High School Academic Bowl
for Deaf and Hard of Hearing Students

Rules and Guidelines
2013-2014

(New/changed information is highlighted)
# Rules and Guidelines for the 2013-2014 High School Academic Bowl for Deaf and Hard of Hearing Students

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1. INTRODUCTION
   This Rules and Guidelines booklet is written to govern the Regional and National High School Academic Bowl Competition for Deaf and Hard of Hearing Students.

2. OBJECTIVES
   The High School Academic Bowl for Deaf and Hard of Hearing Students (hereafter Academic Bowl) is an annual competition sponsored by Gallaudet University. It consists of five Regional Academic Bowls and a National Academic Bowl.

   The purpose of the Academic Bowl is to foster the pursuit of academic excellence; promote a spirit of academic competition and good sportsmanship; and to encourage social opportunities for collegiality among students.

3. ELIGIBILITY
   3A. SCHOOL AND PROGRAM ELIGIBILITY
   The Academic Bowl is open to teams of high school students currently enrolled in recognized schools or programs for deaf and hard of hearing students in the United States and Canada. Schools or programs may be residential schools, day schools, mainstream programs, or any other type of educational program with high-school age deaf or hard of hearing students enrolled. The National Academic Bowl office in consultation with the Gallaudet University Regional Centers shall determine what constitutes as “recognized schools or programs.”

   When a single school or program does not have enough students to field its own Academic Bowl team, teams may be assembled by combining students from two or more schools or programs in reasonable proximity to each other. In some cases, as with a school in a rural area, the school may petition, in writing, for special consideration by the National Academic Bowl office to include a larger radius. Other options are for a mainstreamed or home-schooled student to join the team of a local school or program for the deaf. All written petitions for special consideration will be considered by the National Academic Bowl office in consultation with the Gallaudet University Regional Centers.

   3B. INDIVIDUAL ELIGIBILITY
   All Academic Bowl participants must be deaf or hard of hearing. The Academic Bowl Executive Committee reserves the right to request verification from a school official of a member’s eligibility to play.
Academic Bowl participants must be taking all courses at the ninth grade level or above. Students that are taking courses in the eighth grade and under are not eligible.

Academic Bowl participants may take college courses and still participate, but these courses must not constitute more than 50 percent of the student’s total course load. Students who are taking more than 50 percent of their courses in colleges are not eligible to participate in the Academic Bowl competition.

Academic Bowl participants are allowed to take classes at two different programs for the deaf and hard of hearing. In situations where both programs participate in the Academic Bowl, the participant must join the team of the program that they take the majority of their classes with.

A student’s eligibility for the Academic Bowl is limited to a total of four (4) years. If a school offers a five-year program, a student may participate in the Academic Bowl for only four of the five years. Years of participation need not be consecutive.

3C. ACADEMIC ELIGIBILITY
Each student on an Academic Bowl team must be in good academic standing as defined by the school, program, or school district, as of the date of the competition. In particular, Academic Bowl participants must not be on academic probation, academic suspension, or the equivalent for the length of time between the end of the previous grading period and the date of the competition. The National Academic Bowl Committee reserves the right to request verification from a school official that a member is/was eligible to play.

If there are no eligibility requirements in place for extracurricular activities, such as clubs, the school should look to its requirements for athletic eligibility.

3D. ELIGIBILITY FOR NATIONAL COMPETITION
It may happen that a student on a regional championship team, second-place, third-place, or fourth-place team was academically eligible at the time of the regional competition, but is not academically eligible at the time of the national competition because he or she is on academic probation, academic suspension, or the equivalent at the time of the national competition. If one member of a regional team are academically ineligible at the time of the national competition, the team may compete, but with a minimum of three players.
All Academic Bowl teams must bring a team to the Regional competition that consists of players who are able to participate in the National competition. If a school knowingly brings players to the Regional competition that will be unable to go to the National competition, the school’s standing for that year’s competition will not be recognized and the Academic Bowl Executive Committee reserves the right to suspend the school from the following year’s Regional competition.

National Academic Bowl teams must consist of the original team players who participated in the Regional competitions. The team cannot add more players who were not on the team during the regional competition. However, if less than three players of a regional championship, second-place, third-place, or fourth-place team are academically eligible at the time of the national competition; the school will be ruled ineligible to compete in the national competition.

If a regional first-place, second-place, third-place, or fourth-place team needs to be replaced, the team with the next highest score on the wild card test will be invited to the national competition.

4. REGIONS

For Academic Bowl purposes, the United States is divided into five regions, corresponding for the most part to the service areas of the Gallaudet University Regional Centers (GURCs). These Academic Bowl regions currently comprise of the Northeast, Southeast, West, Midwest, and Southwest regions. To determine which region your team should play in, please refer to the map on this page. By agreement of the Regional Center directors and the Academic Bowl Executive Committee, these areas may be modified, as for example, the inclusion of Hawaii and the Pacific jurisdictions in the West Region. Canada teams will be placed in an appropriate geographical location as determined by the Academic Bowl Executive Committee and the GURCs.
Each of the GURCs, in consultation with the National Academic Bowl office and the schools and programs in their areas, will determine the site of its Regional Academic Bowl competition. Regions are encouraged to vary the sites of their competitions each year. Gallaudet University will host the National Academic Bowl competition each year.

5. REGISTRATION OF TEAMS

Every fall, the Gallaudet University Regional Centers and the National Academic Bowl office will provide information about registration to schools and programs within their regions. Registration is done online through the Academic Bowl website. For the 2014 competition, registration day will be on Tuesday, September 17, 2013 beginning at 6:00 p.m. Eastern Time. Admission to the Regional competitions will be based on the order in which the registrations are received. Each year, the host school in each region will be automatically accepted into the competition but they will still need to submit their registration online on registration day.

Currently, the maximum total number of teams that can be accepted into each region is 18 teams.

The National Academic Bowl office will send each registered team an email message acknowledging registration. Any follow-up may be by U.S. Mail, fax, electronic mail, or other means. If a team’s registration arrives after all team slots in a region have been filled, that team shall be notified that they have been placed on a waiting list.
If any previously-registered team finds it must withdraw before the Regional Academic Bowl competition, the first team on the waiting list shall be given the opportunity to take that slot. If that team declines or is unable to take it, the slot shall be offered to the second team on the waiting list, and so on. Teams on the waiting list are encouraged to continue practicing in the event of a team’s late withdrawal from the competition.

6. COMPOSITION OF INDIVIDUAL TEAMS

Each team will have four players. Those four players must be present during each round of each match. Schools that are only able to field three players must use all three players in each round of each match. No team may compete with less than three players. The National Academic Bowl office asks that each team field four players with exceptions of bringing three players being approved in advance by the National Academic Bowl office.

Teams must submit final written rosters of all players and coaches attending the Academic Bowl on or before October 25, 2013. Any roster changes after that date must be submitted for approval by the National Academic Bowl office.

Schools may bring a maximum of two coaches and four players to the Regional and National competitions. The Academic Bowl program cannot accommodate any other adults or students.

The Academic Bowl recognizes that at some schools, additional students, teachers, or staff may have participated in school-based Academic Bowl-type activities. However, only four players and two coaches may participate in the Regional and National competitions. Any additional people accompanying the team must travel and be accommodated at the school’s expense. These additional people may not take any official role during the competition, sit with the team, wear team apparel, or participate in team discussions during timeouts and between-round breaks.

If additional students attend the Regional and National competitions for any reason, they must be accompanied by a chaperone or chaperones from their school. The team’s coaches may not also serve as chaperones for additional students. The school is solely responsible for making travel, lodging, and meal arrangements for their additional students.
Students not on the team cannot participate in meals, social events, or other activities specifically designated for the teams. They also cannot sit with the team during the competition or wear the same team apparel at any time, in or out of the competition venue. Gallaudet University assumes no liability for anyone, except for the designated coaches and players on each team.

All teams are required to stay at the Regional competition site and the designated hotel/dorm/cottage from the time they arrive on Registration day to the time they depart in the morning after the Championship match is played. The same applies for the National competition.

7. POOL DRAWINGS
7A. REGIONAL

For the 2014 Regional competitions, the procedure for the pool drawing will be as follows:

The first through fourth place teams from the 2013 Regional competition will be the seeded teams at each Regional competition. The first place and second place teams will be placed in separate pools, then the third and fourth place teams will also be drawn into the two pools. The remainder of the teams competing in that region will then be drawn into the two pools. If a team placed in the top four at a different region than the one they normally participate in, they will be considered an extra seeded team for their next regional competition. If a region has five seeded teams, then three teams will end up in one pool and two teams will be placed in the other pool. If there are more than five seeded teams in a region, the same principle will apply to ensure that not all of the seeded teams end up in the same pool at the Regional competitions.

