

***Quiz Bowl
LEADERSHIP DEVELOPMENT
EVENT***

***RULES AND REGULATIONS
TEAM COMPETITION***



ALABAMA FFA ASSOCIATION

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Alabama State Department of Education, Dr. Eric G. Mackey, State Superintendent of Education

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Quiz Bowl CDE

QUIZ BOWL LEADERSHIP DEVELOPMENT EVENT

PURPOSE:

The Quiz Bowl Leadership Development Event is designed to develop agricultural leadership by providing a forum for 7th and 8th grade FFA members to participate in an agricultural competition based on knowledge of agriscience topics.

ELIGIBILITY AND REGULATIONS:

- **School Eligibility:** All 7th and 8th grade Alabama FFA Members are invited/eligible to participate in the *Alabama FFA Quiz Bowl Tournament*. **Teams shall consist of four to six players.** No school may enter more than one team.
 - **6th graders who are enrolled in an agricultural class and their school Chapter is in good standing may participate on a Quiz Bowl team only. Currently National FFA does not recognize 6th graders as members.**
- **Student Eligibility:** Players must be FFA Members at the represented school (not just the same system or in feeder schools) and must be in grades 7 or 8. Teams that play ineligible players will be disqualified from the competition.
 - **6th graders who are enrolled in an agricultural class and their school Chapter is in good standing may participate on a Quiz Bowl team only. Currently National FFA does not recognize 6th graders as members.**
 - Remember: *Teams shall consist of four players and two substitutes. All six team members compete in the written test at district and in certain parts of the head-to-head competition (Buzzer round). All team members must be registered for the competition before the beginning of the competition. Exceptions to the registration deadline may be made by contest officials to ensure the safety of members traveling to the competition or to address unforeseen situations.*
- **Twelve chapters** will advance to the State FFA Quiz Bowl Finals. Chapters placing 1st through 4th in North, Central, and South Districts will all compete in the state finals. In the event that a seeded team cannot compete at the state competition the highest scoring unqualified team, regardless of district, will be seeded. This qualifying format will be continued until 12 teams are qualified.

STATE AWARDS/SPONSOR(S):

Refer to Alabama FFA Contests and Awards Booklet at:

http://www.alabamaffa.org/forms_applications.htm

EVENT OFFICIALS:

- **Officials:** Contest officials will be comprised of the State Quiz Bowl CDE Committee. The committee will be comprised of a coordinator and three other members. These members equally

represent all three FFA Districts. Contest committee members will designate the individuals below as needed.

- **Moderator:** Reads the questions and enforces the rules. As head judge, he/she decides whether to recognize a player, whether the answer given is correct, when and how to re-read questions, whether the answer was given in accordance with the rules. His/Her decisions are final after all **Procedural Protests** are addressed.
- **Timekeeper:** Tracks the time for all areas of the competition in accordance with the rules. His/Her sole responsibility is to enforce time violations when necessary.
- **Scorekeeper:** Accounts for players and substitutes, records points, records procedural protest, and announces the tally after each period.
 - Officials may be combined as the moderator deems necessary and appropriate.

ALL LEVELS OF COMPETITION IN THE ALABAMA FFA QUIZ BOWL WILL BE CONDUCTED IN STRICT ACCORDANCE WITH THESE CRITERIA

GENERAL RULES

Most questions are verified through google. In certain cases, other answers are also correct. It is the prerogative of the moderator to accept an answer that they believe too also be correct. This action will not be announced to the contestants. However, it is subject to *procedural protest*.

Room Procedures:

Teams will report on time to the competition area. If a team is not present within five minutes of the scheduled time, the moderator may declare a forfeit for that round. Pencils, paper, and all other required materials will be provided and should be left in the room at the end of each round. Other student aids or devices are prohibited. **No electronic devices will be allowed. The detection of electronic devices will result in disqualification of the contestant.**

Head-to-Head competition (Buzzer round):

1. Each team must designate a captain before the beginning of the head-to-head competition (Buzzer round).
2. The team captain must be an active player throughout the competition.
3. Teams may use a coach to represent the team during competition. The coach must present themselves to the moderator before every round of competition. In the event that both the advisor and the coach are present at any level of competition only the advisor may represent the team. If a coach attempts to represent the team with the advisor present the ability to challenge is forfeited and the moderator will continue the competition without resolving the issue.
4. Head-to-head competition (Buzzer round) matches two teams who compete to answer a series of questions using the format described in this section. Teams earn points for correct answers. Teams may replace active players with their substitutes at the beginning of any period (Four

Periods District and Three Periods State) comprise a round. The teams with the highest score at the end of each round advances through the competition bracket until all other teams are eliminated.

