Virtual KNOWLEDGE BOWL® Competition Rules Judge

The judge is in charge of coordinating the round as follows:

- 1. While teams are filling out their virtual written round, judges review oral questions. If any reader or judge disputes a question and/or answer, correct it or eliminate it and agree on which alternate question to use. All readers must use the same oral questions.
- **2.** Identify yourself to the reader.
- 3. Check teams in and identify team spokespersons. Enter team names in buzzin.live.
- 4. The reader will wait five minutes for a tardy team and/or team member at the start of any oral round. If the team and/or team member is not in the Discord voice channel during that five-minute period, the team and/or team members will not be allowed into the Discord voice channel until the score check following questions 10 or 20. (If the tardiness is caused by a delay in other competition rooms or technical difficulties, the reader/judge will wait to begin the competition without penalty to the team.)
- 5. One of your main duties will be to keep order in the room and ask for "quiet" when unnecessary noise erupts from either teams or audience. The judge has control of consequences for unsportsmanlike behavior by team members or audience. Suggested guidelines: first time--official verbal warning; second time--team member is asked to leave the competition room and is disqualified from participation in the competition. In all cases the competition coordinator is notified as well as team coaches of affected students.
- 6. As a question is read, the judge should read silently along confirming the correct reading of the question. The judge should stop the reading of a question if the reader reads it in such a way that it is substantially altered. A question read incorrectly should be discarded and an alternate used. The question officially starts as soon as the reader begins to pronounce the question number. Any teams eliminated from a question due to an incorrect answer, will be excluded from alternate questions used due to procedural problems, on that same question.
- 7. A dispute on a question or an answer can only be raised by competing team members through their team spokesperson, or their designee, and must be done at the time it occurs before the next question is read. Coaches are observers.

DISPUTES <u>MUST</u> BE SETTLED IN THE COMPETITION ROOM AS THEY OCCUR, IN A TIMELY MANNER. THE JUDGE HAS THE FINAL SAY.

- **8.** If there is a disagreement about an answer, the reader and judge should confer as to whether the answer is acceptable. The judge has the final say.
- **9.** Make sure rules are followed as to reading of questions and operation of equipment.
- 10. During subregional, regional, and state competitions, the judge will be required to keep written scores. This will be a double check or in case of unexpected power failure, etc. If there are any discrepancies, this will be used as the official score. Sample score sheets, included in the appendix, may be copied for competition use.

- 11. Conduct score checks only after questions 10, 20, and 30 to verify scores with the reader and take the final scores to the tabulator, registration table, or otherwise as instructed by the competition coordinator.
- 12. In the event that a regional or state competition ends in a tie, a reserve set of 15 questions will be available for a tie-breaking round.
- 13. The spokesperson on a team is expected to give the answer. The alternate spokesperson must be designated prior to the expiration of time by saying, "I defer to" (say their other team member's name), or use similar language.
- 14. A team may respond with one piece of relevant information in addition to the answer, which is related to that specific question. Samples might include: author and text, number of degrees in larger angle and smaller angle in a math problem. If more than one piece of relevant and related information is given or if the reader or judge doesn't know if that second piece of information is correct the answer will be rejected with a statement of "incorrect answer". Any information contained in the question is not considered extra information. The articles that begin titles ("a", "an", "the") will be excluded from consideration as part of the answer. Information that is printed in the question (read or unread) is not necessary in the answer, but may be included without penalty. At the state meet, only answers that are agreed upon during the question review will be accepted as correct.
- 15. Pronunciations do not have to be exact. A plausible or phonetic pronunciation is usually acceptable, unless it demonstrates a fundamental lack of understanding about the correct answer (e.g., **Malcolm the Tenth** is not acceptable for **Malcolm X**). As a general rule, while leeway may be given to vowel sounds, consonants should be in the correct order (e.g., **Olduvai** is not the same as **Olvudai**), and syllables should not be added or omitted.
- 16. A player may be prompted to spell a phonetically close response. In such cases, the exact spelling is not always required (e.g., a player says **muh-NAY** and is prompted. A response of **M-A-N-A-Y** would be sufficient to remove ambiguity with **Monet**.)
- 17. If cell phones or other electronic devices are seen or heard during competition rounds, the student violating the policy will be disqualified for the remainder of the round. Additionally, the team will forfeit any points they have earned in that round up to that point. The team may continue, and the student may rejoin the team for successive rounds.