

# Illinois High School Scholastic Bowl Coaches Association

## Kickoff & Turnabout Rules Summary

Since 2009, IHSSBCA's Kickoff and Turnabout tournaments have used questions provided by National Academic Quiz Tournaments, a company that has been in business since 1996. Though NAQT writes some questions each year in IHSA format that can be used by Illinois conferences, the questions they write for tournaments use a format and distribution tied more to national standards.

Like in IHSA format but unlike in national format, up to five players may be playing at a time for each team.

The most obvious difference between the questions we will use at Kickoffs/Turnabouts and IHSA Format is the bonus structure. Though the national format and the (2011 and subsequent) IHSA format both use three part bonuses, the structure is different. In IHSA format, all parts of the bonus are read before teams confer and give their answers, but in the national format, bonuses are read one part at a time, with the teams answering before the next part is read. Another difference is that in IHSA format, teams give their answers after time is called, while in the national format teams need to answer before time is called. At Kickoffs and Turnabouts, the controlling team will have five seconds to confer and give its answer on each part. The controlling team is warned after four seconds that they need to give their answer, and time is called if they do not answer within one second of the warning. If the controlling team does not answer the question correctly, then the other team gets three seconds to give an answer. For computational bonuses, the controlling team gets ten seconds per part, with a warning after nine seconds, and the rebounding team still gets only three seconds. Unlike IHSA format, teams are allowed to have different students answer different bonus parts, and it is even possible for a teammate to clarify another student's answer if prompted for more information. The controlling team can interrupt in the middle of the reading of a bonus part to give their answer, but there is no advantage in doing so, and the moderator should finish the question for the rebounding team if the controlling team is incorrect. If two players give different answers at the same time, the moderator will ask the captain to decide immediately which answer is the team's.

There are other important format differences related to the timing and scoring of tossups. There is less time after a tossup is read to buzz in: if the tossup is not computational, then students have five seconds in the national format during which to buzz in, as opposed to ten seconds in IHSA format. If the tossup is computational, then students have thirty seconds in either format. Additionally, while tossups are normally worth fifteen points in IHSA format no matter when they are answered, each question from NAQT has a power mark placed about halfway through its text. If a student buzzes in before the power mark and gives a correct answer, then the student gets fifteen points, but if a student buzzes in after the mark, then they only get ten points. At Kickoffs and Turnabouts, there will not be point deductions for wrong answers, just as in IHSA format. If a team buzzes in with an incorrect answer in the middle of a tossup, the moderator should continue reading for the other team, beginning at the natural place in the question closest to and before the point of interruption; they should not re-read the entire tossup (unless the beginning of the question is that most natural point).

Another difference is that the NAQT category distribution varies a little from round to round, unlike the IHSA distribution, and the overall distribution is a little different. Speaking broadly, NAQT has more history, geography, current events, and pop culture, while IHSA has more math and fine arts.

Each round has 24 tossups and bonuses in it, but only the first 20 tossups should be used in a regular match, with the extra questions being used for tiebreakers and/or replacements if necessary. The bonuses are not matched with the

tossups, so the first bonus should be used the first time a tossup is answered correctly, even if it is not the first tossup to be read, the second bonus should be used the second time a tossup is answered correctly, *etc.*

If the score is tied after 20 tossups and their accompanying bonuses, complete tossup-bonus cycles (including rebounding bonuses) should be read until at the conclusion of one, the score is no longer tied.

There are no penalties for “blurring” (giving an answer without being recognized by the moderator) in this tournament. If a student’s light is on, they are allowed to give an answer. The moderator should still make an attempt to recognize students who buzz in, whether it be verbally or visually, and students have three seconds to answer after being recognized.

As with IHSA format, communication on bonuses is very important. Teams need to be ready to start talking and exchanging notes as soon as each part of the bonus is read. Generally, if a team does not confer, then the team is not performing up to its capabilities.

Three seconds usually is very little time for rebounding teams to confer, so they need to start conferring as soon as the question is read—that is, while the controlling team is also conferring, though both teams should confer quietly enough so as not to be heard by the other team. Additionally, moderators need to cut controlling teams off immediately at five seconds and cut rebounding teams off immediately at three seconds. Moderators who give teams extra time cause matches to run late, which slows down the entire tournament. You would be upset if a basketball referee allowed teams to shoot after the buzzer went off, and similarly you should not allow Scholastic Bowl teams more time than the rules allow to answer a question.

Each team is allocated one 60-second time out per game. Substitutions may be made during time outs (called by either team), as well as during halftime and, if applicable, before tiebreakers.

We recommend that teams practice with this format. To find questions in this style written by NAQT, see [www.naqt.com](http://www.naqt.com). They have a few free sample rounds, and you can order more questions if you want them. To find lots of free questions in this style not written by NAQT, go to [www.quizbowlpackets.com](http://www.quizbowlpackets.com). These questions will prepare you and your team for the Kickoff and Turnabout Tournaments. In fact, because the questions on those websites are of very high quality, they will prepare you well for every match you play this season no matter the format.

All teams at Kickoffs and Turnabouts play both morning and afternoon rounds. Teams should expect to play about 7 to 9 matches during the course of the day, and they should expect to leave between 4:00 and 5:00 P.M.

Keep in mind that our Kickoffs and Turnabouts are not the only tournaments in Illinois using this format. Indeed, most tournament in Illinois use formats similar or identical to the one we are using for Kickoffs and Turnabouts.

IHSSBCA is looking forward to these tournaments and welcomes your feedback on them.