

Illinois High School Scholastic Bowl
Coaches Association
IHSA Rules Test

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Please do not discuss these questions or the answers to them with any other people. Please help maintain the integrity of this exam to ensure better moderators in the state of Illinois.

Instructions:

1. This is an open-book test. You may consult copies of the IHSA Terms & Conditions, Rule Book, and Case Manual while taking this test. The Terms & Conditions are available at <http://www.ihsa.org/documents/scb/2011-12/t-and-cs.pdf>; the Rule Book is available at <http://www.ihsa.org/documents/scb/2011-12/rule-book.pdf>; and the Case Manual is available at <http://www.ihsa.org/documents/scb/2011-12/case-manual.pdf>.
 2. No collaboration is permitted on this test.
 3. There is no time limit for this test.
 4. In order to receive test certification, a score of 90% (45 questions out of 50) is required. In the event of failure, a second attempt is permitted on a similar test. No more than two attempts are permitted per academic year (running from July 1 to June 30).
1. The maximum time allowed for a tossup question is...
 - A. 10 seconds, always.
 - B. 10 seconds, unless it is computational, in which case 30 seconds are allowed.
 - C. 10 seconds, unless it is a mathematics tossup, in which case 30 seconds are allowed.
 - D. 10 seconds, unless it is a computational tossup in mathematics, in which case 30 seconds are allowed.
 2. You have begun reading a tossup question with the words "Tossup 4: Social Studies", when a player rings in. You should...
 - A. Ignore the buzz, as it was clearly inadvertent, reset and continue.
 - B. Warn the player not to ring in so early, and continue with the question; if that team makes the same mistake again in the match, it loses the right to answer the question.
 - C. Finish reading the question for that player to answer.
 - D. Allow the player to attempt to answer the question.
 - E. Penalize the player's team on the bonus.
 3. The correct answer to a grammar tossup is "**indirect object**". A player gives "direct object" as her answer. You should...
 - A. Accept the answer as given and award 15 points.
 - B. Ask the player to clarify his/her response.
 - C. Rule that the response is incorrect.
 - D. Award 7.5 points because half of the answer is correct.

4. A player from Team X rings in on a tossup with five seconds remaining. His response is incorrect, and he uses four seconds in answering. How much time does Team Y have to ring in?
 - A. 1 second
 - B. 3 seconds
 - C. 5 seconds
 - D. 10 seconds

5. A tossup ends with “Name this composer of the Brandenburg Concertos”. A player rings in and answers “Bach”. The answer on the page is “Johann Sebastian Bach”. You prompt for more information, and the player responds “J. Bach”. What should you do?
 - A. Prompt for more information again, since the given answer is correct but not complete.
 - B. Rule the answer correct and award 15 points.
 - C. Rule the answer incorrect, since “J. Bach” does not match what is in the packet.
 - D. Rule the answer incorrect, since a player can only be prompted for more information once.

6. As soon as team introductions are over, some of the players on Team A immediately start writing down notes to themselves. The correct action is to...
 - A. Take away these notes and warn the team against such behavior.
 - B. Take away these notes and do not allow Team A to answer the first tossup.
 - C. Ask Team A how much time it needs to write down its notes and wait until it is ready.
 - D. Ignore the behavior and begin the match

7. The tossup answer printed in a packet is “P. J. Snerdly”. The first player to buzz in and be recognized answers “Peter James Snerdly”. You rule the answer correct. An appeal and discussion lead to the conclusion that the full name is Paul James Snerdly. How should you proceed?
 - A. Because the original answer is correct within what is on the sheet, it should be considered correct.
 - B. Because the original answer is incorrect and the long discussion gave a clue to the other team, the answer should be considered wrong and the other team should not be allowed to answer. You should move on to the next tossup in the match.
 - C. Because the original answer is incorrect and the long discussion gave a clue to the other team, a replacement tossup should be read for the second team only.
 - D. The second team should get to answer the original tossup, but has to answer “Paul James Snerdly” in order to be considered correct.

8. A tossup begins “It is a truth universally acknowledged...” A player rings in after the word ‘acknowledged’ and answers “Pride and Prejudice by Jane Austen” The printed answer is “Jane Austen”, and you happen to know that the phrase quoted comes from *Pride and Prejudice*. You should...
 - A. Rule the answer correct, since the player simply provided additional correct information.
 - B. Rule the answer incorrect, since the first answer given is not the right answer.
 - C. Ask for less specific information.

