

# OCIE Oklahoma Indian Student Challenge Bowl

## Overview and Rules

### I. Overview

1. The Moderator will introduce Match Officials and Teams for each competition room.
2. Bags should be left in the auditorium, no cell phones are allowed in the competition rooms.
3. Students and sponsors regarding behavior and procedures:
  - a. Profanity, temper tantrums, poor sportsmanship or disruptive behavior will result in a forfeit
  - b. No one is allowed to talk, take pictures, take notes, record, or videotape the competition. There will be no spectators allowed in the match rooms.
  - c. Failure to have the team sponsor in the competition room will result in a forfeit for the match.
  - d. Team sponsor must sit behind their team.

### II. First & Third Quarter: Toss – Up Questions

1. Toss- Up questions consist of ten (10) questions/answer sets, randomly selected from various topics.
2. Players have ten (10) seconds to activate their buzzer.
3. Players answer within three (3) seconds of buzzing in.
4. **Players are allowed to answer a total of (3) questions for each of these rounds.** They must lay their buzzer down after the 3rd answer has been given.
5. If the team answers incorrectly, the opposing team will have (5) seconds to buzz in to answer.
6. Responses are given by individual team members without conferring with other team members.
7. Players must wait to be recognized with their name and team name before answering or lose a turn for that question. (Example: Native Knights, Sam)
8. Players must hear the question in its entirety before buzzing to answer or lose their turn for that question.
9. Each correct answer is awarded ten (10) points.

### III. Second & Fourth Quarter: Lightning 60 Second Questions

1. Lightning Sixty (60) Second Questions consist of five (5) question/answer sets, selected from one subject area, and answered within sixty seconds.
2. Team with the highest score at the end of the 1<sup>st</sup> and 3<sup>rd</sup> Quarter will have the first choice to select a topic.
3. Teams do not need to buzz in to give the answer.
4. The teammates may confer before giving the answer.
5. Only the team captain may give the answer.
6. The captain may say pass but may not go back to answer even if there is time on the clock.

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7. All questions and answers will end at the 60 second buzzer sound.
8. Sixty Second Questions are worth ten points for each correct answer.

### IV. **Protests**

1. Teams will be provided two (2) protest cards with their team name on it.
2. How and when teams use their cards will be at their discretion.
3. Only team captains may file a procedural protest which must be called after the quarter of play that is affected and before the conclusion of the match.
4. The decision of the Challenge Bowl Official is final.

### V. **Halftime & Substitutions**

1. A sixty (60) second break will be taken after the Second Quarter of Match Play. This will be Half time.
2. Substitutions **MUST** be made at half time if team has five (5) players
3. Substitutions are mandatory for each team with five (5) players.

### VI. **Tie Score**

1. If the score is tied at the conclusion of the First Quarter and Third Quarter, a coin toss will determine which team will have first choice in topic in Second and Fourth Quarter.
2. If the score is tied at the conclusion of the Fourth Quarter, a Sudden Death Tie Breaker will determine the winner of the match.
3. The Moderator will call for substitutions.
4. Toss-up Questions are used to break the tie (See procedures as outlined in First and Third Quarters)
5. The first team to correctly answer a Toss-Up Question will be awarded ten points and declared the winner of the match.