

**Concordia University**  
**MATHSCI BOWL**  
**Complete Rules**

**The teams**

1. Each school may bring one team to the tournament consisting of up to 7 players, although only 4 may play in a match.
2. Any four of the seven players may start any game, and substitutions during a match may only be made a half-time.
3. For each game, one team player is designated the captain. Typically the captain is the team's best player, but if the captain is replaced at the half, another player must then be designated the captain for the second half.

**The Game**

1. Each game consists of two 5-minute halves. The half-time is at most 3 minutes long. Final games are two 7-minute halves.
2. The game clock begins with the reading of a toss-up question.
3. The clock continues to run throughout a half without stopping unless ordered by the judge or moderator because of technical or procedural problems.
4. A half ends when time is up. If the moderator is reading a question at that time, the moderator stops and no team is eligible to answer. If a team is answering a question, the answer must be given before time runs out to count.
5. Players may use pen and scratch paper, but no calculators

**Toss-up questions**

1. All toss-up questions are worth 10 points per question, all or nothing.
2. Toss-up questions are intended for individual players to answer. There may be no conferring during toss-ups. Any speaking, signaling, nudging, or any activity that can be construed as conferring will be penalized as a wrong answer on the toss-up.
3. Any player may answer a toss-up question.
  - a. The player must first signal by pushing a button. This may be done before the moderator finishes reading a question.
  - b. A light corresponding to the player who answered first will light.
  - c. An announcer or the scorekeeper will then recognize that player by calling their name. Only at this point may the player give an answer.
  - d. If the player responds before being recognized, the answer will be regarded as incorrect. (This point is very important and is probably the rule that players forget about the most.)

**Answering toss-ups**

1. The first response given will be considered the answer. Thus, a player may not simply list off many possible answers hoping for a correct one.
2. Sometimes a judgment is required on the part of the moderator or judge as to what the first answer is. For example, an answer of "Einstein's theory of relativity" would be a correct response for a question whose answer is "the theory of relativity" but not one for one whose answer is "Albert Einstein."
3. Typically a key word, concept, or last name is sufficient for a correct answer. However, there are times when a more precise answer is needed. For example, a response of "Smith" or "Bolyai" would lead to ambiguity, while "Pascal" would be fine.

**Toss-up timing**

1. A player who has been recognized will be given 2 seconds (a "natural pause") to answer. If the answer has not been given within that time, that lack of response will be treated as an incorrect answer.
2. After the question has been fully read, the team(s) will be given 3 seconds to come up with a response. Only those team(s) who have not answered may answer at this time. After the 3 seconds, the moderator will prompt for an answer, and if after a natural pause no one responds, the moderator will give the answer and move on to another toss-up.

**Toss-up answers**

1. If a player responds correctly to a toss-up, that player's team earns the right to answer a bonus question.
2. If a player signals and is recognized but then gives an incorrect answer then the other team is given a chance to answer the question, provided that this is the first incorrect answer for that question. In this case, the

moderator continues to read the question from a logical point near where it was interrupted. The other team must signal and be recognized to answer the question. All rules regarding conferring are also in effect.

3. If both teams have had a chance without giving a correct answer, then the moderator reads the answer to the question and then continues the game by reading another toss-up.
4. If an incorrect answer was given prior to the moderator finishing reading the question, 5 points are deducted from that team's score. There is no penalty for incorrect answers given after the moderator has finished reading or for wrong answers given after an initial incorrect answer by the other team.

### **Bonus questions**

1. The team who won the toss-up will then be given a bonus question. These questions have multiple answers with points awarded for each correct answer for a total of 20 points.
2. The other team should remain quiet during this time.
3. Sometimes these questions will take the form of one question with many answers being required (for example, "Give the first name of the famous mathematicians of the Bolyai family."), or possibly the question will have a few parts requiring an answer for each (for example, "Name the highest mountain in North America... Name the lowest valley in North America.")
4. Conferring is allowed and encouraged on bonus questions. The key to success on bonus questions is good teamwork.
5. The answer to the bonus may come from any member of the team. However, if the answer is disputed among the team members, then the question must come from the captain.
6. After reading a bonus with multiple questions, for each question the team is given 5 seconds to answer. After the 5 seconds, the moderator will prompt for an answer. If no answer is given after a natural pause, the answer will be considered incorrect. The moderator will then reveal the answer and continue with the rest of the bonus.
7. After reading a bonus with one question but with multiple answers, the team is given 5 seconds to answer. If no answer is given after a natural pause, the answer will be considered incorrect. If some answers are given, the moderator will only allow natural pauses between answers. If too much time is taken, the moderator will end the question, assign points, and reveal the rest of the answers.
8. The rules covering acceptable answers are the same as with the toss-up questions.
9. A team may interrupt the moderator with an answer without fear of penalty, but since this question is only for one team, this is typically not a good strategy, unless time has become a factor in the game.
10. After the bonus question, the game continues with a toss-up for both teams.

### **Winning the game**

1. The team with the most points after 2 halves will be the winner.
2. If the score is tied, a toss-up question will be asked. If someone responds with a correct answer, they will win the match by ten points. If someone responds early with an incorrect answer, their team will lose 5 points and the game. The game continues with toss-ups until one team wins.

### **Protests**

1. Hopefully this will not be necessary, but if a team's coach believes that the moderator or judge has made a mistake regarding a question's answer or enforcement of rules, a protest may be made.
2. To lodge a protest, the team's coach should write down what occurred including the approximate time in the game, the question, accepted answer, actual answer, rule violation, etc.
3. Any protest must be made by the team's coach with the judge either during half-time for first half protests or after the game for second half protests. The opposing coach should be notified of the protest and be present while the protest is made with the judge.
4. No protest may be made during the play of the game. This disrupts the flow of the game and can lead to an abuse of protests.
5. After the protest is made, the judge and moderator will meet to discuss the protest.
6. If a mistake has been made that has resulted in a team wrongly earning points, then those points will be deducted from that team's scores. The points, however, cannot be given to the other team for it cannot be assumed that the team would have earned them. Other situations will have to be resolved at the time.
7. The decision of the judge and moderator regarding the protest is final.

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