9. While you are reading a tossup, a player who is trying to ring in says “clear”. You should...
 - A. Decide if, in your best judgment, any other players were trying to ring in. Replace the question if this is impossible to decide. If it is clear that no one else was attempting to buzz in, let the player trying to ring in answer.
 - B. Reset the system and allow players to ring in.
 - C. Call the offending player for illegal conferring and allow the other team to answer.
 - D. Clear the system, but not allow anyone to ring in until the question is read in its entirety.

10. While you are reading a tossup, a player who is unable to ring in says “clear”. You reset the system, but as you do so, the first player to ring in is from the opposite team. What should you do?
- Allow the player who rang in first to answer the question.
 - Allow the player who was trying to ring in and who asked you to reset to answer the question.
 - Replace the question and allow both teams to attempt an answer.
 - Possibly more than one of the above.
11. A tossup ends “Name this ‘energy currency’ of cells.” The answer on the paper is “adenosine 5 triphosphate”. A player on Team X buzzes in and answers “ATP”. You rule the answer incorrect. Members of Team Y say that the player’s answer was correct. What should you do?
- Penalize Team Y for illegal communication.
 - Ignore Team Y, but allow its members the opportunity to answer the question and receive 15 points if correct.
 - Since both teams agree, award 15 points to Team X.
 - Since Team Y has initiated an appeal, allow either team to provide evidence for acceptability of the answer “ATP”.
12. Which of the following are among a moderator’s responsibilities at the end of a time-out?
- Ask if there are any substitutions.
 - Check to see that new players are in matching tops.
 - Verify that new players have not brought written material into the match or taken written material from the former players.
 - All of the above.
13. A player rings in on a tossup question and begins answering the question without waiting to be recognized by name. The player’s answer is correct. You should rule the answer...
- Correct, since by looking at the player, you implicitly recognized him/her.
 - Correct, but you should warn the player to wait for recognition.
 - Correct, but award only 10 points .
 - Incorrect. Say “You didn’t wait to be recognized”, and then allow the other team to answer.
 - Incorrect. Allow the other team to answer without comment.
14. While teams are conferring on a bonus, a member of the team not in control asks for a partial repeat. You should...
- Repeat the part(s) requested.
 - Ignore the request.
 - Ask the team in control if it would like that portion repeated.
15. While teams are conferring on a bonus, a member (not the captain) of the controlling team asks for a partial repeat. You should...
- Repeat the part(s) requested.
 - Ignore the request, unless the captain then requests the repeat.
 - Refuse to repeat because listening is part of the game.
16. Player A on Team X buzzes in on a tossup. Player B on Team X gives the correct answer. What should you do?
- Award Team X 10 points, since the correct answer was given but not by the correct player.
 - Award Team X 15 points.
 - Rule the answer incorrect, and call illegal communication for Team X.
 - Rule the answer incorrect, but give no reason until after Team Y has had a chance to answer.
 - Award Team X 15 points only if Player A deferred to Player B.

17. On a bonus, a team answers the second part (and only the second part) correctly. How many points does it earn?
- A. 6 points
 - B. 7 points
 - C. 10 points
 - D. 15 points
18. After being ruled incorrect, a player politely says that he believes his answer was correct. How should you proceed?
- A. Disallow the appeal, since appeals may only be initiated by coaches.
 - B. Ask the player's coach if s/he wishes to appeal.
 - C. Allow the player to justify his case, using available resources.
 - D. Rule the player correct and award the appropriate points.
19. A tossup reads "Who wrote *Pilgrim's Progress*?" A player answers, "Paul Bunyan". The printed answer is "John **Bun-**
yan". How should you rule?
- A. Correct. The essential part of the answer was given.
 - B. Incorrect. The additional information provided was incorrect.
 - C. Ask the player to be less specific.
20. During a bonus, Team X (the controlling team) has called time, and members of Teams X and Y return to their seats. The captain of Team X gives her answers, of which two are correct. You state the third part's answer without allowing Team Y an attempt to answer it. How should you proceed?
- A. Read a completely new bonus to Team Y only, allowing Team Y to score up to the full 30-point value of the bonus.
 - B. Read one part of a completely new bonus in a different category to Team Y only, allowing 10 seconds for conferral (or 15 if it is computational).
 - C. Read one part of a completely new bonus in a different category to Team Y only, allowing 30 seconds for conferral.
 - D. Read one part of a completely new bonus in the same category (or as similar a category as possible) to Team Y only, allowing 10 seconds for conferral (or 15 if it is computational).
 - E. Read one part of a completely new bonus in the same category (or as similar a category as possible) to Team Y only, allowing 30 seconds for conferral.
21. During a match, you announce that the next tossup will be in literature. Before you begin reading the actual question text, Team A calls for a time-out. What should you do?
- A. Assuming that Team A has a time-out remaining, grant the time-out.
 - B. Do not allow the time-out. You may decide to ignore the call or to explain that a time-out cannot be called once the category has been announced.
 - C. Ask Team B if it will allow the time-out to be taken now.
22. A tossup reads: "This city is on the northern shore of the Sea of Marmara and contains the Hagia Sophia. By what name was it known until 330 AD?" The answer given on the page is "**Byzantium**", but a player buzzes in at the end of the first sentence with the answer "Istanbul". You are well-versed in Turkish history and know that "Istanbul" is the only correct answer to give based on the information in the first sentence. You should...
- A. Rule the answer correct.
 - B. Rule the answer incorrect.
 - C. Ask the player to clarify his/her answer.

