

THE COMPETITION RULES

The competition at EnviroBowl is based on adherence to the following rules. In case of problems with the interpretation of the rules, the word of the Tournament Master at the competition site is final.

1. EnviroBowl is a question-and-answer competition played between two teams of four players.
2. Points are scored by correctly answering questions asked by the Moderator.
3. There are three types of questions: pairs, toss-ups, and bonuses; each worth 10 points.
4. If a player answers a toss-up question correctly, his/her team scores 10 points and is given a chance to answer a bonus question, also worth 10 points. Pairs questions are similar to toss-up questions, however for pairs questions, no bonus question is earned for a correct answer.
5. The game consists of two sets. In the first set, the Moderator will ask each designated pair of players a pairs question worth 10 points beginning with the team on his/her right. After asking one question each of the two pairs on the first team, the Moderator will ask questions similarly of the opposing team. He/she shall then repeat the questioning process for a second question for each pair. The buzzer system will not be used. However, each pair will be given 20 seconds to begin their answer. If an incorrect answer is given to a pair's question, the moderator will proceed to the next pair and the next question.
6. The second set consists of 20 toss-up questions and as many bonus questions as are needed, or a 20 minute time limit, whichever comes first. The time limit will begin whenever the Moderator states that the second set has begun. When and if the 20 minute time limit expires prior to the posing of the 20th toss-up question, the question in progress (either toss-up or bonus) will be considered to be the last question of the set. If a toss-up is answered correctly, that team will be given a chance at the corresponding bonus question. If answered incorrectly, the other team will be given a chance to answer the toss-up correctly and then a chance at the corresponding bonus question. The buzzer system will be used for the toss-up questions.
7. Regarding toss-up questions, players will be given 5 seconds after the moderator completes reading the question to buzz-in and answer. After being recognized the player should begin answering the question immediately. If the moderator detects pausing, the question may be given to the opposing team. On incorrect toss-up answers, the moderator will ask the opposing team for an answer. They then have 5 seconds to buzz in and begin an answer. On a toss-up question, if a player confers with a teammate, the answer will not be accepted. On pairs questions, the designated pair may confer, but no other team member may confer or answer.
8. If a player buzzes to answer a toss-up question, but another teammate answers, the question is given to the other team. During the first set, if a player not of the

designated pair answers the question, the question will be discarded and the Moderator will proceed to the next question and the next pair of contestants.

9. On a toss-up or pairs question, the first response given is the one that counts. Sometimes a player may attempt to give more than the required information in his/her answer. There are instances when such a response is acceptable. The judge must distinguish whether the player has, in fact, pinpointed the correct answer or is merely rattling off facts on a given subject. This situation is likely to occur when a player buzzes to answer a question before it is completed. Although the Moderator may consult with the Judge, the Moderator must make a judgment call and that decision will be final.
10. If a player believes he/she knows the answer to a toss-up question before it has been completed, he/she may interrupt the Moderator by buzzing. If the answer is correct, the team scores 10 points. If the answer is incorrect, the entire question is given to the other team. If the moderator has completed reading the question, it will not be read again. **Some questions are changed from year to year; buzzing in to answer a question before it is completed may therefore yield an incorrect answer.**
11. If a team misses the answer to a toss-up question and the Moderator inadvertently gives the correct answer before turning the question over to the opposing team, the Moderator will select a spare toss-up question for the opposing team. If answered incorrectly, the original bonus question will be used.
12. If someone in the audience answers a question, the Moderator will throw out the question and go to the next question in the stack. If this problem persists, the party revealing the answers will be asked to leave the competition room.
13. A team will be given 20 seconds on all bonus questions. If the bonus question is asked to be repeated, the time used to repeat the question will be included in the 20 seconds. All team members are encouraged to participate and the team may confer for 15 seconds. At the end of the 15 seconds, the Timekeeper will signal that 5 seconds remain. The Team Captain may answer or may designate someone else to answer the bonus question. After the 15 second conference time, the Team Captain or his/her designee has five seconds to begin to answer. Once the answer has begun, there may be no further conferring of team members. If someone other than the Team Captain or designee gives the answer, the answer shall be considered invalid and no bonus points given.
14. **If the score is tied at the end of a competition round, the tie is broken by a sudden death playoff of one toss-up question.** If both teams fail to correctly answer the toss-up question another toss-up question will be provided. The first correct answer scores 10 points and wins the game.
15. If an active **player** wishes to protest either an answer or a game procedure, the protest must be made **immediately**. The Judge and the Moderator will make the final decision only in cases where the game outcome is affected. The scores will reflect the result of the protest decision.
16. Notes about the questions or other information may not be recorded in any form by any person in the competition room, except by moderators, judges, scorekeepers, or timekeepers. Competitors may make notes on the paper

provided during the competition, but this paper is not allowed to be taken out of the competition room. If it is found that this rule is not being followed, the person recording information will be asked to leave the competition room, and the team could be disqualified per the Legacy Staff.