

2010 HAWAII REGIONAL HIGH SCHOOL SCIENCE BOWL

Competition Rules

Changes in bold/italic

Eligibility Requirements

1. Each competing team consists of four or five student members (only four will be playing at any time). To be eligible to compete, a high school student must be enrolled for the current school year in grades nine, ten, eleven or twelve at the team's school, and be ***born after May 3, 1990***, or receive a special waiver from the Department of Energy.
2. No school or student group or student may compete in more than one regional competition. No student may compete on more than one team. The Hawaii regional event can accommodate up to 24 schools or teams. The Hawaii Science Bowl Committee will select the 24 teams based on the following criteria:
 - a. Only teams that have finalized (i.e. submitted) their registration forms online will be eligible. If a team does not have access to the online system a completely filled out copy of the registration form must be received by the HSB Committee who will enter the information online and submit the registration.
 - b. The preference is to have as many different schools competing. The first Team from each school (based on the Date and Time the registration was submitted) will be selected. ***No more than 2 teams from one high school may participate in the Hawaii Science Bowl.***
 - c. In the event that 24 different schools do not complete registration, the remaining teams will be selected from schools that have submitted more than one team registration, based on the Date and Time the registration was submitted.
 - d. Teams that completed the registration process but were not selected are still encouraged to attend the event. If one of the competing schools fails to show up or is otherwise disqualified replacement teams will be selected from those present.
3. To be eligible for the National Science Bowl finals, a student must have competed on the team that won the Regional Science Bowl or on the next highest place team that accepts the invitation if the first place team declines to attend.
4. By ***March 12, 2010***, the winning team's coach is required to inform the National event coordinator of its availability to participate in the Nationals. No waivers will be granted or special arrangements made for students to participate in any conflicting activities or exams. All teams must arrive and depart on the designated dates and participate in all events, as scheduled throughout the duration of the National Event, including Saturday and Sunday. If the entire winning regional team (at least 4 students) is unable to participate at all activities, at all scheduled times, the next highest place team will be invited to replace them.

Competition Structure

5. The contest will use a round-robin format to determine four divisional finalists. The four divisional finalists will then compete in a double-elimination format to determine the overall winner. There will be no tie-break questions during the round robin matches.

6. The teams are placed in divisions by drawing lots with the number of teams per division as equal as possible. Each team will play every team in its division. All competition will follow flow charts provided for the round-robin and double elimination matches.
7. During elimination rounds only, if the score is tied at the end of the regulation time period, a series of five toss-up questions will be used to break the tie. Interrupt, blurt, and consultation penalties are in effect during the tie-breaker.

The Questions

8. Two types of questions will be used: toss-up questions, worth 4 points and bonus questions, worth 10 points, may be answered by any of the four members of either team that are actively competing. A team answering a toss-up question correctly will always get a chance to answer a bonus question; the other team is ineligible. No consultation is allowed on toss-up questions. The question categories are: astronomy, biology, chemistry, earth science, general science, mathematics, and physics.
9. No team will have more than one opportunity to answer a toss-up question.
10. Questions are either multiple-choice or short answer. A participant may answer a multiple-choice question with either the letter answer (W, X, Y or Z) or the verbal answer; however, if the verbal answer is given, it must be exactly as indicated in the question or as read by the moderator. The only acceptable answer to a multiple-choice question will be the best of the four choices indicated in the question.
11. Once read in its entirety, a question will not be re-read.
12. For toss-up questions, the first player on either team to activate the lock-out buzzer system wins the right to answer the question, except that no player may buzz in until AFTER the moderator has identified the subject area of the question. If a player buzzes in prior to the reading of the subject area, the moderator will inform the player that he/she has buzzed in too soon. The moderator may add time back to the clock, if necessary.
13. ***On any toss-up or bonus question, the first response given, as determined by the officials, is the only one that counts. However, if a participant gives both a letter answer and a scientific answer to a multiple choice question, both parts must be correct. Any prefacing remarks that do not directly answer the question, such as “my answer is” or repeating the question, will be considered delaying the game and counted as an incorrect answer. (Note: a very short “um”, “er”, or vocal stumble is acceptable, provided the officials do not consider it delaying the game.)***
14. If the first team’s answer to a toss-up question is wrong and the question was completely read, the other team is given the opportunity to answer it. The second team is allowed a full 5 seconds to buzz in after the moderator indicates the answer is wrong or that a blurt or consulting has occurred.
15. The answer to a bonus question must come from the team’s captain, including when the question has been interrupted. Moderators should ignore an answer from anyone but the captain on the bonus question.