The pool drawing video for the 2014 Regional competitions will be posted on the Academic Bowl website on Tuesday, November 5th, 2013.

To learn more about the Regional competition format, please refer to Appendix B.

7B. NATIONAL

For the 2014 National competition, the procedure for the pool drawing will be as follows:

The 1st place teams from all five regions will be divided into four pools. One pool will have two 1st place teams and the other three pools will have one 1st place team. The 2nd place, 3rd place, and 4th place teams from all five regions will also be divided into the four pools. One pool will be filled up before the drawing of the
four wild card teams. The four wild card teams will be drawn last to fill up the remaining spots in the four pools. Each pool will have six teams.

The pool drawing video for the 2014 national competition will be posted on the Academic Bowl website on a date to be determined.

To learn more about the National competition format, please refer to Appendix B.

8. COACHES

Each team must bring one coach, but is strongly encouraged to bring two. If there are two coaches, the school or program must designate one of these coaches as the primary contact person.

The Coach’s role is to:
• prepare the team for the competition;
• chaperone and supervise the team during travel and free time;
• advise, rally, and support the team during breaks between rounds and matches;
• determine the order in which players sit and answer questions during Round 2;
• call timeouts; and
• make decisions about roster changes.

During the two-minute break between rounds and during timeouts, coaches may advise, support, and counsel their teams. At all other times during a match, coaches must watch their teams from their assigned seating, incommunicado. Coaches may take notes during the competition as part of their coaching strategy. However, coaches cannot copy questions verbatim from the competition.

If the two coaches from one team are not of the same gender, coaches will be paired with a coach of the same gender from a different team.

Coaches who are Gallaudet alumni are not allowed to join the Friday night Gallaudet Clubs during the Regional competitions.

Coaches are responsible for their teams at ALL times and are expected to remain at the competition site through the entire competition. In the event of an emergency or if there is a specific need to leave the site for a brief time (to obtain medical supplies, for example), please speak directly with the AB coordinator or the GURC director to inform them of the situation prior to leaving the competition. At least one of the coaches must remain with the team members at all times.
9. FUNDING AND TRAVEL ARRANGEMENTS

9A. REGIONAL ACADEMIC BOWLS

Schools and programs that participate in the Regional Academic Bowl competitions are expected to make their own travel arrangements and cover their own travel expenses. Housing accommodations and meals will be covered during the competition itself. Schools and programs must discuss travel arrangements, including time of arrival and departure from the competition site, with the GURC director prior to booking arrangements. All schools will be expected to pay a $300 registration fee for the Regional Academic Bowl competitions. This $300 fee is waived for all host schools. Schools may apply for a registration fee waiver if they already need to fundraise a large amount of money for travel expenses to the Regional competition. All requests for registration fee waivers must be made to the National Academic Bowl office by October 18th, 2013. All team registration fees are non-refundable.

9B. NATIONAL ACADEMIC BOWL

The National Academic Bowl office will fund up to four players, and up to two coaches from each participating team in the national competition. This includes transportation, lodging and all meals during the designated competition period (Saturday dinner to Tuesday breakfast). Meals, while in transit and before or after the competition period, are the school’s responsibility. Baggage costs will also be the school’s responsibility. All costs for any additional people traveling in addition to the four players and two coaches allowed from each school participating in the national competition will be the responsibility of those individuals or the school.

10. PLAYER ILLNESS

Barring sudden illness or other emergencies, all players are expected to remain in the competition room for the entire match. Should a player need to be removed from a team during a round, the team may continue with three players on stage for the remainder of the match. Should the number of players drop below three at any time during a match, the team forfeits the match.

A player who leaves during a round may not return during that round, but may return for subsequent rounds during the match.

11. ACCESSIBILITY ACCOMMODATIONS/INTERPRETERS

Advance notification of all accessibility accommodations is required by Friday, November 1, 2013 to allow appropriate accommodations to be made, and to ensure
that the accommodation does not give any individual or team an advantage over any other individual or team.

**Interpreters** – Students may request interpreters to aid in orientation, during introductions and objections, and other special circumstances. Because the competition itself is visual, interpreters will not be used during the actual showing of questions and answers.

**Vision and Perception** - A player may request accommodations for a vision or perceptual impairment: for example, the need for a font style, size, or color change, a background color or intensity change, or large-print final round answer sheets. An interpreter may also sit next to the student to help facilitate communication if needed.

**Other Additional Disabilities** - A player may request accommodations for any other additional disability: for example, a player who uses a wheelchair may need to play all matches in an accessible setting.

All other situations requiring special accommodations should be brought to the attention of the National Academic Bowl office by November 1, 2013.

If a registered school or program changes its roster between registration and November 1, 2013, and the new player requires special accommodations, the Gallaudet University Regional Centers and the National Academic Bowl office must be informed of this change immediately and will do its best to meet the needs of the student if requests are made after the deadline. It is extremely important to make all special accommodation requests before the deadline because if requests are made after the deadline, the Gallaudet University Regional Centers and the National Academic Bowl office cannot promise that the requested accommodations will be provided.

### 12. MATCH FORMAT

#### 12A. Rounds and Number of Questions

Each match shall consist of three rounds, designated Round One, Round Two, and the Final Round. All three rounds are played consecutively, with two-minute breaks in between to allow the coaches to advise, support, and counsel their teams.

In Regional and National preliminary matches, Round One will consist of 12 Toss-up questions, plus one Bonus question for each correctly answered Toss-up
question, for a total of 24 possible questions. Round Two will consist of 12 questions, and the Final Round will consist of 10 questions.

In the Regional Semifinal and Third Place matches and the National Playoff matches, Round One will consist of 16 Toss-up questions, plus one Bonus question for each correctly answered Toss-up question, for a total of 32 possible questions. Round Two will consist of 16 questions, and the Final Round will consist of 10 questions.

In the Regional and National Championship matches, Round One will consist of 20 Toss-up questions, plus one Bonus question for each correctly answered Toss-up question, for a total of 40 possible questions. Round Two will consist of 20 questions, and the Final Round will consist of 15 questions.

12B. Question Categories and Scoring

Round One

For Regional and National preliminary matches, the number and categories of questions used in Round One are listed below. They will be presented in any order.

The Arts 1
Current Events 1
Deaf Studies 1
Language and Literature 2
Mathematics 2
Popular Culture, Leisure, and Sports 1
Science and Technology 2
Social Studies 2

For Regional Semifinal and Third Place matches and National Playoff matches the number and categories of questions used in Round One are listed below. They will be presented in any order.

The Arts 1
Current Events 2
Deaf Studies 1
Language and Literature 3
Mathematics 2
Popular Culture, Leisure, and Sports 1
Science and Technology 3
Social Studies 3
For the Regional and National Championship matches, the categories and question proportions of 16 Toss-up questions are the same as the list above. The remaining four questions may be from any category, in any proportion. For example, four questions could be taken from the Mathematics category and mixed with the other 16 questions. Or two questions could be from Social Studies and two questions from Language and Literature and then mixed in with the other 16 questions, and so on.

For all Round One questions, the category is displayed before each Toss-up question. The Bonus question will always be from the same category and generally will be related to the Toss-up question in some way.

Each of the Toss-up questions is worth two points. Each of the Bonus questions is also worth two points.

Scoring on a question is all or nothing. Partial scores are not given for partially correct answers and there is no penalty for incorrect answers. A bonus question is not shown after an incorrectly answered Toss-up question.

**Round Two**

Both teams answer each question, and thus earn two points for each correctly answered question. Scoring on a question is all or nothing. No partial score is given for partially correct answers. Questions in Round Two will generally be easier and will include more multiple-choice questions than those in Rounds One and the Final Round.

Questions will come from any of the categories listed below, and in any order and number. Unlike Round One, the category slide will not be displayed before each question.

- The Arts
- Current Events
- Deaf Studies
- Language and Literature
- Mathematics
- Popular Culture, Leisure, and Sports
- Science and Technology
- Social Studies
Final Round

In Preliminary and Playoff matches, this round consists of 10 questions. Both teams answer each question, and thus both teams can earn points for answering questions correctly.

Questions will come from any of the categories listed below, and in any order and number.

- The Arts
- Current Events
- Deaf Studies
- Language and Literature
- Mathematics
- Popular Culture, Leisure, and Sports
- Potpourri
- Science and Technology
- Social Studies

A ninth category, called Potpourri, is multidisciplinary. All questions will be related to a single theme, but may cross category lines.

The category and instructions are shown at the beginning of the Final Round. Each of the 10 questions is worth three points, for a possible score of 30 points per team. Scoring on each question is all or nothing. No partial score is given for partially correct answers.

In the Championship Match, this round consists of 15 questions. Each of the 15 questions is worth three points, for a maximum possible score of 45 points per team.

