



Rules Quicksheet

August 5, 2013

- Be on time – later than 5 minutes after completion of previous match or after scheduled start time could result in a forfeit.
- Number of quizzers - minimum of 2, maximum of 8 on team; up to 4 quizzing at any time (team may consist of 1 quizzer if prior approval is obtained).
- Time to respond - 5 seconds after the reading of the question.
- Time to answer - 30 seconds after being recognized; must complete the question (if interrupted) and the answer.
- Interrupted question - once starting the answer, cannot go back and add anything to the completion of the question.
- Non-quotation questions – only need to answer “in essence”.
- Quotation questions – answer must be word perfect with no repeating of any part of a word; completion of an interrupted question only has to be “in essence”; repeating a word when giving the reference is okay.
- “OR” – only one part has to be given for the answer to be correct.
- “AND” – both parts have to be given for the answer to be correct.
- Judges’ vote – may be called by any judge; judges vote without conferring; vote does not have to be unanimous (see section later regarding coach’s request for a judges’ ruling).
- Substitutions – may only occur during a timeout by either team or to replace a quizzer who quizzes out (6 correct answers), errs out (3 incorrect answers) or fouls out (3 quizzer fouls).
- Time-outs – each team is allowed three 30-second timeouts; either the head coach or the captain may call a timeout; an extra timeout is allotted if match goes into overtime (unused timeouts may also be used); a 1 minute officials timeout is given if match ends in a tie.
- Fouls
 - Team fouls
 - Improper conferring
 - Attempt to use a point of order to obtain reconsideration of a quizmaster’s ruling of correct or incorrect
 - Calling a 4th timeout in regulation or a 5th timeout in overtime
 - Calling a 3rd judges’ ruling in a match
 - Help/hindrance
 - Quizzer fouls
 - Pre-response (between the calling of “Question” and the reading of the first word of the question)
 - Responding before being recognized
 - Responding when another quizzer is recognized
 - Unsportsmanlike conduct in an obvious attempt to distract or assist



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■ Points

- A correct response scores the full point value of the questions.
- An incorrect response deducts one-half the point value of the question.
- A quizzer foul deducts 5 points from the quizzer's score.
- A team foul deducts 5 points from the team's score.
- A quizzer is awarded 10 bonus points for correctly answering 6 questions.

■ Points of Order [can be called by head coach or assistant coach]

- Quiz equipment needs to be reset [can also be called by a quizzer].
- QM forgets to reread an interrupted question [can also be called by a quizzer].
- QM reads wrong point value.
- Quizzer remains illegally in match.
- An extra point value question is called during the match.
- To call attention to a possible rules violation.

■ Voiding questions

- Mistake by the QM (wrong point value, word, etc).
- Help/hindrance given to the quizzer (by anyone or by situation).
- Buzzer problems.
- Questions responded to by a quizzer remaining illegally in the match.
- Judges reverse a decision of "correct" on an interrupted question.
- Wrong quizzer begins to answer.
 - If the wrong quizzer is on the other team, then the question is voided and a substitute question is read only to the team that had originally buzzed in first.

■ Judges' Ruling

- A head coach may request 2 judges' rulings per match.
- The request shall be made before a new question is called, a time out is granted, or the match is closed.
- Upon being recognized, the coach will have 30 seconds to state his request and reason.
- The JBQ Guidelines do not indicate whether the coach may talk to anyone or not (other than stating his request and reason to the officials).
- The judges will vote by coin without conferring and the QM will announce the decision
- If the decision is not unanimous, the judges shall confer among themselves and vote again. The second vote does not need to be unanimous.

■ Questions for each match:

- Ten 10-point question, seven 20-point questions and three 30-point questions.
 - The first 10 questions must contain 3 or 4 "20s" and 1 or 2 "30s".
- Overtime consists of one "10", one "20", and one "30" in random order.
- If teams are tied after overtime, a sudden-death overtime period consisting of one 20-point question shall be repeated until the tie is broken.
- Kentucky A-League: (same as above).
- Kentucky B-League: Thirteen 10-point questions and seven 20-point questions.
 - Overtime: Two "10s" and one "20" in random order.
 - Sudden-death overtime: one 10-point question. (Repeat as necessary.)
- Kentucky C-League: Twenty 10-point questions."
 - Overtime: Three "10s".
 - Sudden-death overtime: one 10-point question. (Repeat as necessary.)