

Virtual KNOWLEDGE BOWL® Competition Rules

Reader

Rules that the reader must follow are below:

1. While teams are filling out their virtual written round, readers 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. In case of any discrepancies during an oral round, alternate questions are included at the end of each oral round's question set. The reader and the judge may use them as they see fit. If there is disagreement about an answer, the judge has the final say.
3. Identify yourself to the judge/buzzin.live operator.
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. Call out each question number you are reading. The question officially starts as soon as the reader begins to pronounce the question number. Read the questions clearly and loudly. **WHEN A TEAM BUZZES IN, STOP READING THE QUESTION AT THAT POINT!** (NOTE: A beep will be heard from buzzin.live when the team buzzes in.) The buzzin.live operator will assist the reader by calling out only the first registered team to answer.
6. buzzin.live will beep when the team's **10 seconds** of time is up. The reader indicates that the team's time is up by saying "Answer". The team should respond within 3 seconds. If the team does not respond immediately, the reader says, "No answer", and the buzzin.live operator calls out the second team that buzzed in. **Once the question is read in its entirety, and so noted by the reader to the teams, the teams have 3 seconds to buzz in. If the wrong answer is given by a team, the other teams who have not buzzed in have 3 seconds to buzz in or the reader will move on to the next question.**
7. Questions may be read in their entirety if no other team has buzzed in. For example, if the first team buzzed in fails to answer the question which has NOT been read in its entirety and no other teams have buzzed in, the remaining two teams will have the question read in its entirety. The reader will automatically reread the question, starting at the beginning. **If one or two teams have buzzed in, and the remaining team(s) ask a question, the officials will not respond with an answer until any team(s) already buzzed in have given their answer.**

*******QUESTIONS MAY BE READ IN THEIR ENTIRETY ONE TIME ONLY.*******

8. It is suggested that the reader state "correct" or "incorrect", after each answer is given. If two answers are given and one is incorrect, the reader says "incorrect".
9. If any question and/or discrepancy arises, confer with the judge as to whether the answer is acceptable. If there is no judge available, your decision is final. 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. Disputes must be settled in the competition room as they occur. The judge has the final say. Coaches are observers.

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10. 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. 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.
11. If a question has a fill-in-the-blank answer in the middle, the reader will say the word “blank” for that space. If the answer completes the sentence, the reader will simply stop reading, and not use the word “blank.” For example, “The Eiffel Tower is in “blank,” France. OR The Eiffel Tower is in Paris...
12. Do not give verbal or nonverbal clues for more information in a situation where a team gives an incomplete answer. Verbal or nonverbal clues include the use of the words “be more specific, please”, pregnant pauses, or gestures. Answers will be evaluated in their original forms.
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. When you come to a question where teams may need pencil and paper to arrive at an answer, please announce "pencil and paper" *before* you read the question. Please identify these questions during the review prior to the oral rounds.
16. If you come to a word which may have questionable pronunciation, please spell the word.
17. 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.
18. 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**.)
19. 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.
20. **Score checks will only be done following questions 10, 20, and 30.**
21. 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 and 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. This rule does not apply to cell phones or other electronic devices used for medical or accessibility needs.