13. MATCH PROCEDURES
13A. Round One Procedures
Both teams play Toss-up questions. The Gallaudet Officer will hold up YES or NO cards for each team indicating correct/incorrect answers. If a Toss-up question is answered correctly, the team is awarded two points and is given a Bonus question in the same category.

If Team A’s answer to the Toss-up question is incorrect and Team B answers the Toss-up correctly on the rebound, then Team B will be given a Bonus question.
Only the team that answered the Toss-up correctly may play the Bonus question. If a team answers the Bonus question correctly, an additional two points are awarded.”

If both teams answer the Toss-up question incorrectly, no points are awarded. The correct answer is then displayed. Unused Bonus questions and answers are not displayed.

Toss-up Questions fall into two categories - the Non-Math category and the Math category.

**Procedure for Non-Math Category questions in Round One:**

a. The category is displayed on the main screen, followed by the question.

b. There is no time limit for these categories, so the on-screen timer is not used. Moderators will use their judgment on how long teams will have to answer the questions.

c. Once the question is displayed, any player from Team A or Team B may buzz in. The player will then be recognized by the moderator, and must immediately answer the question. If a player on Team A buzzes in first, that player is the only team member from Team A allowed to answer that question. Other players on the team may not communicate in any way with the person answering the question, including nudging, rapping the table, writing, or any other nonverbal methods, until the answer is complete and has been displayed.

d. The player on Team A cannot write on the paper before he/she buzzes in. If this occurs, the answer will not be accepted, and the other players on Team A will lose the opportunity to answer that question as well. The question will then be shown to Team B for an opportunity to answer.

e. Players on Team B are not allowed to write any answers while waiting to see what the answer is from the player on Team A. Proctors will watch both teams to enforce this. If the Team B players write before they buzz in, that team’s answer will also not be accepted or shown.

f. If a player on Team A is the first to buzz in, the question will disappear. When the player on Team A hands in his/her answer on the paper, the
question will again appear on the screen for Team B to view. When a player on Team B buzzes in, the question will disappear again.

g. If the first person to buzz in on Team A does not answer the Toss-up question correctly, the question rebounds to Team B. For rebound questions, the first player on Team B who may know the answer must first buzz in and then write in an answer following the same procedure described above. Team B is not allowed to write anything while Team A is attempting an answer. On a rebound, the Gallaudet University logo slide will be shown immediately after the second team attempts a rebound question.

**Procedure for Math Category questions in Round One:**

a. The on-screen timer is set to 30 seconds.

b. Players are responsible for monitoring the remaining time on the on-screen timer.

c. The questions are displayed for the entire 30 seconds, and disappear when the on-screen timer runs out.

d. Players must perform any necessary computations, write the answer, circle the answer (if there is anything else on the paper other than the answer), and take their markers off the paper before buzzing in, all within 30 seconds.

e. Even if Team A has buzzed in first with an answer, Team B should continue to do their calculations. The answer for Team A will be shown immediately on the projector.

f. While Team A’s answer is being shown, Team B continues to work on the math question. If a player on Team B finishes before the 30 seconds has expired, that player should hold up his/her paper for the proctor to recognize. The proctor will note which player holds his/her paper up first.

g. If the answer from Team A is incorrect, the proctor for Team B will inform the moderator which player from Team B had completed the question within the time frame first; that player will then be allowed to show his/her answer.

**Procedure for Bonus questions in Round One:**
1. Bonus questions are discussed and answered by the team as a whole.

2. Thirty seconds are allowed for Mathematics questions, and twenty seconds for all other categories. The time limit includes reading, discussing, computing and answering. Players are responsible for monitoring the time on the on-screen timer.

3. There is no buzzing-in on Bonus questions, nor is there a rebound to the other team for incorrect answers.

4. Writing of the answer must be completed before the on-screen timer expires. An answer that is incompletely written when the on-screen timer expires is considered the same as an incorrect answer.

5. Written answers may be changed by other team members during team discussion, provided that these changes are completed within the time limit.

6. A correct answer to the Bonus question results in two additional points being awarded to that team.

13B. Round Two Procedures

1. Before the round begins, the coaches will assign players to Seat 1, Seat 2, Seat 3, and Seat 4. Seat 1 will be the seat closest to the Gallaudet Officer’s table. Players do not have to sit in the same order as in Round One or the Final Round. Difficulty of questions is not correlated to seating order.

2. In Round Two, for teams that have four players, each player will receive three questions in the Preliminary matches, four questions in the Playoff matches, and five questions in the Championship match. For teams that have three players, each player will receive four questions in the Preliminary matches; one player will receive six questions and the other two players will receive five questions in the Playoff matches; and two players will receive seven questions and one player will receive six questions during the Championship match.

3. Questions are displayed, and then answered by individual players in rotation: Player 1 from each team answers Question 1, and then Player 2 from each
team answers Question 2, etc. Each question will be displayed for twenty seconds. The player on each team who is answering the question writes the answer on their paper. When the twenty seconds are up, each answer will be shown in turns on the projector. The Gallaudet Officer will hold up YES or NO cards for each team to indicate correct/incorrect answers. Teams are awarded two points only for each correct answer.

4. Teams must bring their own identifying marker (usually the school mascot) to be placed in front of the team member answering the question.

5. The round will be run similar to a “lightning” round where the moderator will move quickly from question to question. As soon as the 20-second time limit has expired on a question, answers will be shown, identifying markers moved, scores added, and the next question displayed.

13C. Final Round Procedures

1. The Final Round is a timed, team-discussion round. Two minutes (120 seconds) are allowed in the Preliminary and Playoff Matches, and 3 minutes (180 seconds) in the Championship Match.

2. Final Round questions may take any format: multiple-choice, picture identification, matching, single- or multiple-word answer, etc.

3. If the room set-up allows it, team members may move their chairs to the end of the table to facilitate discussion. The team can also move their chairs in a circle away from the table. Team members cannot sit in front of the tables in the area with wires unless the room set-up allows for it. The team writes the answers on the answer sheet using clipboards or the table.

4. Before the Final Round begins, the proctors will open envelopes with sets of answer sheets, each containing one colored answer sheet and three identical white copies of the same sheet. The white sheets are to be used as “scratch” paper and the team’s official answers must be written on the colored answer sheet.

5. The moderator will ask the PowerPoint operator to show the category, and then, after a brief pause to allow the players to read the category, the instructions. Once the members of both teams have had enough time to read the instructions (moderators will not sign out the instructions or explain
them), the moderator will ask the proctors to place the answer sheets face down on their teams’ tables, with the envelope on top. The moderator then will tell the teams to begin. The clock will start and teams will begin working. While the players are working on the questions, the questions are displayed on the main screen.

6. When time expires, the proctor collects the colored answer sheets from the teams. The moderator asks the proctors to show the answers to Question 1 while covering the other answers, using the back of a white answer sheet or scrap of paper. The Gallaudet Officer will hold up YES or NO cards for each team to indicate correct/incorrect answers, similar to the procedure in Rounds One and Two. The scorekeeper adds three points for each team with a correct answer. The moderator then directs the proctor to move to Question 2 using the same procedure as above. This continues until all 10 questions have been shown and points awarded accordingly.

7. Any objections by players will be heard immediately by the Gallaudet Officer. Objections will be handled the same way as Rounds One and Two and will follow the procedures explained under **Section 21** entitled “Objections”.

8. There is no deduction or penalty for incorrect answers.

9. After Question 10 is completed, the moderator announces the final scores and the winner.

10. The proctors will collect all answer sheets from the three rounds and hand them to the Gallaudet Officer immediately following the conclusion of the match.

**14. RULES DURING MATCH**

**14A. Round One**

**Toss-up Questions:**

1. All answers must be written on the paper provided for projection onto the answer screen.

2. Answers that are communicated in any way other than writing will not be accepted.
3. The player answering the question passes the answer to the proctor for display onto the screen. Other team members may not add to or alter the answer while it is being handed down. Any alteration by anyone other than the original writer results in an incorrect answer.

4. Once the paper has left the hands of the player who wrote it, that answer is considered final and may not be taken back for corrections or additions by any player at any time.

5. Changes, strikeouts, and corrections must be clear. If changes make the answer ambiguous or illegible, the Gallaudet Officer will rule it incorrect. If there is any writing on the paper that is not relevant to the answer, it must be marked out so the Gallaudet Officer does not have to guess at which answer is intended. Another option is for the player to circle the correct written answer so the Gallaudet Officer can clearly distinguish the final answer.

6. While this is not a handwriting competition, answers must be written legibly. See Section 19 on Legibility for more information.

**Bonus Questions:**

1. The rules for Bonus questions are the same as for the Toss-up questions with a few exceptions. All players on the team are allowed to discuss the answer in ASL or spoken English and any player can make additions or changes to the answer on the paper before time expires. A different player than the writer of the answer can even edit the answer as it is being handed down to the proctor as long as it is done before time expires.