Verbal Recognition & Consulting

16. Before answering a toss-up question, the team member who has buzzed in must be verbally recognized by the moderator or scientific judge. (Before the match, the official who will be recognizing participants will be identified.) If a student was not recognized, it is treated as a non-answer (blurt) and the moderator will award 4 points to the opposing team but will not indicate whether the answer was right or wrong. The toss-up question is then offered to the opposing team, if still eligible. If the toss-up question has not been completely read, the question will reread in its entirety, and if the opposing team correctly answers the question, the team will get a chance to answer the bonus question.
17. On toss-up questions, no consultation among team members may occur. Prior to buzz: Should consultation among any of the team members occur without a team member buzzing in, or if any team member should give an answer without buzzing in, any answer given does not count, the moderator will not indicate whether the answer given was correct or incorrect, and the team loses the right to answer the toss-up question. The question is then offered to the opposing team, if still eligible. After a buzz: If consulting occurs, the consulting team is then classified as a blurt as in previous rule, and 4 penalty points will be awarded to the opposing team.

Timing

18. The match is played until either the time expires or all the toss-up questions have been read. Regional competitions will have two-8 minute halves with a 2-minute break (halves at the Nationals are 10 minutes). Each half begins with a toss-up question.
19. After reading a toss-up question, the moderator will allow 5 seconds for the two teams to respond before proceeding to the next toss-up question. Timing begins after the moderator has completed reading the toss-up questions.
20. A participant who has buzzed in on a toss-up question must answer the question promptly after being verbally recognized by the moderator or scientific judge. After recognizing a participant, the moderator will allow for a natural pause (up to **2 seconds**), but if the moderator determines that stalling occurred, it will be treated as a wrong answer.
21. After a team member has answered a toss-up question correctly, the team is given the opportunity to answer a bonus question. The team will have 20 seconds for the team captain to begin to give the answer to the bonus question. Consultation among team members is allowed on bonus questions. However, the answer to the bonus question must come from the team's captain. No other answer will be accepted.
22. On a bonus question, the signal "5 SECONDS" will be given by the timekeeper after 15 seconds of the allowed 20 seconds have expired. Additionally, the timekeeper will indicated the end of the 20-second bonus period by saying "TIME". If the team captain has not begun the response before the timekeeper calls "TIME," the answer does not count. If the team captain has begun the response, he/she may complete the answer, but may not stall. No stalling may occur; the team loses the opportunity to respond to the question if the moderator determines that stalling has occurred.

Summary of Timing:

Type of Question	TIME ALLOWED
Toss-up	Teams have 5 seconds to buzz in after question is read. If no team has buzzed in, say "TIME"
Buzz in after Toss-up has been read	Must answer within natural pause (up to 2 seconds). If no answer, say "TIME"
Bonus	Team gets 20 seconds to discuss. After 15 seconds, Timer will announce "5 seconds". If no answer after 20 seconds, say "TIME"
End of Game	Each half is 8 minutes. At 8 minutes, say "Game". If team is in process of answering a question, just turn off the clock and announce "Game" when process of the question has been completed

23. Toss-up questions are worth 4 points, and bonus questions are worth 10 points.
24. If a toss-up question is interrupted, the player recognized, and the answer is correct, the team will receive 4 points. If the answer is incorrect or the player buzzing in answers without being verbally recognized, or if consultation occurs on the team buzzing in, 4 points are added to the opposing team's score, the question is reread in its entirety, and the opposing team has an opportunity to answer the toss-up question, and if the answer is correct will receive an additional 4 points with the chance to answer the bonus question if correct.
25. The double interrupt. If a toss-up question is interrupted and the answer is incorrect or the player buzzing in blurts out an answer before being verbally recognized, 4 points are added to the opposing team's score. The question is then reread in its entirety. However, if the opposing team interrupts the re-reading of the question and gives an incorrect answer or blurts before being verbally recognized, 4 points are added to the first team's score. The moderator will give the correct answer and move on to the next toss-up question.
26. If the moderator inadvertently gives an answer to a toss-up questions without giving either team a chance to respond, no points are awarded and the moderator goes on to the next toss-up question.
27. If the moderator inadvertently gives the answer to a toss-up question before allowing the second team to respond (after an incorrect answer, or an answer given without the team member having been recognized), the next toss-up question will be read to the second team in place of the inadvertently answered question. If this situation occurs on question #25, the officials will obtain a replacement toss-up question.

28. On a toss-up question, if the moderator inadvertently recognizes a player other than the one who buzzed in, the player who buzzed in will be allowed to answer as though he/she has been correctly recognized. The moderator will announce the correct player.
29. On a bonus question, the moderator inadvertently responds to someone other than the captain while indicating whether an answer is correct, the next bonus question will be read to the team eligible for the bonus. If this situation occurs on question #25, the officials will obtain a replacement bonus question.