23. The answer listed for a tossup is "**Ramses II** [or **Ramses the Great**; prompt on **Ramses**]". A player buzzes in, is recognized, and says "Ramses". How do you proceed?
- Say "I need more information". If the player answers "Ramses II" or "Ramses the Great", award 15 points.
 - Award 15 points.
 - Say "Prompt". If the player answers "Ramses II" or "Ramses the Great", award 15 points.
 - Rule the answer incorrect.
24. A player rings in early after a President from Texas is mentioned, and answers "Bush". The answer on the page is "**George H. W. Bush**". You decide to ask for more information, and the player responds "George". You should...
- Say "incorrect" and allow the other team to answer.
 - Say "prompt", allowing the player to give more information.
 - Say "correct" and award 15 points.
25. At halftime, one coach requests that the teams switch sides for the second half. What should you do?
- Announce that the teams will switch sides for the second half.
 - Respectfully tell the coach that switching sides is not allowed.
 - Ask the opposing coach if it is acceptable for the teams to switch sides for the second half.
 - Ask the tournament manager to decide whether or not the two teams should switch sides.
26. The tossup is in spelling. The player who rings in to answer writes as he spells aloud. This is...
- Legal; writing is allowed at any time on a tossup question.
 - Illegal; writing is only allowed on computational tossup questions.
27. A bonus question asks for the body of water to the east of Kuwait. The first team answers "Persian Gulf", but the packet says "**Arabian Sea**". The other team gets a chance to answer, but does not give an answer. The first team appeals, but after three minutes nobody is sure of the answer, so you decide to count it as incorrect. After the next tossup, the team takes out a map and shows that the correct answer is in fact the Persian Gulf. You should...
- Rule that the correct information did not come in time, so your former ruling stands.
 - Allow the appeal and give the team the points it should have gotten before.
 - Penalize the team for unsportsmanlike conduct.
28. Time is called on a bonus question. How long do team members have to pass their papers to the captain?
- None; papers must be in the captain's possession when time is called.
 - 3 seconds
 - 5 seconds
29. Time is called on a bonus question. As papers are being passed to the captain, one team member whispers "42". You should...
- Ignore it. The 3-second rule applies to conferring as well as passing papers.
 - Call a penalty, and do not allow any bonus answers from that team.
 - Allow all of the answers, but penalize the team 5 points.
30. You have begun reading a tossup question with the words "Tossup 4: Mathematics. The first..." when a player rings in. You should...
- Ignore the buzz, as it was clearly inadvertent; reset and continue.
 - Warn the player not to ring in so early, and continue with the question. If that team makes the same mistake again in the match, it loses the right to answer the question.
 - Finish reading the question for that player to answer.
 - Allow the player to attempt to answer the question.
 - Penalize the player's team by not allowing it to participate in the bonus.