- **Period 1:** 10 toss-up questions, worth 10 points each. (DISTRICT & STATE)
- **Period 2:** A worksheet of 20 questions, worth five points each. (DISTRICT ONLY)
- **Period 3:** 10 toss-up questions, worth 10 points each, with bounce-back bonus questions worth 20 points collectively. (DISTRICT & STATE)
- **Period 4:** 10 toss-up questions, worth 15 points each. (DISTRICT & STATE)

Toss-up Questions:

- a. On a toss-up, any player may press the buzzer to answer a question. The player must wait until recognized by the moderator, preferably by name. If a player gives an answer without being recognized, the answer shall be ignored, their team locked out for that question, and the question shall be offered to the other team.
- b. At the conclusion of the reading of a toss-up question, contestants shall have five seconds to buzz. If no player buzzes within that time the timekeeper shall announce a time infraction prompting the moderator to declare the question void and continue to the next toss-up.
- c. Once a player is recognized to answer a toss-up question, he/she must begin answering the question immediately. If the answer is incorrect or not given in time and the question was read in its entirety, the moderator shall offer the question to the other team. A player on that team must signal immediately, otherwise, the moderator shall declare the question void and continue to the next toss-up.
- d. During the reading of a toss-up question, a player may interrupt to answer. The moderator shall stop reading and recognize the player who buzzed. If the player's answer is incorrect or not given in time, the moderator shall offer the question for the opposing team. A team member must buzz immediately and answer immediately, or the captain must request that the question be reread in its entirety. If the moderator decides not to reread the question, that team must answer the question immediately.
 - Only the captain can make this request.
 - If any other individual makes the request the question shall become void and the moderator will move to the next question.
 - The moderator shall decide if any question should be reread. The decision is final and not eligible for procedural protest.

Bounce Back Bonus Questions:

Two bonus questions shall be offered after each correctly answered toss-up for the team correctly answering the toss-up question. After the reading of the bonus questions, teams shall have 20 seconds to confer. After twenty seconds, the time keeper shall say "time". Immediately thereafter, the captain of

the team that correctly answered the toss-up, or a player the captain designates, must begin answering. If the captain designates another player to answer the bonus, that player must answer all parts of the bonus. Incorrectly answered and unanswered bonus questions shall then be offered to the opposing team. Their captain or designee must begin answering immediately. Bounce back team players shall not have the bonus questions re-read for them.

- **Answers to bounce back bonus questions are to be stated as follows:**
 - The answer to question one is: (answer)
 - The answer to question two is: (answer)

Time outs:

Each team will be allowed two timeouts for each competition. The team captain/advisor/coach can request their timeouts at any time during the competition when questions are not live/active. Timeouts will last for one minute. The timekeeper will announce the starting and ending of all timeouts. Teams will submit a token to the moderator each time they use a timeout. Each team will develop two timeout tokens for each competition where each token has a distinct 1 and 2 on the tokens to represent the timeout requested. The moderator takes up and retains timeout tokens until the contest is completed.

Conferencing:

Teams may conference only during bounce back bonus rounds. If a player talks or signals to anyone (including team members) during a toss-up question or talks or signals to anyone other than competing teammates during bonus or worksheet questions, his/her team shall be disqualified from answering the current question(s). The other team shall not be deprived of their opportunity to answer the question(s).

Disclosed Answers:

If an answer is disclosed before teams have a chance to answer the question, that question shall be replaced with an emergency question, which shall be offered to both teams. If, after Team A misses an answer to a question, the moderator reveals the answer before giving Team B an opportunity to answer, the moderator shall select another question solely for Team B to answer.

Disputed Answers:

In the event that an answer or situation is disputed, as the rules allow using procedural protest protocol, the question/situation shall be verified/clarified by the moderator using a reputable source and corrections will be made that will place the competition on a fair basis. If procedural protest protocol is not observed, the team forfeits the opportunity to challenge the question/situation.

Sudden-Death Tiebreaker:

If team scores are tied at the end of a period/round, toss-up questions shall be asked until a team correctly answers a question. That team wins the period/round.

Procedural Protest:

- **All protest must be directed to the moderator.**
- Only the team captain or advisor/coach will be allowed to represent the team in any matter. During the competition, if any team member other than the team captain attempts to represent the team, the team forfeits the right to contest that question or situation. The team captain, advisor/coach may question any appropriate situation within the confines of quiz bowl rules.