14B. **Round Two**

1. The other players on the team may not communicate in any way with the player who is answering the question or with each other, including nudging, rapping the table, or other verbal and nonverbal methods, until the answer is complete and has been shown. Proctors will watch the team to enforce this. The moderator will give a team a warning if any communication occurs. The second time the same team tries to communicate will result in points not given for that answer.
2. The other members of the team are not allowed to inform their teammate that
time is almost expired, except when this has been approved as an
accomodation.

14C. Final Round

1. The team may wish to select the player with the neatest handwriting to write
all answers on the colored answer sheet. However, teams can split up the
writing of the answers onto the colored answer sheet any way they want. Any
member of the team can make any changes on the colored sheet as long as
time has not expired. The rules in Section 20 regarding changes, corrections,
and strikeouts apply to this round as well.

15. COMPLETION OF A MATCH

15A. Winning a Match

The team with the highest point total wins the match. If a match ends in a tie, the
tie is broken by playing a Tiebreaker Round. The format is the same as the Final
Round, except that there are five questions worth three points each to be answered
within a one-minute time limit. All five questions in each Tiebreaker Round will
be from the Potpourri Category, which has a single theme with questions used
from any category. Before the Tiebreaker Match, there will be a two-minute break
for coaches to meet with their teams. If the teams are still tied at the end of the
Tiebreaker Round, more Tiebreaker Rounds will be played, with two-minute
breaks in between, until there is a winner.

15B. Official Completion of a Match

During the match, the Gallaudet Officers will communicate with each other if
answers deviate from any of the answers shown on the official answer key. This
will allow all Gallaudet Officers to know what exceptions and corrections have
been made and to ensure consistency throughout the competition.

Scores and team standings are not final until approved by the Academic Bowl
Executive Committee. The Academic Bowl Executive Committee has the right to
change an error in the questions or correct a mistake made by a Gallaudet Officer.
Although rare, this correction could include calling teams back into a competition
room to replay a question or informing the head coaches that their teams’ scores
have been revised.
16. QUESTIONS

All questions are developed by the Academic Bowl staff, purchased from firms specializing in providing this service, and/or obtained from other sources.

Every effort will be made to include questions that reflect the diversity of the United States and the world. These questions may appear in any category.

In Rounds One and Two, questions will be drawn from the following eight categories, listed alphabetically below. In the Final Round, a ninth category, called Potpourri, is added.

The Arts: Questions are about art, including drawing, painting, sculpture, ceramics, architecture, crafts, photography and other graphic arts. Questions may ask for identification of paintings or sculptures; artistic periods or genres; theatre production, performance, and techniques; or music, without necessarily being familiar with the music or other hearing-dependent factors involved. Music would include questions that do not require hearing the lyrics or songs, but would include, for example: associating the Beatles with the 1960s, and knowing that Ludwig van Beethoven was deaf and identifying some of his works by name.

Current Events: Questions are about notable news events that have occurred since the previous National competition ended (i.e. March 12, 2013 for the 2014 competition). For 2014, we will use questions referring to current events that occurred up until December 1, 2013 for the 2013-2014 Regional competitions. For the 2014 National competition, we will use questions referring to current events that occurred up until March 31, 2014. Most current events questions will be drawn from within the four-month period prior to the competition. The USA Today newspaper is a good source for finding current events questions, but is not the only source used. However, depending on the topic, a Current Events final round may occasionally include some questions about events that are older than one year, but are still considered current news. For example, a final round on the death of Michael Jackson may include some of his life accomplishments that were printed in newspapers and shown on television for several days following his death and funeral, as well as more recent developments with his family and estate. Although the events of his life are not current, the news reviews of his life are current.

Deaf Studies: Questions are about the history and culture of deaf people; American Sign Language; facts and trivia about notable deaf people; hearing and hearing loss; amplification; assistive technology; and cochlear implants.
**Language and Literature:** Questions include English grammar and syntax; vocabulary, literary terms; questions about literary periods, works, authors, characters; and theatrical plays.

**Mathematics:** Questions may involve computation; four-function calculators are provided for this purpose. We follow the categories in the Common Core standards for Math which includes the categories of Number and Quantity, Algebra, Functions, Modeling, Geometry, and Statistics/Probability amongst others. Other questions may involve identification of algebraic or geometric properties, postulates, theorems, or laws, or of famous mathematicians, and will not involve computation.

**Popular Culture, Leisure, and Sports:** Questions are those that any culturally-literate person should be expected to know. For example, a culturally literate person would know that *Gone with the Wind* was both a best-selling novel and an Academy Award-winning film. Questions may be about television, film, theater, the Internet, recreational activities, games of skill and chance, athletics, and individual and team sports.

**Potpourri:** This category is multidisciplinary; questions will all be related to a single theme, but may cross category lines. For example, all answers in a given Final Round may start with the letter “v”; all may have the word or root “red” in them; or all may contain a set of double letters.

**Science and Technology:** Questions include general science, astronomy, biology, chemistry, earth and environmental science, geology, physics, and computer technology.

**Social Studies:** This category includes economics, geography, cultures, United States and world history, United States and world government and government systems, famous individuals and groups, armed conflicts, etc. Geography questions are about landmarks; cities of the world; land masses; bodies of water including streams, rivers, lakes, seas, and oceans; the poles, longitude and latitude, and so on. Both United States and world geography are included in this category. Geology-related questions are not included in this category. Economics questions are about business, finance, stock markets, etc. Government questions are about government systems, well-known political figures of the past and present, etc.
Note: Some questions may appear to “fit” in more than one category. This is to be expected. Gallaudet Officers will not accept objections based on what is perceived to be an incorrect or inappropriate category placement of a question.

17. REFERENCE MATERIALS
During the competition, Gallaudet officers may consult reference materials if there appears to be an answer other than what is on the official answer key. The two official references that will be used during the competitions are the current edition of the World Book Encyclopedia and Merriam-Webster’s Third New International Dictionary, Unabridged. Other references and sources may be consulted as necessary, including online references.

Deaf Studies. Deaf Studies questions are drawn from a wide variety of different sources. Here are some suggested reference materials:

Gallaudet University Library Deaf-Related Resources:
http://library.gallaudet.edu/Library/Research_Help/Deaf_Research_Help.html


In certain situations, the Gallaudet Officer may wish to discuss an answer with the other Gallaudet Officers. The Gallaudet Officer may change an answer or add to an answer on the official answer key based on verified information.

Coaches, players, and audience members are not to be included in the discussions held while the Gallaudet Officers search reference materials. Any addition or change to the official answer key will be announced by the Gallaudet Officer, and no further objections to the findings will be allowed.
18. CALCULATORS

The use of four-function calculators is permitted for any question in any round. Academic Bowl staff will place four calculators on each team’s table, one for each player. All calculators will be standardized across all rooms. Each calculator will have the four basic arithmetic functions (+, -, ×, ÷) as well as memory, percentage, and square root keys. Calculators or computing devices not provided by the Academic Bowl staff are not permitted. Large print calculators are available upon advance request.

19. LEGIBILITY

While this is not a handwriting competition, answers must be written legibly. If the Gallaudet Officers cannot determine from the writing what the intended answer is, the answer will be deemed incorrect. Players will not be asked to clarify what they wrote, since they may have had a chance to rethink their answer.

Handwriting samples are not required of all players. Handwriting sample forms will be available at the Regional competitions for coaches to take and give to their players if needed. Coaches are to bring the samples with them to each match at the Regional and National competitions.

Players should still review their handwriting with their coaches for any possible problems with legibility or stylistic quirks, and give handwriting samples to the Gallaudet Officers, if asked. If questions arise during the competition about writing quirks not already disclosed, acceptance or rejection of an answer will be solely at the Gallaudet Officers’ discretion.

Some players have a tendency to write in all capital letters. If that player answers a question that requires a proper noun, the player must make the first letter a very large capital letter, such as “WASHINGTON” so the Gallaudet Officer can clearly see the intent of the answer. It is entirely to the Gallaudet Officer’s discretion whether the word has a capital letter or not.

No handwriting quirk, whether previously communicated or not, exempts a player from the rules for valid answers.

20. RULES FOR ACCEPTABLE ANSWERS

Official Answers: The answers on the official answer key and in the PowerPoint display on the main screen are underlined. Optional parts of the answer are not
underlined. For example, the answer to the question “How many feet are in one mile?” is shown as 5,280 feet, where the digits 5 and 280 are required, but the thousands separator comma and the word feet are not required. 5,280 alone, 5,280 feet, or 5,280 ft. also would be accepted.

