

## JAIN ACADEMIC BOWL 2017

# Tournament Rules Formats and Guidelines

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## 01 Introduction

The Jain Academic Bowl (JAB) is based on an appreciation of knowledge of Jainism, the ability for quick response, and a friendly yet competitive spirit. Above all, please keep in mind that the tournament should be a positive experience while providing encouragement and enjoyment. A light-hearted attitude will make things run much better. Please be friendly and don't regard the other team as the rival. Alertness and intensity are respectable qualities but not arrogance or combativeness.

**There will be a mandatory meeting for check-in and review of rules for all players and coaches on Friday, June 30, 2017 at 4:00 PM at the convention Center. The first round of the tournament will begin promptly after the review of rules. Each subsequent round will be held about every 45 minutes to 1 hour thereafter.**

Detailed tournament schedule will be published and communicated to all participating teams approximately two weeks before the convention. The final tournament round is planned on July 2, 2017 from 3:00 to 5:30 PM at the convention center.

## 02 Team Competition Format:

1. Each team will consist of up to eight (8) contestants of which one will serve as a captain and other players will be an alternate. They will play as a unit. The captain can be changed for every match.
2. Five players will be playing the match. Alternate players may be substituted for other member only at the beginning of a round during the match and they must play the entire round. Substitution during the round is **NOT** permitted.
3. Each match will be two teams playing head-to-head and each tournament round may have up to four simultaneous matches.
4. The simultaneous matches in any one tournament round may use the same set of questions but the questions will of course change from tournament round to round.

5. Electronic lock-out buzzer/indicator systems will be used to increase the competitiveness and accuracy of response with each team member having an individual indicator.
6. The semi-finals match-up will be decided by draw of lots. If any Pathshala is allowed to send 2 teams in Junior or Senior group, and both teams make it to the semi-final round, then they will have to play each other during the semi-final round. This will ensure that the final match will be played between 2 different Pathshala teams.

### 03 General Guidelines:

- No recording of any type by any individuals without the express permission of the coaches of the teams being videotaped. However, JAINA and its agents reserve the right of photography and videography for the sole purpose of promoting JAINA and JAB, unless expressly prohibited by the coaches of the participating teams being video graphed and/or photographed.
- No chewing gum
- No applause during match until the entire round is complete
- No mouthing words or whispering of any kind from audience
- Moderator's decision will be final and binding

**Each match will have three rounds of questions. Both teams will start with 100 points each.**

### 04 Round 1 - Individual Team Round Rules

1. This round will have maximum of 10 questions per team worth 20 points each. Distribution of points for multi-part questions will be announced by the moderator prior to reading the question.
2. This round will be non-competitive i.e. each team will have 10 questions to themselves without using the buzzers.
3. Team members can confer with each other at any point while the question is being read and after, until time is called. (The second team may only confer through writing). For this round, only the captain or whoever he/she designates (for example, by saying "I designate \_\_\_ to answer") can answer. Once the captain begins answering, his or her teammates may only confer with him or her through writing.
4. While one team is having the questions read to them, the other team will remain silent.
5. 7 seconds will be given after the last word of a question has been said to the first team before the moderator will require a response. After 5 seconds, the moderator will say "Answer please"; two seconds later, the moderator will say "Time." Once any part of the word "Time" is said the responding team may not answer.
6. Partial credit will be given for partially correct answers (fraction points of 0.5 and up will be rounded to the next whole number). However, if the team whose round it is gives a wrong answer, a partially correct answer, or no answer, the second team will have the opportunity to answer for half credit.
7. If a partially incorrect answer to a multi-part question is given by the first team, the moderator will give a chance to the second team to answer before allotting any points to the first team or letting the first team know what part of their answer is incorrect. The second team will receive half credit for the first team's missed parts only if correct answers are given for all parts.

8. If the second team has the chance to steal, the moderator will call on the other team and give 2 seconds to answer before calling time.
9. Once the team member starts answering a question, no more than 5 second pause will be allowed during the answer
10. There will not be any penalty for an incorrect response (it is definitely wise to guess the answer in this round if the answer is not known).
11. For "Anagrams", after the last word of the initial prompt has been read the moderator will allow 15 seconds for a response for 20 points. At 15 seconds, the first clue will be given and the team will have 5 seconds to answer for 15 points. At 20 seconds, the second clue will be given and the team will have 5 seconds to answer for 10 points. If a team gives an incorrect answer to an anagram question at any point, they will receive no points for the question. The second team will not be able to steal the Anagrams question.
12. The individual round questions can be a bit long in length and may have several parts to the question.
13. The questions for this round will be similar in format for two competing teams.
14. The moderator will read all questions slowly and spell out difficult words.