The purpose of a procedural protest in the FFA Quiz Bowl Tournament is to challenge an answer/situation that the team captain or advisor/coach perceives as a serious error by the moderator. Only the team captain or advisor/coach can lodge a procedural protest. A procedural protest must be made before the reading of the next question or within thirty seconds after the question is answered. Procedural protest should be made preferably by the team captain or advisor/coach raising his/her hand and waiting for recognition. Advisors can simply ask to be recognized. A team shall be limited to two procedural protests per round. The moderator's decisions are final! After a round is completed, the results may not be contested. The moderator may call a time out to confer with the CDE committee members/officials present.

Coaches:

Teams may be represented by a coach when the advisor is not present. The coach will have the same responsibilities as the team advisor. When the advisor is present only the advisor can represent the team in any matter. Coaches must present themselves to the moderator before every match that they are serving as the team coach.

Observers:

Observers are expected to be quiet and not to move around. They should not cheer or clap until each round is completed. During play, observers may not use cameras or other electronic devices. Unruly observers may be removed from the contest area.

DISTRICT EVENT:

- The advancement/competition seeding shall be determined using the following criteria listed in order of precedence.
- Team score on the written exam.

Written Exam:

- All team members complete a one hundred item exam in 1 hour.
- All questions will be multiple choice questions.

The written test will consist of general questions taken from the Alabama Course of Study and other available/appropriate sources. (7th & 8th Grade Agriscience Courses). If more than four team members participate in the written exam section, the highest four scores from each team will determine the four teams that continue into the head-to-head competition (Buzzer round). If any qualifying teams have the same qualifying score, a tie breaker between those teams will be conducted to determine team seeding as follows:

Written Exam Tie Breaker:

In a situation where teams are tied, each team involved in the tie will select a team member to compete in the Written Exam tie breaker buzzer round. Toss-up questions will be read. The first person to buzz in will either correctly answer the question qualifying their team for the highest available seed, or if that contestant misses, the question will be offered to the opposing contestant\contestants. The next contestant to buzz in will be allowed to attempt the question. This process will continue until all teams tied have had an opportunity to answer the question. If no contestant correctly answers the question a new question will be read with all contestants active. The process will be repeated until a contestant

correctly answers a question qualifying their team for the highest available seed. After each correct answer the other teams involved in the tie will continue in the same manner until all seeds are filled.

Buzzer Rounds:

The top four teams from the written test competition will play against each other based on their score from the written section of the competition. Teams qualifying through the tie breaker elimination round will compete based on the order that they qualified for head-to-head competition (Buzzer round). Only four team members will participate during the section of the competition where buzzers are used. Six team members can participate in the worksheet round. The team with the highest score will play the team in fourth place. The team in second place will play the team in third place. Teams winning in this round of competition will play each other with the winner of this round becoming the champion and the loser of this round will place second. Teams losing in the first round will play for third and fourth place with the winner of this round placing third and the loser placing fourth.

Worksheets: District only

The worksheet round consists of a worksheet containing twenty questions. Each team shall receive two copies of the worksheet face down and an answer card. Teams shall write its school name on the answer card. All team members (up to six) may participate during the worksheet period. Once the moderator (or timer) says “begin,” the teams shall have three minutes to confer and complete the test. The timer shall prompt by saying “one minute,” thirty seconds,” “fifteen seconds,” and “stop.” At this time each team captain shall turn in the team’s answer card to the moderator. The worksheets will be scored, and points earned announced. THE MODERATOR SHALL NOT READ THE CORRECT ANSWERS.

STATE EVENT:

1. The state event will consist of a twelve-team double elimination buzzer round competition. Teams will compete head-to-head determined by their placing/team score in written test score at district.
2. Teams will be seeded in the contest bracket from highest team placing/district score in written test to the lowest team placing/district score on the district written exam.
3. The first-place teams from each district (North, Central, and South) will receive a bye in the first round of the state competition.
4. The fourth bye will be awarded to the highest scoring second-place team on the written test at their district competition from the North, Central, and South districts.
5. In the event of a tie between teams, the first tiebreaker shall be the team with the highest scoring individual in the district written test will receive the highest available seed.

Examples:

Tiebreaker # 1

- Team one scores $96+95+94+93=378$ Team two score $95+95+94+93=378$
- Team one receives the top seed because of the individual score of 96

Tiebreaker # 2

- If teams have matching high scoring individuals the team with the most highest scoring
- individuals will receive the top seed.
- Team one $96+96+90+90=372$ - Team two $96+95+91+91=372$
- Team one will receive the highest seed because they have two individuals scoring 96.