Every attempt is made during the question development stage to anticipate all possible valid alternate answers and alternate spellings. These alternate answers, if any, will be shown in the official answer slide. If a player manages to come up with an unforeseen variant that is plausible, the Gallaudet Officers will use their knowledge and judgment whether or not to accept it. They may also check with the other Gallaudet Officers in those situations. In general, the Gallaudet Officer will rule in favor of the official answer and reject the variant. The Gallaudet Officer can also check with the official references during the two-minute break between rounds or during the round.

**Spelling:** All answers must be spelled correctly. A misspelled answer is incorrect, even if it is obvious what word or name is meant. Gallaudet Officers will not indicate whether or not an answer contains a misspelling; only whether or not it is correct.

**Capitalization:** All proper nouns must be capitalized correctly. An answer with incorrect capitalization is wrong, even if it is obvious what word or name is meant. Correct capitalization must include any embedded capital letters (for example, l’Enfant or DeWitt). Because of the rules that apply to capitalization and punctuation, proper-noun answers written in all-capital letters of the same size are *not* acceptable, unless they are acronyms or initialisms (see various examples listed below). Answers that are not proper nouns need not be capitalized, and will be accepted with or without capitals.

**Titles of Books, Movies, Plays:** When writing the title of a book, movie, play, story or poem, the title will be accepted without the first word if it is an article (“A” “An” “The”). Here are some examples:

*The Catcher in the Rye*
*A Tale of Two Cities*
*The Great Gatsby*
*An Enemy of the People*
Embedded articles and any other words that are part of the customary or official title must be included to make the answer correct. **They must also be properly capitalized and punctuated.** Here are some examples:

**Acceptable answer:**  
*From the Earth to the Moon*

**Unacceptable answers include:**  
*From Earth to Moon*  
*From Earth to the Moon*  
*From the Earth to Moon*  
*From The Earth To The Moon*

**Acceptable answer:**  
*Angels and Outcasts*

**Unacceptable answers include:**  
*Angels, Outcasts*  
*Angels And Outcasts*

**Acceptable answer:**  
*One Flew Over the Cuckoo’s Nest*

**Unacceptable answers include:**  
*One Flew Over Cuckoo’s Nest*  
*One Flew Over Cuckoo Nest*  
*One Flew Over The Cuckoo’s Nest*  
*One Flew over the Cuckoo’s nest*

An added word anywhere in a title, regardless of whether it’s an article or another word makes the answer wrong. Some examples of unacceptable titles include:

*The Sesame Street* (should be simply *Sesame Street*)  
*The Grapes of the Wrath* (should be simply *The Grapes of Wrath*)

Additionally, all questions require the American version of the title unless otherwise indicated.
Acceptable answer:
*Harry Potter and the Sorcerer’s Stone* (original USA title)

Unacceptable answer:
*Harry Potter and the Philosopher’s Stone* (original UK title)

**Abbreviations:** Most answers require a full word answer; however, some abbreviations are acceptable. Unless otherwise indicated in the question, some examples of acceptable abbreviations are acronyms and initialisms that use all capital letters, such as:

NAACP  
USA  
FBI

WWII or WW II for World War II (The abbreviation “WW2” is unacceptable for World War II. The World Wars must be followed by the appropriate Roman numeral; this is the official abbreviation for “World War II” as designated by various publishing style guides.)

Almost all abbreviations have numerous variations in the use of periods and capitalization. Most of the abbreviations in our official dictionary, the Merriam-Webster Dictionary, are listed without periods. To follow our official reference, we will not require periods in abbreviations in our list of acceptable answers. Some examples include: a.m. and p.m. or A.M. or P.M. The official answer may include the periods, but they will not be underlined. (e.g., U.A.E. or N.A.D.)

When writing answers for U.S. states and territories, either the full name or the Postal Service two-capital-letter abbreviation are the only two acceptable answers. Periods and lower case letters used in the two-capital-letter abbreviation are not acceptable. See the following link for more information:  

**Acceptable answers:**  
California or CA  
Connecticut or CT

**Unacceptable answers:**  
Ca., C.A., Cal., Calif.  
 Ct., C.T., Conn.
Names of Canadian provinces and territories must be spelled out. Abbreviations are not accepted.

**Tenses and Plurals:** Answers must be consistent with the tenses and plurals used in the questions. For example, if a question asks to fill in the missing word in “The buck _____ here”, the correct answer is *stops*. “Stop”, “stopped”, etc. would not be acceptable. If a question asks: “Name the four-legged mammals that are most often ridden by humans for recreation,” the correct answer is *horses*. The plural word “mammals” in the question signals that the answer must also be plural.

**Diacritical Markings:** Because English does not use diacritical markings, such markings in foreign words or names will not be required, unless the question specifies otherwise. However, if a contestant adds diacritical markings, they must be correct, or the whole answer is wrong. The official answer will show any diacritical markings. Examples include:

- exposé
- Penélope Cruz
- Alexander Dubček
- Peter Høeg

In the case of languages that use alternate spellings if diacritical marks are omitted, such as German or Finnish, the alternate spelling of the word is also accepted. Examples include:

- **Duerer** for **Dürer**
- **Kimi Raeikkoenen** for **Kimi Räikkönen**

**Alternate Spellings:** Frequently, foreign names – particularly those based on an alphabet other than Latin – will have several alternate spellings due to various phonetic translations. In addition, various cities and countries have changed their names from a previous colonial spelling to a newer spelling more true to the native language. When this occurs, the answer will include several commonly-accepted alternate spellings, all of which are equally acceptable.

**Acceptable Answers:**
- Hong Kong or Hongkong
- Kolkata or Calcutta
- Myanmar or Burma
- Mao Tse-Tung or Mao Zedong
**Personal Names:** When an answer is a personal name, normally only the last name is required for the answer, unless the question specifically states otherwise. Players may choose to add first and/or middle names, but if they do so, those additional names must be correct also, or else the entire answer is wrong. When doing so, first names **must** be spelled out, not initialized, unless the person is known best by such initials.

**Examples include:**
Question: “Who is best known for writing a fantasy saga featuring short people protecting jewelry?”

**Acceptable answers:**
John Ronald Reuel Tolkien or J.R.R. Tolkien

**Unacceptable answers:**
John Tolkien
J. Tolkien
R. Tolkien
J.R. Tolkien
J.r.r. Tolkien

Question: “Who was the first elected president of the United States?”

**Acceptable answers:**
George Washington or George Herman Washington or Washington

**Unacceptable answers:**
G. Washington
H. Washington
G.H. Washington
George H. Washington
Goerge Washington

In several cases, U.S. presidents have shared the same surnames. In such a case, differentiating information **must** be included if a question is asked in which the answer could apply to both presidents, this information **must** be fully spelled out.

Question: “Name the Roosevelt who was known as the New Deal president.”
Acceptable answers:
Franklin Delano Roosevelt or Franklin D. Roosevelt

Unacceptable answers:
F. Roosevelt
Roosevelt
F.D.R.
T. Roosevelt
Theodore Roosevelt
Teddy Roosevelt

In the rare instances that two individuals who may fit the parameters of the question and share the same first and last name, the middle name (if there is one) must be included; middle names that are fully spelled or initialized will be accepted.

Examples:
George H. W. Bush or George Herbert Walker Bush, and George W. Bush or George Walker Bush
John Adams and John Quincy Adams or John Q. Adams

Nicknames are also accepted if those nicknames are commonly used to refer to the specific president. Nicknames for other heads of state, past or present, are not accepted unless specifically requested.

Question: “Which president was recently acclaimed for creating the first budget surpluses in 60 years?”

Acceptable answers:
William Jefferson Clinton or Bill Clinton or William Clinton

Unacceptable answers:
B. Clinton
W.J. Clinton
Will Clinton

Certain exceptions are made for people who are best known by their first names, as for example, some Medieval and Renaissance personalities, some members of royalty, and some entertainers. In these few cases, first names alone will be
accepted and underlined in the official answers. If a player chooses to include a surname or a last name, it must be spelled correctly.

**Examples include:**
Michelangelo (for Michelangelo Buonarroti)
Beyonce (for Beyoncé Knowles)
Galileo (for Galileo Galilei)
Napoleon (for Napoleon Bonaparte)

For most heads of state, the title does not have to be included in the answer but the number, if any, must also be included. If the head of state in the question has earned such distinction as to be definitive of the name, the number is not required.

**Examples include:**
Tsar Nicholas II
King George III
Queen Elizabeth I or Elizabeth II
King Louis XIV or Louis XVI
Pope Benedict XVI
Cleopatra VII (for Cleopatra)
Napoleon I (for Napoleon Bonaparte)
Napoleon II

In some cases, a person may be known by a name different from his or her given name. In such cases, the given and current alternate name will be accepted.