Summary of Scoring:

Type of Question	POINTS AWARDED
Correct Toss-up	+4 points, & eligible for bonus
Incorrect Toss-up	+0 points
Correct Bonus	+10 points
Incorrect Bonus	+0 points
Interrupted Toss-up: Correct Answer	+4 points & eligible for bonus
Incorrect Answer	+4 points to opposing team
After a team member buzzes in: Unrecognized Toss-up (Blurt) Unrecognized Interrupted Toss-up (also a Blurt) Consultation among players	+4 points to opposing team
Before a team member buzzes in: Answering a toss-up Consultation among players	+0 points but team will be disqualified from answering

Challenges

30. Challenges must be made before the moderator begins the next question, or for the last question of a half, within three seconds of the end of that half. All challenges must come from the four members of each team who are actively competing. The fifth team member and/or the coach may not object verbally or by signal. If either the fifth team member or the coach objects verbally or by signal to the active team members, the challenge will not be allowed. All decisions of the judges are final.
31. Challenges may be made either to scientific content or to the application of the rules. Challenges may NOT be made to judgment calls by the officials, including but not limited to whether a question has been interrupted, whether 5 seconds have elapsed before a student buzzes in on a toss-up, whether 20 seconds have elapsed before a captain begins answering a bonus, whether a half has expired before a new toss-up question begins, whether a stall or consultation has occurred, a player has given a first response, or whether time should be added back to the clock.

32. Should a question or challenge arise during a competition, the competition and the clock will be stopped until the question is resolved. Once the question has been resolved, the match will continue from that point. Should the moderator decide that some time was lost due to the interruption in play, the moderator has the right to put the appropriate amount of time back on the clock.
33. If a team's answer to a toss-up question is judged incorrect, and they wish to challenge the ruling on the basis of scientific content, but the opposing team is still eligible for the toss-up, the first team should hold its challenge until after the opposing team has completed its toss-up opportunity. The first team should then state its challenge before the next bonus or toss-up question is read. If the challenge is upheld, the second team's answer will be disregarded and the time lost since the first team's answer was disallowed will be put back on the clock. The first team will then have the opportunity to answer the bonus question.

When Time Runs Out

34. If a toss-up question is begun before time expires in a half, that question will be finished under the usual rules of play, including the bonus, if the toss-up is answered correctly. The half is then over. A question will be considered to have been begun if the subject area has been completely read. The second half will begin with the first toss-up question not read in the first half.

Miscellaneous Rules

35. Substitutions may be made only at the half. If a team has five players, the player who did not play in the first half may substitute for any of the four starters. Teams may switch captains, but only at the half.
36. No one in the audience may communicate with participants during the match; communications will result in ejection from the competition room.
37. If someone in the audience shouts out an answer, the question will be thrown out (as will the person) and the moderator will proceed to the next question.
38. Prior to each match, the two team coaches will introduce themselves to each other and will sit together in the back row of the competition room.
39. No notes may be brought to the competition table. Nothing may be written before the clock starts. Scratch paper will be provided at the beginning of each match and collected at half-time and at the conclusion of the match.
40. Calculators are not permitted.
41. Members of the audience, including the *teams and* coaches, will not write down the questions/answers the moderator reads or use any electronic recording or transmitting device, including digital cameras during the match. At the Nationals, coaches will be provided with a team score sheet to track the number of questions answered by each individual student on their team. No one else in the competition room is permitted to make notes of any kind during the active competition. If this occurs, the individual(s) will be asked to leave the competition room.

Round-Robin Competition and Tie-Breaker Rules

42. The scoring for the round robin competition is as follows: a win is worth one point and a tie is worth ½ point. The winner of each division qualifies for the championship round.
43. In the event that two or more teams are tied for first place in a division at the end of the Round-Robin competition, the following of the TIE-BREAKERS will be used to determine the division winner:
 - i. Head to head won/loss record
 - ii. Fewest losses
 - iii. If two (2) teams are still tied, there will be a five toss-up question run-off (interrupt penalty in effect). No bonus questions will be used during this segment of the competition. If still tied, another five toss-up question run-off will be used, etc. until the advancing team is determined.
 - iv. If more than two teams are tied, each team, in separate rooms, will be given a series of ten toss-up questions (no bonus questions will be used during this segment of the competition). The usual five (5) seconds will be allowed for a competitor to buzz in after the question is completely read. There are no interrupt penalties but also no reason to interrupt since all ten questions will be read. Scoring will be based on the number of questions right minus the number wrong. If two or more teams are still tied, procedure (iii) or (iv), as appropriate, will be used until the advancing teams are determined.
44. If the score is tied at the end of regulation time period for either the Single or Double Elimination rounds, a series of five toss-up questions will be used to break up the tie. No bonus question will be used during this segment of the competition. If still tied, another five toss-up questions will be used, etc. until a winner is determined. The usual five (5) seconds will be still allowed for a competitor to buzz in after the question is completely read. Interrupt, blurt, and consultation penalties are in effect during the tie-breaker.