Tiebreaker # 3

- If teams remain tied after applying this tiebreaker, a coin flip will break the tie and the team winning the coin flip will receive top available seed.
6. This process will lock each team into the standard twelve team double elimination bracket for the remainder of the competition.
 7. In the event that a seeded team cannot compete at the state competition, the 13th highest scoring team, regardless of district, will be seeded and seeding will be recalculated as mandated by the rules. If the 13th qualifying team cannot fill the open seed, then the 14th highest team will be offered the seed. This qualifying format will be continued until 12 teams are qualified.
 8. In the event that less than twelve teams make up the state competition, teams not present will be placed in the competition bracket based on their qualifying order as a bye. This designation will continue through the bracket as a bye. Teams scheduled against a bye automatically receive a win and progress through the bracket.

Question values:

- **Period 1:** 10 toss-up questions, worth 10 points each. (DISTRICT & STATE)
- **Period 2:** 10 toss-up questions, worth 10 points each, with bounce-back bonus questions worth 20 points collectively. (DISTRICT & STATE)
- **Period 3:** 10 toss-up questions, worth 15 points each. (DISTRICT & STATE)
- The State Competition will not include a worksheet round nor will it include a written exam.
- All materials required for this event will be furnished. No other materials or devices will be allowed in the competition room.
- Teams are encouraged to have a sub/Teacher/etc. score along with contest officials. Score sheets can be found on Alabama FFA.

REFERENCES:

All available sources will be used to collect questions for the quiz bowl competition.

DISTRICT AWARDS:

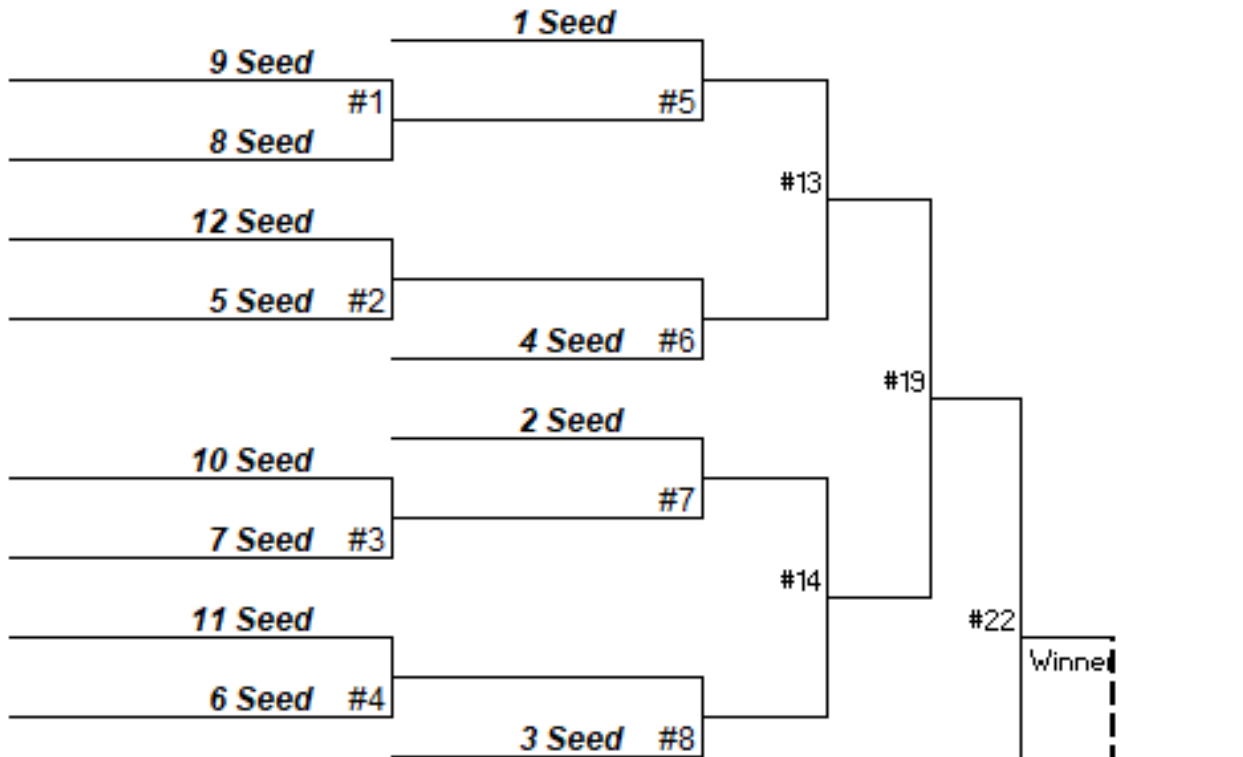
The top four teams will receive a banner for district competition.