**Examples include:**
Eminem or Marshall Mathers
50 Cent or Curtis Jackson
Billy the Kid or Henry McCarty
Malcolm X or Malcolm Little or El-Hajj Malik El-Shabazz

All names must be written out. Commonly-recognized initials instead of people’s full names are not acceptable.

**Examples of unacceptable answers:**
JFK
LBJ
MLK Jr.
Generational suffixes are not required in an answer, but can be included in the answer unless two different generations are equally well-known. If a generational suffix is used, it must be correct or the answer will be wrong. For example:

**Acceptable answers:**
Dale Earnhardt, Sr. or Dale Earnhardt, Senior
Dale Earnhardt, Jr. or Dale Earnhardt, Junior
Martin Luther King, Jr.
Orel Hershiser IV
Vince McMahon, Sr. or Vince McMahon, Senior

**Unacceptable answers:**
Martin Luther King, Sr.
George Bush, Jr.

**Filling in Answers:**
Some questions ask players to complete a sentence, phrase, idiom, or saying. For example, if a question asks “Complete this popular saying, “Break a ___” The answer is leg, and players are expected to write their answers using the correct capitalization. For the above question, Leg would not be an acceptable answer.

**Other examples include:**

“________, my dear, I don’t give a damn.” Answer: Frankly
“Four legs good, two legs _____!” Answer: bad

**Hyphens in Answers:**
Some book titles have hyphens, like Catch-22 and Moby-Dick. We will not require hyphens in the book titles. The same applies for people who have two last names such as Jane Doe-Smith. We will not require hyphens in those answers as well.

**Mathematics and Science Answers:**
All answers must be written in digits unless otherwise specified.

**Example:**
Question: “What is 1+1?”

**Acceptable answer:**
2
Unacceptable answer:
Two

Lowest terms: All math and science answers are expected in lowest terms unless otherwise stated in the question. For example: \( \frac{1}{6} + \frac{1}{6} = \frac{2}{6} = \frac{1}{3} \). Although \( \frac{2}{6} \) is a possible answer, it is not the answer in lowest terms and therefore it must be reduced to \( \frac{1}{3} \).

Units: If a question does not include the unit, then the unit must be added to the answer.

Example:
Question: “The measures of the five angles in a pentagon are \( x \), \( x \), \( 2x \), \( 2x \), and \( 3x \). What is \( x \)?”

Acceptable ways to write a unit in the answer include:
60 degrees, or 60 deg., or 60°.

If a question includes the unit, then the unit does not have to be added in the answer.

Example:
Question: “If two angles of a triangle measures 48 and 62 degrees, how many degrees is the third angle?”

Answer: 70

Other examples of acceptable units’ abbreviations are:

- 9 feet, 9 ft., 9’
- 10 ounces, 10 oz.
- 12 inches, 12 in., 12”
- 100 degrees Celsius, 100°C, 100 deg. C

Note: With math and science answers, students who write anything other than the answer on the paper MUST circle the answer so that the Gallaudet Officer can recognize the answer. If there is nothing else on the paper other than the answer, there is no need to circle it.
21. TIMEOUTS
The head coach from either team can call a timeout in Rounds One or Two for any reason. There will be one time-out allowed per team per match (Rounds One or Two only). Timeouts can only be called before the next question is displayed. Time-outs cannot be called in between a question and the answer for that question or between a correctly-answered Toss-Up question and the following Bonus question.

If the head coach of Team A wants to talk to his/her team, he/she will stand up and ask for a timeout. The moderator will acknowledge the coach, and the Gallaudet Officer will make a note of the timeout on the score sheet. The timeout will be for both teams and will last one minute, with the time displayed on the on-screen timer. That will be the only timeout allowed Team A during that match. If later, the coach from Team B requests a timeout using the procedure above, both teams will again be given one minute to confer with their coaches.

22. OBJECTIONS
Objections to a question, or to its official answer, may be made only by players competing in the match in question. Objections from room staff, members of the audience, or other persons are not permitted under any circumstances. Coaches may use a Coach’s Challenge when they want to make an objection. More information can be found in Section 23.

Objections are only related to the questions and answers, not to the match procedures or room environment. Those types of issues need to be brought to the attention of the moderator immediately. Some examples of situations that are not objections, but warrant immediate attention include: 1. Equipment failures; 2. Lighting in the room; or 3. Blocked view.

Objections by members of the teams competing in the match must be filed before the next question is played or before a timeout is called. Retrospective or post hoc objections will not be accepted.

A player may object to a question or answer by standing up and saying “Objection.” The Gallaudet Officer will ask the objector to state his or her objection, and then listen to and consider the player’s alternate answer and rationale for it. One member of the opposing team may stand up and give their view.
The Gallaudet Officer then will make a decision whether to accept the alternate answer or to void the disputed question and answer. If a question and answer are thrown out, scoring will be amended accordingly and a replacement question will be taken from a list of backup questions by the Gallaudet Officer. This backup question will follow the same playing procedure as the original question. The Gallaudet Officer will determine if one or both teams will play the backup Toss-up question.

Occasionally, the Gallaudet Officer may wish to consult reference material or with the other Gallaudet Officers to double-check a possible answer. The paper containing the disputed answer will be set aside, and the Gallaudet Officer will review the materials and talk with individuals while the teams take their regular two-minute break between rounds and at the end of the Final Round if necessary.

At the end of the break, the Gallaudet Officer will announce the final decision. Once that decision has been made, there are no further objections permitted related to that question and answer.

Frivolous objections are not permitted at any time during a match. Some examples include:
1. Players cannot object on the legibility of the opposing team’s handwriting. The Gallaudet Officer’s decision on legibility is final. However, a player can object if the opposing team member has spelled the word wrong and the Gallaudet Officer mistakenly overlooked it.
2. Players cannot object to questions missed based on their lack of attention or readiness. The players must follow the pace of the moderator.
3. If players are concerned about suspected inappropriate verbal or nonverbal communication taking place among the opposing team that is being overlooked by Academic Bowl staff, this concern should be brought to the Gallaudet Officer’s attention during the break.

23. COACH’S CHALLENGE

The Coach’s Challenge is a new feature introduced to the Academic Bowl competition for the 2013-2014 season. Coaches can only use a Coach’s Challenge once per match and in accordance to the criteria in which a Coach’s Challenge can be used. To use a Coach’s Challenge, the coach must stand up and indicate that he/she wants to use a Coach’s Challenge. The Gallaudet Officer will ask the coach to state his or her objection, and then listen to and consider the coach’s rationale for it. The Gallaudet Officer will then make a decision on whether to accept the
Coach’s Challenge or not. If the Coach’s Challenge is accepted, then the procedures for players’ objections are used here.

The only instances in which a coach can use a Coach’s Challenge are:

1. If an incorrect answer by the other team was erroneously accepted by the Gallaudet Officer in which the Coach’s team’s players did not object to.
2. Alternate answer from the Coach’s team should be considered by the Gallaudet Officer.

24. GRIEVANCES
The head coach of a team may file a grievance if the team believes that another team is in violation of the Rules and Guidelines. For example, a grievance might be filed if a team believes that another team has a player who has been on the Academic Bowl team for more than four years. Grievances must be filed immediately with the Academic Bowl Executive Committee. At each competition there will be a person designated to receive grievances. The Executive Committee will then investigate and attempt to resolve the situation immediately.

25. COMPETITION STANDINGS
In competitions, teams are ranked within their pools in order of games won and lost. When two or more teams within a pool have the same won-lost record, the following formulas are applied to determine their final standing, and which teams are seeded higher for the playoffs.

Two Teams
Two-way ties in the standings are broken by looking at head-to-head competition between the two teams involved. The team that won its competition against the other team is awarded the higher place in the standings.

Three Teams
If one team has beaten the other two teams in the three-way tie, then that team is awarded the higher place in the standings. To settle the tie between the remaining two teams in the three-way tie, refer to the above procedure for a two-way tie. For a three-way tie in the standings among teams A, B, and C, each having won the same number of matches, the point difference of each team versus each other team in the tie are compared and added or subtracted:
Team A 
Team A 31 pts.  Vs  Team B 51 pts.  Difference  -20 pts.

Team B 
Team B 55 pts.  Vs  Team C 65 pts.  Difference  -10 pts.

Team C 
Team C 42 pts.  Vs  Team A 47 pts.  Difference  -5 pts.

Team A 47 pts.  Vs  Team C 42 pts.  Difference  +5 pts.

Team B 51 pts.  Vs  Team A 31 pts.  Difference  +20 pts.

Team C 65 pts.  Vs  Team B 55 pts.  Difference  +10 pts.

**Total difference**

Team A = -15 pts. Team B = +10 pts. Team C = +5 pts.

Team B wins this tie-breaker by having the largest positive point difference. If two teams are to advance from this tiebreaker, then Teams B and C advance with Team B finishing higher in the standings than Team C.

