however, typographical errors and other types of mistakes can and do happen. Incorrect program answers will be counted as correct during a competition unless brought to the attention of the competition chairperson and announced before the contest begins. If corrections are made to the database, all participating coordinators will be notified by email prior to the State competition.

ANSWER DETAILS

All answers must be legibly written on a white 8½ X 11 sheet of paper with a black marker by the captain.

Except in the Spelling category, and any question that specifically requires it, answers do not have to be spelled correctly. Appropriate and easy to understand abbreviations are permissible but not suggested since the adult scorekeeper and judges may interpret the intent differently and count the answer as wrong. Dollar, cents, decimal points, percent, and other signs are considered part of the answer and must be displayed.

Unless otherwise stated in the question, last names are sufficient and shall be counted as correct.

For answers containing the word ‘or’ in them, any one of the answers is correct. Participants do not have to list all of the answers given, just one of them.

For answers containing parentheses () in them, the information contained within the parentheses does not need to be included in the answer for it to be correct.

It is not required that teams give their answers exactly as they appear in the program. An answer can be different than what the program shows and still be correct, however, the final decision will rest with the judges.

ANSWER CHALLENGES

A panel of three (3) judges should be created to determine if answers provided by a team are acceptable or not. *Judges at the State competition will be provided.*

If the team captain or adult scorekeeper has any question as to whether the answer given by the team should be accepted or not, the team captain must indicate so by saying, “Challenge.” The team captain will approach the judges’ table at the front of the room to challenge their answer.

The judges will determine if the given answer is correct or wrong. If it is correct, a judge will use a colored marker and write “yes” on the paper. If the given answer is wrong, a judge will write “no” on the paper. The team captain will return to their table and show their adult scorekeeper for correct scoring. All decisions on answer discrepancies will rest ultimately with the majority opinion of the competition judges. All judges’ decisions are final.

All challenges must be made before the reading of the next question; a challenge to an answer cannot be made on any previous question.

PLAYER SUBSTITUTIONS

Since teams cannot have more than ten (10) players, there is no need for any player substitutions.

BREAKS

There are no time-outs. A break will be announced at the end of each quarter [every fifteen (15) questions] for players to stand and stretch at their tables, get more water, etc. Break duration will be determined and announced by the competition chairperson.

Students are expected to remain at their tables during the breaks after the 1st and 3rd quarters. Students are permitted to leave their tables after the 2nd quarter for a halftime break and after the 4th quarter, which is the end of the competition, to use the restroom, get more water, etc.

ENDING THE COMPETITION and TIE BREAKERS

The winning team is the team that has accumulated the most points at the end of four quarters (60 questions) in each division.

Any team who competed in a regional competition, during the current school year, is eligible to compete at the state competition. For the State Competition, the Top 3 teams will all receive a team plaque and individual medals.

If a tie for any top place occurs at either the Regional or State Competition, tie breakers will be broken using the following process:

- The scoring table will review the score sheets from each quarter for each of the tied teams. The scoring table will be looking for the first question missed by each tied team. The team that missed a question first will be awarded the lower of the two places, while the team that went the longest without missing a question will be awarded the higher of the two places.
 - Ex: If Team A and Team B tie for 1st place and the first question that Team A missed was Question 8 and the first question that Team B missed was Question 10, Team A would be awarded 2nd place and Team B would be awarded 1st place.