

History Bowl (HS & MS)

I. Teams

- Teams will consist of a minimum of 3 students with a maximum of 5 playing at a time.
- Teams are allowed to make substitutions at between periods.
- For an extra fee, a school may have an additional History or Math Bowl team as long as the first team has at least 5 players. Players cannot switch teams during that day's tournament. Team rosters will be given to the coordinator/host of the day's tournament. A school may only advance 1 team to state competition. At that point any of their students listed on their overall roster is eligible for the state team.

II. Matches

- There will be 3 periods per round:
 - **Period 1** (Tossup): Ten toss up questions made up of 2 Biblical, 4 American, and 4 World History
The questions will be called out and team members will buzz in to answer. Any team member may answer. A team receives 10 points per correctly answered question.
 - **Period 2** (Speed): The team that is behind will be allowed to choose between 2 categories. (Note: If no team is behind then a coin toss is used to determine first pick) Then they will have 120 seconds to answer 10 questions from that category. The other category will be for the other team. Only answers from the captain will be accepted, but all team members may call out answers to him/her. All questions answered incorrectly will go over to the other team at the end of the allotted time and thus may be “stolen”. Then the other team will have their set of questions, with incorrect answers allowed to be “stolen”.
Special note: Questions not called out by the moderator cannot be “stolen”; however, if in the opinion of the moderator a team makes little to no effort to attempt to answer the questions, then ALL 10 questions will be given to the other team.
Teams receive 5 points per correctly answered question.
 - **Period 3** (Bonus): Six toss up questions with 2 related bonus questions for each correctly answered toss-up question made up of 2 Biblical, 2 American, 2 World History
If bonuses are answered incorrectly, they will be bounced back to the other team for an opportunity to answer. Teams receive 10 points per

correctly answered toss-up and bonus question.

- Each round will generally last 25-30 minutes.
- Teams will play 3 rounds of Pool Play then the top 4 teams will move to the Semi-Final Round. The top two teams will play head to head in the Final Round.
- Teams may substitute students only between periods.

III. General Rules

- Each team will supply their own buzzer system at region and state meets if needed
- Seventh through twelfth grade students are eligible for high school competition, and special requests will be considered for sixth graders.
- All teams will compete in region. (The High School division will consist of only a state Tournament unless participation warrants a change.) The GICAA will determine how many teams go to state based on participation
- The GICAA will purchase all Region and State questions and supply region hosts with the questions and format.
- Score checks will be made between each period and each coach/team captain may request one additional score check per round.
- Cell phones or other electronic devices are to be turned off, by players, spectators and coaches during competition.
- Reference books, text books, magazines, etc. are not permitted during competition.
- Each school will supply their own paper/pens/pencils for competitions.
- At no time will opponents display any unsportsmanlike conduct towards each other. The moderator will deduct 10 points after the first warning to the team displaying the unsportsmanlike conduct.
- Buzzer systems can be found at:
www.andersonbuzzersystems.com/productoverview.html

IV. Tossup Question Procedures

- Players from either team may answer the toss-up questions.
- Players must buzz in within 5 seconds of the end of the question being read.
- Players have 3 seconds to answer once the moderator has recognized him/her.
- Toss-up questions are only read once.
- If a completed toss-up question is answered incorrectly by the first team, the opposing team may still buzz in within 5 seconds and attempt to answer.
- If a toss-up question is interrupted and answered incorrectly, the reader will pick up at a logical place and finish the question for the opposing team only.
- No points will be subtracted if the interrupted toss-up question is answered incorrectly.

- There will be no pauses nor will a break be allowed while answering a toss up question.
- On toss up questions, players may only engage in non-verbal, non-written conferral with teammates only (no spectators, alternates, coaches) as long as it doesn't involve conveying the answer.
- If the moderator accidentally provides the correct answer on a toss-up question after the incorrect answer is given, that toss-up question will be eliminated and another toss up question will be given to the opposing team only.

V. Bonus Question Procedures

- When answering a toss up question correctly, the team earns the first opportunity to answer a two part bonus question.
- Players on both teams may consult one another during bonus questions for 5 seconds, unless it is a math computation question, in which case, 15 seconds is allowed.
- Each part of the bonus question will be read only once and will be answered before moving on to the next part of the question.
- Team captains will answer bonus questions unless he/she designates another team member to answer, but answers must still be given within the 5 second answer time.
- If someone other than the team captain is giving an answer without the captain's permission, the moderator will look directly at the captain and ask for an answer. If someone hits the buzzer, it will still be up to the captain to answer.
- Each bonus part answered incorrectly or not answered by the team earning the bonus will be bounced back immediately to the opposing team. The opposing team captain must answer within 3 seconds after the moderator offers the bonus to him/her. If the captain defers, the answer must be given immediately by the player to whom the captain defers.
- If the moderator accidentally provides the correct answer on a bonus question after the incorrect answer is given, that bonus question will be eliminated and another bonus question will be given to the opposing team only.
- A player may give two pieces of information in relation to the "creator-creation" rule. Example: *The Great Gatsby* is one answer; *The Great Gatsby by F. Scott Fitzgerald* is two answers and is correct according to the rule.
- Each bonus question is worth 10 points per part for a total of 20 points.

VI. Ties within a Round

Ties within a round will be settled by extra toss-ups (as in period 1). One toss-up question will be read at a time until a team scores to end the round.

VII. Protests

Protests must be communicated verbally by either the coach or team captain and must be settled before the round progresses to the next toss up question.

VIII. Overall Ranking

- Win-loss record
- Head-to-head (for tied teams)
- Total points (for tied teams)