31. As soon as a captain is recognized to answer a bonus question, he defers to Player B. The correct action is to...
- Tell the captain that he is the only one allowed to answer a bonus question.
 - Nod agreement or say something to the effect of "okay" or "fine".
 - Recognize Player B by name.
 - Either B or C is acceptable.
32. The tossup is "What is the largest city, by population, in the United States?" A player from Team X rings in and answers "Um...err...New York". The word "New" was started two seconds after the player was recognized, and the entire answer was finished just after three seconds after the player was recognized. How should you rule?
- Correct. The answer is correct, and was started before the three second limit expired.
 - Incorrect. The answer was not completed before three seconds after recognition.
 - Incorrect. The correct answer is not "Um".
 - Depends on the situation.
33. If a match is not tied at the conclusion of regulation (*i.e.*, after 24 tossups and up to 24 bonuses), what is the maximum number of substitution opportunities that could have been available during the match?
- 1
 - 3
 - 5
 - 9
34. A tossup begins "This novel by Ralph Ellison..." A player rings in, is recognized, and answers "The Invisible Man". You rule the answer correct and award 15 points. The opposing coach steps forward and argues that the correct answer is "Invisible Man". You should rule...
- Correct. Award 15 points and move to the bonus.
 - Incorrect, but penalize the coach who appealed for illegal communication.
 - Incorrect. Allow the other team to answer this question.
 - Incorrect. Read a replacement question for the team that did not get a chance to answer
35. You are about to read the following tossup: "What is the largest city, by population, in Japan?" The printed answer is "Kyoto". The scorekeeper stops you, and informs you that the correct answer is "Tokyo". The scorekeeper is a teacher of geography.
- Do nothing. The printed answer must be accepted as correct.
 - Tell the scorekeeper that only coaches may appeal answers given in the packet.
 - Make a decision regarding the correctness of the answer. You are free to consult with the coaches, if you want to, while making this decision.
 - Stop the match, invite both coaches over and point out the issue. If there are no objections, read the question, accepting "Tokyo" or "Kyoto".
36. A tossup begins: "This Agatha Christie mystery takes place on the famous train..." A player from Team X rings in and answers "The Murder on the Orient Express". You rule this answer correct, but Team Y's coach appeals that the answer is actually "Murder on the Orient Express". How should the given answer be ruled?
- Correct. Award 15 points, and move on to the bonus.
 - Correct, and charge Team Y with a time-out.
 - Incorrect. Read a replacement tossup for Team Y.
 - Incorrect. Read a replacement tossup for Team Y, and charge Team Y with a time-out.

37. Coach X approaches you to make an appeal on the acceptability of an answer. Coach Y joins the discussion and agrees with Coach X. The best reaction is to...
- A. Support the appeal, since both coaches agree.
 - B. Deny the appeal if there is no hint of the appeal being correct on the printed page.
 - C. Permit Coach X three minutes to research the answer before ruling.
 - D. Support the appeal, and remind Coach X that (s)he will need to support Coach Y in any appeal they make later in the match.
38. Coach X initiates an appeal on the correctness of a printed answer. How should you react?
- A. Poll the spectators in the room.
 - B. Ask Coach Y to offer input.
 - C. Permit Coach X to begin researching for three minutes.
 - D. Deny the appeal; the printed answer is likely correct.
 - E. More than one of the above is a proper reaction.
39. After a science question, an assistant coach—identifying herself as a science teacher—appeals about the answer just given. What should you do?
- A. Ask the assistant coach to sit down, explaining that she cannot appeal.
 - B. Without warning, penalize the assistant coach's team for illegal communication.
 - C. Listen to the appeal, and render a decision.
 - D. Ask the head coach of the assistant coach's team to control the assistant coach under penalty of ejection.
40. The tournament schedule shows that the match is supposed to start at 11:30. Team X is seated and prepared to begin. At 11:35, Team X's coach declares the match a forfeit, and quickly begins packing up. What should you do?
- A. Declare the match a forfeit, and report this to the Tournament Manager.
 - B. Ask Coach X, in the name of kindness, to wait a little longer.
 - C. Tell Coach X to wait until you return from a consultation with the Tournament Director.
 - D. Check the hallway once before declaring the forfeit.
41. A tossup asks what the capital of Germany is, and the answer given on the page is "Bonn". A player buzzes in, is recognized, and gives the answer "Berlin". After she is ruled incorrect, her head coach appeals. The coach announces that she would like the player to make the appeal, and hands her an almanac. You should...
- A. Explain patiently that only coaches can make appeals.
 - B. Penalize the coach for unsportsmanlike behavior.
 - C. Announce that you are going by the answer on the sheet, so the player is wrong.
 - D. Allow the player to make the appeal.
42. Before the match begins, you notice that Team X is using scratch paper that is broken up into light grey and white areas marked "1, 2, 3". You should...
- A. Say nothing, and penalize Team X on the first bonus question.
 - B. Ask Coach X to remove the paper, and replace it with blank paper.
 - C. Do nothing. This is legal.
 - D. Ask Team Y if it has comparable paper. If not, ask Team X to use blank paper, in the name of fairness.
43. After the conclusion of a bonus question, a player on Team X turns around to Coach X, and silently makes a "T" sign with his hands. Coach X then calls for a time-out. You should...
- A. Penalize Team X out of the next tossup, and deny the time-out.
 - B. Deny the time-out, but give no other penalty.
 - C. Grant the time-out, assuming that Team X still has one remaining.
 - D. Penalize the team by keeping it out of the next tossup, but since the coach actually called the time-out, grant it.