#### **05 General Rules for "Buzzer" Rounds 2 and 3 and Tie Break**

1. These rounds will be competitive: Any team member can buzz in to answer and the first person to buzz in will have to answer the question.
2. Contestants can buzz at any point during the reading of a question and immediately after. If there have been no buzzes at 3 seconds after the last word of a question is read, the moderator will call "Time" for that question and continue on with the next question. If the first team answers incorrectly, the moderator will also give 3 seconds to the second team before calling "Time" for the question. The 3 seconds will start after the entire question has been read. If the entire question was read in its entirety, then the 3 seconds will start as soon as the moderator announces that the first team has answered it incorrectly,
3. As soon as someone buzzes in to answer a question, the moderator will stop reading immediately and call on that contestant to answer the question.
4. After the moderator has called on the contestant, 5 seconds will be given to respond. After 3 seconds, the moderator will say "Answer please"; two seconds later, the moderator will say "Time." Once any part of the word "Time" is said the responding team may not answer.
5. Once any part of the word "Time" is said, the team will be penalized for an incorrect response.
6. Once the team member starts answering a question, no more than 5 second pause will be allowed during the answer
7. At no point during these rounds can contestants confer with team members. If a team discusses an answer, the moderator will treat it as if a contestant from the team buzzed in and gave a wrong answer (i.e. the team will lose points and will be locked out from further answering that question).
8. If any discussion occurs before or after a buzz or a team is seen to communicate with the audience, that team will be penalized as if a member had buzzed in and given an incorrect answer.
9. Score will be kept so that both teams can see it during the match.

10. The tournament will be conducted predominantly in English with only common words or central ideas expressed in Indian/Jain language.
11. Pencils and blank paper will be provided for each match in order to write down choices, lists or other notes during any particular question.
12. Notes are not allowed for future questions.
13. No communication devices will be allowed!
14. The JAB is closed book, closed notes, and basically closed everything except minds.
15. We encourage you to watch following short You Tube presentation of a JAB Tournament. Please click on following link:  
[www.youtube.com/watch?v=UVL5Zdfdvq&feature=relmfu](http://www.youtube.com/watch?v=UVL5Zdfdvq&feature=relmfu)

## 06 Round 2 - Category Buzzer Round Rules

1. This round will have maximum of 12 questions based on 2 or 3 given categories, each of which will be announced before the group of questions pertaining to it.
2. This round will again be competitive where the contestant who buzzes in first will have a chance to answer first. **The contestant, who buzzes in, is not allowed to confer with other team members.**
3. The correct answer will gain the answering player's team 20 points; the team will lose 20 points if the answer is incorrect or no answer is given after a buzz. Once a player has buzzed in, it is in his or her interest to at least guess the answer.
4. If the buzzing contestant does not answer or answers incorrectly, his or her team members can no longer buzz for that question. However the second team does get a chance to answer that question.
5. The other team's members will hear the rest of the question (if it was not read in its entirety) and can choose to answer. However, in order to answer one of them must still buzz in - they cannot answer as a team. It is in the second team's best interests for players to wait until the full question is read to buzz, as they are no longer competing with the first team.
6. The second team will gain 10 points for a correct answer, and lose 10 points for an incorrect answer. If no players from this team buzz, the team will have no gain or no loss in points.
7. It is important to note that the individual who buzzed in first will have to answer the question. There can be no discussion with team members before or after a player buzzes in; the team will be penalized by losing 20 points if the Team/members discuss or give input to the individual who is supposed to answer. If there is any discussion between team members on the team that did not first buzz in, that team will be penalized 10 points.
8. The questions here will be fairly short—speed and anticipation are critical.

## 07 Round 3 - Grab Bag Buzzer Round Rules

1. This round will have maximum of 16 questions.
2. This round will again be competitive where the contestant who buzzes in first will have a chance to answer first. **The contestant, who buzzes in, is not allowed to confer with other team members.**
3. They will gain 20 points for a correct answer or lose 10 points for an incorrect answer or no answer.

