

## Whiz Quiz Rules

1. A Whiz Quiz Team should consist of a minimum of twelve players with the number of alternates to be determined by each individual school.
2. Four members per team per round will play. NO PLAYER MAY PLAY MORE THAN ONE ROUND PER MATCH. If a team does not have an adequate number of alternates, that team will play with less than four members in a round.
3. A match will consist of three rounds. One packet of questions (70 questions) will be used per match. Twenty-two questions will be read for each round. The last four questions will be used to break a tie, if needed.
4. There will be a break, not to exceed 5 minutes between each round. Teams may substitute only during the breaks.
5. The HOME TEAM will be responsible for:
  - A. SEALED competition questions
  - B. score sheets
  - C. moderator (cannot be a coach)
  - D. time keeper
  - E. scorekeeper
  - F. soft drinks at conclusion of game
  - G. note pads and pencils (to be used with Math questions only)
6. Players for each round must be selected before sponsors open the envelope containing the questions. After the envelope is opened, players cannot be substituted.
7. Coaches, along with the moderator, scan the questions prior to the start of the match to mark Math questions and look for "problems". The moderator may want to begin scanning as early as 20 minutes prior to the match to check pronunciations.
8. Questions are read by the moderator. The students have 10 seconds to buzz in with an attempt. The moderator must recognize the student buzzing before that student may answer. The moderator will cease reading the question as soon as the student buzzes in. If the student misses the question, the moderator will read the ENTIRE question to the second team. The second team must answer within 5 seconds. DO NOT repeat the reading of the question if it has been read in its entirety the first time. If a student answers without being recognized, it is counted as an incorrect answer. The moderator will not indicate whether the answer is right or wrong. The other team will then have 5 seconds to respond. If the second response is given before recognition, the question will be thrown out.

9. SPELLING: The FIRST answer is always taken; no "backtracking". If the word contains a capital letter, the speller must say that the letter is a capital letter. Failure to indicate capital letters is a misspelling of the word. Paper and pencil may NOT be used on spelling questions.
10. If clarification is needed on a question, the coaches should try to settle and clarify within 30 seconds during play. If there is no agreement, the question is thrown out and the round continues. No question may be reconsidered after a match has ended.
11. If a Math question is read in its entirety, the moderator will allow the teams 30 seconds to buzz in and provide an answer. If the answer is incorrect, the second team then has 10 seconds to provide an answer. Pencil and paper will be provided by the host team.
12. If any assistance is given by the audience during the rounds, that question is discarded.
13. During the round there can be no collaborations among team participants to answer a question. If team members do collaborate, their answer will be discarded.
14. The moderator will use only the answer appearing on the answer sheet. However, the moderator, WITH THE COACHES' APPROVAL, may make a judgmental decision concerning a correct answer.
15. Each team has the right to appeal. A phone appeal should be made to the Appeals Committee within 24 hours of the match. The Appeals Committee will consist of the 7th/8th grade team coaches of the Sixth Grade Division and the 6th grade team coaches for the 7th/8th Grade Division.
16. At the conclusion of each match, the respective coaches will sign official standard final score sheets provided by the host team.
17. Devices which provide movement and/or noise are not permitted during a match; for example, pompoms, pennants, etc.
18. The Host team is required to call the designated record keeper after each match (within two days) to report match results and scores. In the event of a tie for the championship, total points will determine the winner.
19. When a question is discarded, select a question from the "reserve" questions of equal point value when possible.
20. All make-up games must be made up within one week of the last scheduled season game. These arrangements will be made by the coaches prior to the game that will be missed.