In the event any teams are tied after the first tie-breaker level, the second tie-breaker level will consider the total number of points earned by each tied team during all Preliminary Matches. The highest cumulative point total will break the tie.

**Four Teams**

If one team has beaten the other three teams in the four-way tie, then that team is awarded the higher place in the standings. To settle the tie between the remaining three teams in the four-way tie, refer to the above procedure for a three-way tie. For a four-way tie in the standings among teams A, B, C, and D, the first step would be to look at who has won the most matches amongst the four teams. For example:

Team A record vs Teams B, C, D: 2-1
Team B record vs Teams A, C, D: 2-1
Team C record vs Teams A, B, D: 1-2
Team D record vs Teams A, B, C: 1-2

Teams A and B would be the top two teams in this scenario. To determine the higher placing team between Team A and B, we would then look at the head to head result between the two teams. If Team A defeated Team B, then Team A is the higher placing team. If three out of the four teams are to advance, then Team A
and B would advance automatically, and the head-to-head result between Team C and Team D would determine the third team to advance.

**Five (or more) Teams**
The tiebreak procedure for five or more teams, if it happens, will be determined by the Academic Bowl Executive Committee on site.

**26. AUDIENCE INTERFERENCE**

Academic Bowl staff will take appropriate steps to ensure that audience members do not communicate in any way during a match. Gallaudet Officers, moderators, and other designated Academic Bowl staff will ask anyone in the audience caught signing or otherwise communicating to a player during a match to leave the room.

Although all players are deaf or hard of hearing, many do have residual hearing with or without amplification, and can be distracted by audience noise as well as “visual noise” in the form of excessive physical motions from the audience. Thus, any type of communication, visual or auditory, and excessive applause from the audience is not allowed during the match at any time. Players may quietly applaud themselves and each other during the match, as long as it’s not excessive. Moderators will remind the audience of the need for proper behavior at the beginning of each match. People who are being distracting or disruptive will be asked to stop the offending behavior. If they continue, they will be asked to leave the room.

At the Gallaudet Officer’s discretion, backup questions may be used to replace any questions thrown into doubt by audience interference.

Only coaches are allowed to give advice to their team during the matches—either between breaks or at the beginning of each match. If an audience member, chaperone, parent, or other member from that team’s school gives advice or tries to coach the team during the match, that person will be asked to leave the competition room.

In cases of extreme disruption by an audience member (i.e. parents, school administrators, visitors, fans, and so forth), that person will be asked to leave the room immediately by the Gallaudet Officer and/or members of the Academic Bowl Executive Committee. If the disruptive behavior continues or occurs again with the same person, that person may not be permitted to enter any of the competition venues for the rest of the day.
27. SPORTSMANSHIP AND CONDUCT
   Appropriate sportsmanship and professional behavior is expected from all players, teams, and coaches at all times.

   Coaches and their schools are responsible for the behavior of their teams and individual members. Gallaudet University will not be responsible for any damage, injuries, vandalism, or other liabilities caused by participants. All players and coaches are expected to conduct themselves properly and in accordance with the law. Underage drinking, use of illegal drugs or any other type of illegal activity will not be tolerated. A list of infractions and consequences is detailed in the Participation Contract form that each player and his or her parents or guardian reads and signs before the competition.

   A team must play full rounds in all matches during the entire competition, or be disqualified from the following year’s Regional Academic Bowl competition. An exception is made for teams that had to forfeit a match due to having less than 3 players because of player illness(es) or arriving more than 10 minutes late to a match.

28. FORFEITS
   A team that does not have a full team (at least three players) present at any given match ten minutes after the scheduled start time will be given a forfeit. A win will be given to the opposing team but the score will be recorded as 0-0. Coaches are responsible to make sure all their players leave the hotel on time and to show up for all matches on time.

29. COMMUNICATION DEVICES
   Communication devices may not be used in competition rooms at any time by players, coaches, or audience members. This includes beepers, pagers, smartphones, personal digital assistants, laptop computers, or any other device that may jeopardize the fairness and integrity of the Academic Bowl competition.

30. PHOTOGRAPHY
   No still or video photography is allowed during competition. Photographs or videos may be taken during breaks between rounds, before or after the competition, and during the awards ceremony. The only exception to this rule will be when the Gallaudet University photographer or videographer needs to photograph or record some aspect of the competition.
31. AWARDS
31A. Regional Awards

A **Sportsmanship Award** is awarded to one team from each pool at the Regional competitions based on a vote of all the players and coaches in the Regional competition. Players and coaches cannot vote for their own team.

Four **All-Star** players will be selected at each Regional Academic Bowl competition. The Gallaudet Officers will select the All-Star players based on their statistics and positive attitude during the competition.

A Regional **Most Outstanding Player** Award will also be given at each region to one player from the final four teams competing in each Regional competition.

31B. National Awards

Two Sportsmanship Awards are awarded to two of the teams participating in the National competition. The Executive Committee will determine the winners of the two awards.

Eight All-Star players will be selected at the national competition. The Executive Committee will select the All-Star players based on their statistics and positive attitude during the competition.

A **Most Outstanding Player Award** will be given to one player from the final four teams competing in the National competition. The Most Outstanding Player is a student who not only demonstrates excellent knowledge, but also exhibits leadership, team spirit, and a positive attitude toward all. The Executive Committee will determine the winner of this prestigious award.

The Regional and National Championship first-place teams will receive a team trophy, a plaque for the school, and individual trophies for members and coaches. The National Championship team also receives possession of a Traveling Trophy with the name of the winning team’s school permanently engraved on it, for display at that team’s school until the next National Academic Bowl competition.

The Regional and National second-place team will also receive a team trophy, a plaque for the school, plus individual trophies for members and coaches.
The Regional and National third-place teams will receive plaques for their schools and individual medallions for members and coaches.

The Regional and National fourth-place teams will receive plaques for their schools.

All teams and coaches, regardless of placement in the competition, will receive certificates of participation.

32. COACHES CORNER

The Coaches’ Corner helps old and new coaches alike prepare their teams for the Academic Bowl competition. This is a place where coaches can participate in a discussion board and get answers to Academic Bowl-related questions. Announcements and important information will be shared with the coaches by the Youth Program and Outreach Coordinator via the Coaches’ Corner. All coaches are required to sign up for the Coaches’ Corner via Google Groups. Instructions on how to join can be found at: http://www.gallaudet.edu/Academic_Bowl/Coaches_Corner.html

33. COPYRIGHT OF QUESTIONS

All of the questions used in the National Academic Bowl competitions are copyrighted and are the sole property of Gallaudet University. No other use of these questions is permitted. Anyone who copies questions in any manner will be asked to leave the competition.

34. INFRACTIONS AND CONSEQUENCES

Infractions and Consequences are detailed in the Participation Contract, and are considered part of these Rules and Guidelines. The Participation Contracts will be shared online with the members of each registered team and electronically signed by each player, coach, and parent/guardian.

All coaches are responsible to make sure their players follow the code of conduct as outlined in the player participation contract. If there is a major violation of the participation contract, a player may be asked to leave the competition. If a team has less than three players as a result of players being asked to leave the competition, that team will forfeit the remainder of their matches. The team may stay for the remainder of the competition, but will not be able to compete.

If we find out after the competition that a player has violated the participation contract during the competition period (considered to be the period of time which begins when teams arrive on campus for registration to the time teams
leave campus on departure day), we reserve the right to suspend the player from the following year’s competition. We also reserve the right to ask the player to leave the current competition in addition to suspending the player from the following year’s competition if the violation is deemed serious enough.

     Coaches will also be expected to sign a coach participation contract online. If there is a major violation of the coaches’ participation contract, the coach may be asked to leave the competition. We also reserve the right to suspend a coach from the following year’s competition. We may also suspend a coach from the following year’s competition if it is discovered that a coach did not properly supervise his/her players and a serious violation occurs during non-supervised periods of time.

     We may also put a school on probation for a specified period of time after a serious violation by one of the school’s players. If another serious violation occurs during the probationary period by the same school, we reserve the right to remove the school from the competition and/or suspend that school from the following year’s competition.

**Note:** These Rules and Guidelines are subject to change by the Academic Bowl staff as necessary to maintain a fair and enjoyable competition. Mid-season changes will be kept to an absolute minimum.
APPENDIX A: Glossary

Bonus Questions
These are awarded to the team of the individual player that correctly answers a Toss-up question. The questions give the team a chance to capitalize on the success and increase its score. Bonus questions are given for either a correct first Toss-up answer or on any correct Rebound answer.

