

REGIONAL QUIZ BOWL RULES CLARIFICATION FOR 2011 - 2012 SEASON

- *Regularly check the Regional Quiz Bowl (<http://www.regionalquizbowl.org>) web page during the season for updates and other information.*
 - *Scores will be posted on the web site. (In general, you can look for updated scores by the Sunday following a game.)*
 - *If you notice any errors in the posted scores, please contact us ASAP. (The best way is by e-mail to: regionalqb@optonline.net).*
1. **A team consists of five (5) students**, four players to start the game and one who may be put in as a substitute for a player during the game. *[Some schools have abused this rule and brought more than one substitute to each game. PLEASE CONFINE YOUR TEAM TO 5 VARSITY AND 5 JUNIOR VARSITY PLAYERS/MEET.]*
 2. **Substitutions during a game:** Coaches may substitute ONE player during a game, as long as the substitution occurs *between* rounds (not during a round). Any player who will be playing in a game *must be in the room during the entire game.*
 3. **A student may not play on both Varsity and JV teams on the same day.** Furthermore, coaches are asked to do their best to maintain the integrity of their teams. Switching a player between Varsity and JV to gain a tactical advantage over an opponent is not within the spirit of RQB. Coaches found to use this tactic will have their rosters frozen for the remainder of the season.
However, this rule is suspended for an unofficial game, such as occurs when an opposing team is not present or does not have a sufficient numbers of team members.
 4. A team with only three players may compete in an official game. If a team has only one or two players present, they cannot play an official game but they may play an unofficial game.
 5. **All protests must be resolved BEFORE THE SCORE IS CERTIFIED.** The Regional Hosts have been instructed on how to deal with protests, but coaches have the option to resolve a problem by substituting a different question for the one that is in doubt. Extra questions can be found at the end of each game packet, or an unused bonus question from Round 1 can be used as a substitute question if needed. *Final arbitration can be done at a later time. The substitute question that is answered during the game could be used in the scoring if necessary.*
 6. **Each team is expected to bring two 2-liter bottles of soda or juice and two packages of cookies or snack foods to each meet.** Please don't forget to bring your refreshments - it is important for all of the participants. Hosts will provide cups and napkins.
 7. **Tie in Rank:** In the event that two or more teams tie for final ranking during the regular season or during the Final Tournament, the following method will be used to break the tie:
 - (1) the team with the highest single score in 'Round 2 & 3' points will be ranked higher
 - (2) if this does not break the tie, the team with the lowest single score in 'Round 2 & 3' points will be ranked lower.
 8. **Time permitted for a math questions is 15 seconds.**
 9. **60 second/lightning round:** Each set of ten questions begins with a prompt (e.g., Name the following items that begin with the letter H.) **The clock starts when the reader finishes reading the prompt.** As the first item is being read, the clock is going. *[Each Toss over item is given 6 seconds.]*
 10. **Rosters and final score certification:** At the end of each game, the captains certify that the roster is correct, and also certify the final score is correct. **Once captains have signed to certify a score there will not be a score adjustment.** On occasion team scores are reversed; if the captains are attentive to details they can catch this mistake before signing the score sheet.
 11. **Final Tournament Invitations** go to the two top teams in each region. If a region has a team (or teams) returning to the Final Tournament for the third year in a row, an additional team from the region will be invited to the Tournament. Wild Card spots will go to the next highest scoring team(s) (over all regions) not already invited, in order to maintain an even number of teams in the Tournament.