

- Each regional competition will occur on one of two dates chosen by the National Office. Regions must pick their preferred date and inform the National Office by September. Regions must also prepare for the rain/snow date announced by the National office. Any other dates require approval from the National Office.
- A regional competition must have a minimum of eight teams from eight different schools to be a sanctioned event.
- All regional bowls must prioritize “A” teams. “B” teams should be used only when no additional “A” teams have registered and there are additional slots for competing teams.
- Regional Bowl Coordinators will choose a competition format that allows for the maximum amount of time for the teams to compete. They will choose a format which may include a variation or modification of the following options:
 - Round Robin¹ tournament.
 - Single Elimination² tournament.
 - Double Elimination³ tournament.
- Teams must be informed of competition format and method of breaking ties before the

- The top three teams in each of the five divisions advance to the Double Elimination competition. A single wild card team, based on the best fourth place qualifiers in each division, will be selected based on the tie-breaker/seeding rules (see Rule #53). This brings the number of teams qualifying for the double elimination competition to 16.
 - NOTE: Rule #12 is subject to change if fewer than 25 regional teams compete at the Finals Competition. Structure of the Round Robin tournament will be decided by the National Office, as appropriate, given the number of regional teams competing, local venue and timing constraints.
- Teams will be placed into the Double Elimination competition based on the results achieved during the Round Robin competition and scores from the Science Expert Briefing.
 - The Science Expert Briefing (SEB) consists of a written report, submitted prior to the Finals Competition, and an oral presentation given to a panel of judges during a bye period of the Round Robin competition.
 - The SEB accounts for 25% of a team's combined SEB and Round Robin score.
 - Completion of the SEB is mandatory. Teams that do not complete the SEB will be disqualified from the Finals Competition.

Rules of the Game

Chief Science Judge

Coordinates and directs the Team Challenge Question Graders and addresses scientific challenges sent to the Grading and Appeal room.

Chief Rules Judge

Addresses rules challenges sent to the Grading and Appeal room.

*Due to specific or unexpected circumstances during their regional competitions, the Regional Bowl Coordinators can exercise flexibility in staffing the above competition officials due to the availability of volunteers. Regional Bowl Coordinators are encouraged to contact the National Office if they have any questions or issues regarding competition officials.

14. There are three types of questions in the competition: Toss-up, Bonus, and Team Challenge Questions.

the same toss-up question (See Rule #26). If the entire question was NOT read, the Moderator will re

36. Coaches and members of the audience may not use writing utensils of any kind in the competition rooms

the Timekeeper calls "TIME," the answer does not count. If the team captain has begun the response, (s)he may complete the answer.

- o No stalling may occur. If the Moderator determines that stalling occurred, the team will lose the opportunity to respond to the question.

45. On a Team Challenge Question, each team will have at least two (2) minutes to write out their answer on paper. The amount of time given to answer a Team Challenge Question is relative to the difficulty and complexity of the question and will be announced by the Moderator prior to time being started. The Timekeeper will call two warnings: "45 SECONDS" when there are 45 seconds left and "15 SECONDS" when there are 15 seconds left.

TYPE OF RESPONSE FOR TOSS-UP QUESTIONS	POINTS AWARDED FOR CORRECT ANSWER	POINTS AWARDED FOR INCORRECT ANSWER
Question Completed/Recognized	+4 pts (eligible)	

49. When a team member gives an incorrect answer or blurts, the toss-up question is then offered to the opposing team (Rule #41) and all the same scoring rules apply (Rules # 46-48). If the second team also gives an incorrect answer or blurts, the question is no longer in play and the Moderator will read the next toss-up question in sequence.
50. If the captain interrupts the reading of the bonus question and gets the answer wrong, no points are awarded or deducted and the Moderator will read the next toss-up question in sequence.
51. If the Moderator inadvertently gives an answer to a toss-up or bonus question without giving either team a chance to respond, or gives the answer to a toss-up question or a bonus question before allowing the second team to respond (after an incorrect answer, blurt, or interrupt), the question is removed from the competition and no points are awarded. The Moderator will read the next question in sequence in place of the inadvertently answered question. For example:
- If the Moderator makes an error reading *toss-up* question #5, the Moderator will throw out the question #5 pair of questions (toss-up and bonus) and read toss-up question #6.
 - If the Moderator makes an error reading bonus question #5, the Moderator will throw out bonus question #5 and read bonus question #6. Toss-up question #6 will be removed from play, and the match will continue with the next pair of questions in sequence, pair #7.
 - If the Moderator makes an error or inadvertently gives an answer in responding to an incorrect or invalid answer to toss-up question #5 from the first team to buzz in, the Moderator will read toss-up question #6 to the opposing team only and, if that answer is correct, follow with bonus question #6.

Rules for the End of a Game

Tie-breaks

57. If the toss-up question has been completely read, a player has buzzed in before time is up, is verbally recognized by the Moderator before answering, and gives a correct answer, the team gets to answer the bonus question and then the game or buzzer segment is over.
58. If the toss-up question has been completely read, a player has buzzed in before time is up and is verbally recognized by the Moderator before answering, but gives the wrong answer, the game or buzzer segment is over.
59. If the toss-up question has been completely read, a player has buzzed in before time is up and blurts out an answer, the other team is given five (5) seconds to buzz in and answer. Should a player on the second team buzz in, be verbally recognized by the Moderator and answers the question correctly, the team will also get the opportunity to answer the bonus question. Then the game or buzzer segment is over

81. Any exceptions to the above coaching policies must be approved in advance by the Regional Bowl Coordinator