STATE AWARDS

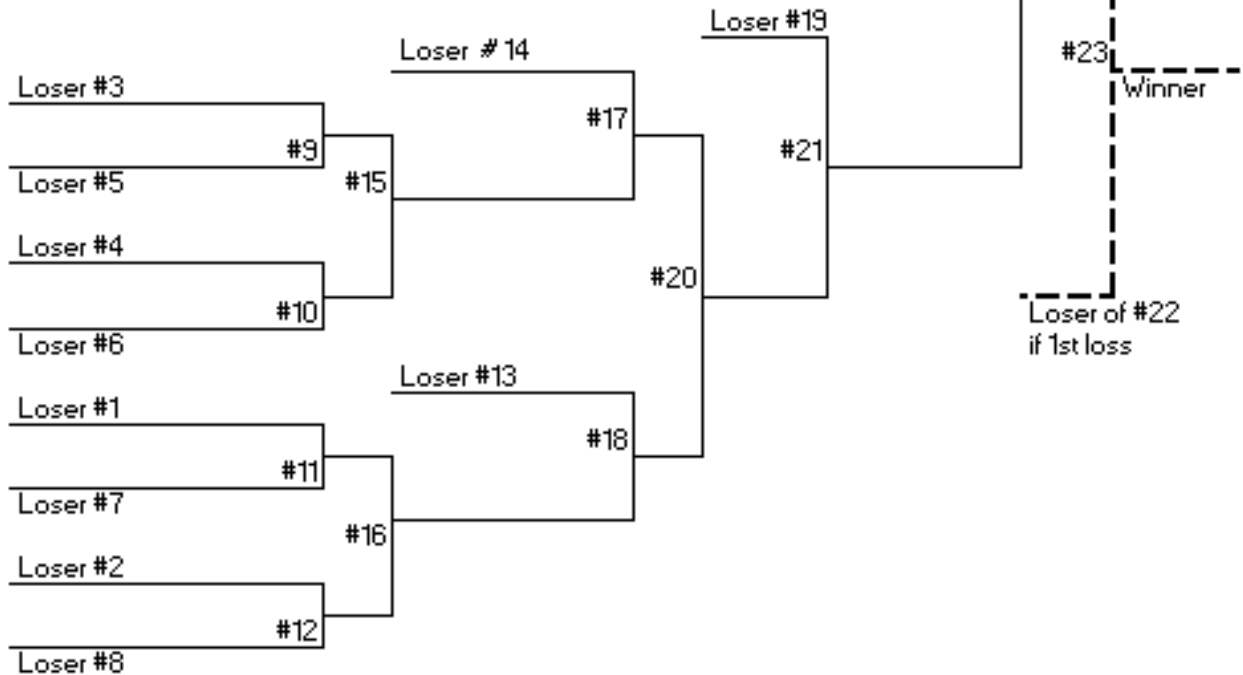
The top four teams will receive a banner for state competition.

Alabama FFA State Quiz Bowl Finals

Winner's Bracket



Loser's Bracket



Alabama FFA Quiz Bowl

Score Sheet

Team Score

Team _____ Team _____

Period One			Period Two			Period Four		
Question # 10 each			Question # 10 each			Question# 15 Each		
1	10	10	1	10	10	1	15	15
2	10	10	B	10	10	2	15	15
3	10	10	B	10	10	3	15	15
4	10	10	2	10	10	4	15	15
5	10	10	B	10	10	5	15	15
6	10	10	B	10	10	6	15	15
7	10	10	3	10	10	7	15	15
8	10	10	B	10	10	8	15	15
9	10	10	B	10	10	9	15	15
10	10	10	4	10	10	10	15	15
Total	_____	_____	B	10	10	Total	_____	_____
			B	10	10			
			5	10	10			
			B	10	10			
			B	10	10			
			6	10	10			
			B	10	10			
			B	10	10			
			7	10	10			
			B	10	10			
			B	10	10			
			8	10	10			
			B	10	10			
			B	10	10			
			9	10	10			
			B	10	10			
			B	10	10			
			10	10	10			
			B	10	10			
			B	10	10			
			Total	_____	_____			

Period Three
Worksheet
Team 1 Team 2
Score _____

Total Team Round Scores		
	Team 1	Team 2
Period 1		
Period 2		
Period 3		
Period 4		
Team Total		

Winner _____
Loser _____