Lockout system
This is the system of pushbuttons and signal lights that indicate which contestant is the first to respond to a Toss-up question. The light in front of the first respondent comes on, clearly identifying that person to all as the first to buzz in. The system is wired so that the first person to press a button and activate his/her light also “locks out” all the other players. This “locking out” prevents the other players’ lights from coming on, regardless of their speed. Once tripped, the lockout system remains “locked” until reset by the Gallaudet officer or another system operator. The lockout system is not used for Bonus questions, Round Two or the Final Round.

Match
A Match is one of the individual games within a Bowl competition, where one team squares off against another team. Each Match consists of three rounds. Each team plays one Match against every team within its pool.

Preliminary Match
All teams play a predetermined number of Preliminary Matches to determine who advances to the Semifinals. A Preliminary Match consists of Round One, Round Two, and the Final Round. The number of questions in a Preliminary match is in a 12-12-10 format.

Semifinals Match
The top two teams from each pool will advance to the Semifinals. The winners of the Semifinals matches advances to play in the Championship Match. The losers of the Semifinals matches will then play in the Third Place Match. A Semifinals Match consists of the same three rounds. The number of questions in a Semifinals match is in a 16-16-10 format.
Third Place Match
    This Match determines which team places third in the competition; the other team places fourth. It consists of the same three rounds. The number of questions in a Third Place match is in a 16-16-10 format.

Championship Match
    This playoff Match determines which team wins the Championship; the other team places second. It consists of the same three rounds. The number of questions in a Championship match is in a 20-20-15 format.

Microsoft PowerPoint
    A computer graphics program that allows the creation and display of color presentation “slides” using computer-generated backgrounds and text. Text can be inserted and edited into an attractive, professional-looking frame-by-frame visual presentation. The resulting “slides” are fed into a video projector for projection onto a large screen. Since it is computerized, changes to slides can be made quickly and easily.

Rebound
    In a Toss-up question situation, if one member on Team A buzzes in and answers the question wrong, a member of Team B automatically gets the chance to answer it. The Team B member would buzz in and write an answer. This is called a rebound.

Round
    One of several divisions within a match. Preliminary Matches, Semifinals Matches, the Third Place Match, and the Championship Match have two numbered Rounds, plus a Final Round.

    **Round One** has 12 Toss-up questions and 12 Bonus questions during the Regional and National Preliminary Matches. During the Regional Semifinals and Third Place Matches and National Playoff Matches, Round One has 16 Toss-up questions and 16 Bonus questions. During the Championship Match, Round One has 20 Toss-up questions and 20 Bonus questions.

    **Round Two** has 12 questions played by individuals on both teams during the Regional and National Preliminary Matches. During the Regional Semifinals and Third Place Matches and National Playoff Matches, Round Two has 16 questions played by individuals of both teams. During the Championship Match, the Final Round has 20 questions played by individuals of both teams.
**Final Rounds** for Preliminary, Regional Semifinals and Third Place Matches, and National Playoff Matches consist of 10 questions, all on the same theme, for team discussion. During the Championship Match, the Final Round has 15 questions for team discussion.

**Tiebreaker Rounds** for all matches consist of 5 questions from the Potpourri category for team discussion. This round is only used in the event of a tie at the end of a match.

**Round-robin**
A system of scheduling matches such that each team plays in rotation against the other teams. Thus, if there are eight teams in a pool, each team will play seven Preliminary Matches, one against each of the seven other teams.

**Toss-up questions**
A Toss-up question is one that is figuratively “tossed up” into the air for players to “grab” and answer. Players use the lockout system to buzz in and answer the Toss-up question. A correct answer to the Toss-up question earns that player’s team a chance to answer the accompanying Bonus question. If the first person on Team A to answer the Toss-up question gets it wrong, it rebounds to Team B, where one individual uses the lockout system to buzz in and answer the question. If Team B gets the answer correct, they receive the accompanying bonus question.

**Wild Card Test**
Initiated in 2013-2014, the wild card test is given to each third place finisher in each pool of each Regional competition. A total of ten teams take the wild card test from across the five regions. The top four scoring teams out of the ten teams will be invited to participate in the National competition.
Appendix B: Competition Formats

For the Regional competitions this year, all regions will have a maximum of 18 teams. Those 18 teams will be split into two pools, Buff and Blue, with nine teams in each pool. All teams will play a total of eight Preliminary matches. The top two teams from each pool will advance to the Semifinals matches. The winners of the Semifinals matches advance to the Regional Championship match. The losers of the Semifinals matches will then play in the Third Place match. The first-place, second-place, third-place, and fourth place teams will automatically be invited to the National competition. The third place teams in each pool in each Regional competition will take the wild card test. The top four scoring teams out of the ten teams taking the test will be invited to the national competition.

Participating Teams at the National Competition (for 2014):
Southeast 1st place team Southeast 2nd place team
Southeast 3rd place team Southeast 4th place team
Northeast 1st place team Northeast 2nd place team
Northeast 3rd place team Northeast 4th place team
Midwest 1st place team Midwest 2nd place team
Midwest 3rd place team Midwest 4th place team
Southwest 1st place team Southwest 2nd place team
Southwest 3rd place team Southwest 4th place team
West 1st place team West 2nd place team
West 3rd place team West 4th place team
Wild Card team #1 Wild Card team #2
Wild Card team #3 Wild Card team #4

National competition format

We will have 24 teams participating at the National competition in 2014. Those 24 teams will be split into four pools, Gallaudet, Clerc, Cogswell, and Foster, with six teams in each pool. All teams will play a total of five Preliminary matches.

After the completion of the Preliminary matches, all teams will advance to the playoff bracket. Each team will be seeded according to where they finished in their pool. Both the Third Place and Championship matches will be webcasted live on Gallaudet’s website.
Appendix C: Match Format Summary

### Preliminary Matches

<table>
<thead>
<tr>
<th>Round</th>
<th>Number of Questions</th>
<th>Point Value</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Round One</td>
<td>12 Toss-up ?s</td>
<td>2 points each</td>
<td>30 sec.-math</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>no time- non-math</td>
</tr>
<tr>
<td></td>
<td>12 Possible Bonus</td>
<td>2 points each</td>
<td>30 sec.-math</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>20 sec.- non-math</td>
</tr>
<tr>
<td>Round Two</td>
<td>12 Individual ?s</td>
<td>2 points each</td>
<td>20 seconds each</td>
</tr>
<tr>
<td>Final Round</td>
<td>10 Team ?s</td>
<td>3 points each</td>
<td>2 minutes</td>
</tr>
</tbody>
</table>

### Semifinals and Third Place Matches

<table>
<thead>
<tr>
<th>Round</th>
<th>Number of Questions</th>
<th>Point Value</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Round One</td>
<td>16 Toss-up ?s</td>
<td>2 points each</td>
<td>30 sec.-math</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>no time- non-math</td>
</tr>
<tr>
<td></td>
<td>16 Possible Bonus</td>
<td>2 points each</td>
<td>30 sec.-math</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>20 sec.- non-math</td>
</tr>
<tr>
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<td>20 seconds each</td>
</tr>
<tr>
<td>Final Round</td>
<td>10 Team ?s</td>
<td>3 points each</td>
<td>2 minutes</td>
</tr>
</tbody>
</table>

### Championship Match

<table>
<thead>
<tr>
<th>Round</th>
<th>Number of Questions</th>
<th>Point Value</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Round One</td>
<td>20 Toss-up ?s</td>
<td>2 points each</td>
<td>30 sec.-math</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>no time- non-math</td>
</tr>
<tr>
<td></td>
<td>20 Possible Bonus</td>
<td>2 points each</td>
<td>30 sec.-math</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>20 sec.- non-math</td>
</tr>
<tr>
<td>Round Two</td>
<td>20 Individual ?s</td>
<td>2 points each</td>
<td>20 seconds each</td>
</tr>
<tr>
<td>Final Round</td>
<td>15 Team ?s</td>
<td>3 points each</td>
<td>3 minutes</td>
</tr>
</tbody>
</table>
National Championship Teams

2013
Maryland School for the Deaf
Frederick, MD

2012
Maryland School for the Deaf
Frederick, MD

2011
Maryland School for the Deaf
Frederick, MD

2010
Maryland School for the Deaf
Frederick, MD

2009
University High School
Irvine, CA

2008
Indiana School for the Deaf
Indianapolis, IN

2007
John Hersey High School
Arlington Heights, IL

2006
Mountain Lakes High School
Mountain Lakes, NJ
2005
Maryland School for the Deaf
Frederick, MD

2004
Colorado School for the Deaf and the Blind
Colorado Springs, CO

2003
Indiana School for the Deaf
Indianapolis, IN

2002
Florida School for the Deaf
St. Augustine, FL

2001
Model Secondary School for the Deaf
Washington, DC

2000
Model Secondary School for the Deaf
Washington, DC

1999
California School for the Deaf
Fremont, CA

1998
California School for the Deaf
Fremont, CA

1997
California School for the Deaf- Riverside
Riverside, CA