44. The coach of Team X calls for a one minute time-out. The members of Team Y immediately jump up and head for the door of the room into the hall, where they meet with their coach. What should you do?
- A. Tell Coach Y to return with the team to the room immediately.
 - B. Permit Team Y to leave the room. If the players of Team Y have not returned to their seats by the time one minute is up, you have the option to resume the match anyway.
 - C. Ask Coach X if it is acceptable for Team Y to leave.
 - D. Permit Team Y to leave the room. If the team is not back after one minute, stop the match indefinitely and send the scorekeeper to find the Tournament Manager.
 - E. Permit Team Y to leave the room. Send someone to let the team know when the minute is about up, and resume the match as soon as everyone is seated.
45. A tossup is read. The timekeeper starts a 10-second clock. After six seconds, Team X rings in. What should happen?
- A. The timekeeper should keep the clock running while Team X answers. After a player on Team X finishes answering, show the clock to the moderator, or quietly call "time" when the 10 seconds expire.
 - B. The timekeeper should stop the clock, and restart it if Team X is ruled incorrect.
 - C. The timekeeper should keep the clock running while Team X answers. Yell "time" when the 10 seconds expires so all in the room can hear it.
 - D. The timekeeper should stop the clock, and restart it as soon as Team X finishes responding.
46. A tossup begins "Hester Prynne..." A player for Team X rings in, is recognized, and answers: "The Scarlet Letter by Nathaniel Hawthorne and she was accused of adultery." The printed answer is: "Nathaniel Hawthorne". The correct ruling is...
- A. Correct; the first words out of the player's mouth were the correct answer.
 - B. Correct; the first words out of the player's mouth were the correct answer, and all additional information was correct.
 - C. Incorrect; too much information was given.
 - D. To ask the player which part of her/his answer (s)he wishes to use.
47. After the final tossup, and if applicable its bonus, of a match is read, the score is tied. What should you do?
- A. Confirm the score with the scorekeeper and the coaches. Randomly pick an unused tossup. If it is answered correctly, randomly select a bonus. Repeat until the tie is broken.
 - B. Confirm the score with the scorekeeper and the coaches. The first tiebreaker tossup must be math, since that is the first category listed in the IHSA rule book. Use other categories in the order listed.
 - C. Confirm the score with the scorekeeper and the coaches. Read the first tossup. The first team to answer correctly is the winner.
 - D. Confirm the score with the scorekeeper only. Read the first tossup. The first team to answer correctly is the winner.
48. A tossup question asks for the name of a president, and the answer is given in the packet as "James Knox Polk". A player on Team A buzzes in, is recognized, and gives the answer "Polk". You mistakenly ask the player for more information, and he states "George Polk". You rule the answer wrong, and Team B proceeds to give the answer "James Polk". The coach of Team A appeals immediately, and you recognize your mistake. What should you do?
- A. Because Team B gave a better answer, rule its answer correct.
 - B. Nothing. Because of the confusion, read a replacement question.
 - C. Because the question is over, it is too late to change anything.
 - D. Do not allow the appeal, since an admission of error would lessen your authority.
 - E. Rule that Team A was correct. Adjust the scores and handle the bonus accordingly.

49. In which of the following situations would you be required to read a *complete* replacement tossup or bonus question?
- A. You read tossup #5 when you should have read tossup #4.
 - B. While reading a tossup, you say the name "Manet" instead of "Monet", and a player immediately rings in before you correct yourself.
 - C. Bonus #5 was read instead of bonus #4.
 - D. Team X gives two of three correct answers on a bonus, and you read the third answer before Team Y is given the chance to rebound.
 - E. More than one of the above is correct.
50. You read the following tossup: "Who was the 16th president of the United States?" Nine of the ten lights on the lockout system light up, and buzzers go off everywhere as players lunge over the desks trying to answer. What is the best way to handle this?
- A. Replace the question, but check the system before continuing.
 - B. Reset the system. Ask the captains to select one player, count to three, and whichever of the two players rings in first, gets to answer the question.
 - C. The single person's light that did not go on should be given the chance to answer.
 - D. If you know which player was first, allow him/her to answer.