4. If buzzing in contestant answers incorrectly or does not answer, the other team gets to hear the rest of the question (if it was not read in its entirety) and can then choose to answer. However, in order to answer one of them must still buzz in—they cannot answer as a team. It is in the second team's best interests for players to wait until the full question is read to buzz, as they are no longer competing with the first team.
5. The second team will gain 10 points for a correct answer, and lose 5 points for an incorrect answer. The second team will have an option to pass the question without answering for no gain or no loss in points.
6. These general questions tend to be a bit long, allowing certain people to clue into the correct answer even before they are read in its entirety, if they know more about that particular subject.
7. It is important to note that the individual who buzzed in first will have to answer the question. There can be no discussion with team members before or after a player buzzes in. If there is any discussion between team members before anyone has buzzed in that team will be penalized by losing 10 points. If there is any discussion between team members after a person on their team buzzes in, that team will be penalized 10 points. If there is any discussion between team members on the team that did not first buzz in, that team will be penalized 5 points.

#### 08 Winning Criteria and Tie Situation:

The winning team in preliminary and semi-final rounds will be decided using following criteria in the order criteria are listed:

1. For the purpose of counting number of winning matches and total number of points earned in all matches they will be counted separately for preliminary rounds and semifinal rounds. For semifinal rounds, only the winning rounds and total points earned in semifinal rounds will be counted.
2. The team with highest number winning matches will be the winning team. To determine number of winning matches in the semi-final, **ONLY** the number of winning matches in the semi-final rounds will be counted.
3. **If there is a tie**, the team with the highest total number of points in all rounds will be the winning team. To determine highest number of total points in all rounds in the semi-final, **ONLY** the total number of points in the semi-final rounds will be counted. If a tie breaker was necessary for a given match, only the points earned in regular round will be counted.
4. **If there is still a tie situation**, then minimum **TWELVE** questions will be presented in a competitive fashion, where the contestant who buzzes in first will have a chance to answer first. **The contestant, who buzzes in, is not allowed to confer with other team members.**
5. The correct answer will gain the answering player's team 20 points; the team will lose 20 points if the answer is incorrect or no answer is given after a buzz. Once a player has buzzed in, it is in his or her interest to at least guess the answer.
6. If the buzzing contestant does not answer or answers incorrectly, his or her team members can no longer buzz for that question. However the second team does get a chance to answer that question.
7. The other team's members will hear the rest of the question (if it was not read in its entirety) and can choose to answer. However, in order to answer one of them must still buzz in - they cannot answer as a team. It is in the second team's best interests for

players to wait until the full question is read to buzz, as they are no longer competing with the first team.

8. The second team will gain 10 points for a correct answer, and lose 10 points for an incorrect answer. If no players from this team buzz, the team will have no gain or no loss in points.
9. It is important to note that the individual who buzzed in first will have to answer the question. There can be no discussion with team members before or after a player buzzes in; the team will be penalized by losing 20 points if the Team/members discuss or give input to the individual who is supposed to answer. If there is any discussion between team members on the team that did not first buzz in, that team will be penalized with 10 points.
10. The team with the highest total points at the end of all the questions will be declared the winner. If this round results in a tie situation, similar subsequent rounds will be played until a winning team can be identified at the end of each round

### 09 Rules to Protests and Disputes:

1. A protest can be logged **ONLY** by the contesting team's coach
2. While the contest is going on, if there is a possible protest, the coach, who wants to protest **MUST** raise hand **IMMEDIATELY** after the answer is declared right or wrong by the moderator and announce and say, "**PROTEST**" for that particular answer.
3. If the protest is not declared **IMMEDIATELY** after the answer is declared right or wrong by the moderator and **BEFORE** the next question is read by the moderator, protest for that particular right or wrong answer **CANNOT** be declared anymore.
4. If a protest is declared, the moderator will write down the answer given, for which the protest is declared.
5. Elaboration of the said protest can be done **ONLY** after completion of a given round within a given match. Any discussion of the protest arising out of Individual round **MUST** wait until both contesting teams have played their own individual round. Any discussion of the protest arising out of category round **MUST** wait until after the category round and any discussion of the protest arising out of Grab Bag round **MUST** wait until after the Grab Bag round.
6. In case of a protest, decision made by the moderator of the match will be final and binding
7. The moderator may consult other individuals before declaring the final decision.
8. Maximum of 4 protests per match can be filed by a team.

### 10 Notes:

1. Any error in calculating scores will of course be corrected when and as needed.
2. If at any time a moderator decides to throw out a question, a new question will be inserted as a make-up question.
3. Compilation of about 800 questions on JAINA JAB site done by Pāthashālā students is available as study guide. As a coach you need to verify answers from latest JAB manual.
4. In the event a buzzer system fails or is unavailable, we will resort to raising hands and vocal "beeps" with judgment calls based on who responded first.
5. The JAB Committee reserves the right to modify the any of the above Tournament Rules based on the circumstances, situation and available resources at any time before the start of the game.