



# INTERNATIONAL HISTORY BOWL

## RULES SHEET



This document is intended as an outline of the rules of the competition. If you have specific questions regarding more detailed aspects of the rules, please contact [suopeng@iacompetitions.com](mailto:suopeng@iacompetitions.com). The History Bowl is played in two sections – Preliminaries and Playoffs. During the Preliminary Section, you will be playing as a team of up to six players against another team of up to six players in a game that consists of four quarters. Only four players are allowed to compete at the same time. You can substitute players in between each quarter. You will hear a series of tossups, bonuses, and lightning round questions.

- ▶ At no point in the course of the games for the Bowl will you be deducted points for a wrong answer.
- ▶ You may substitute members of your team between quarters of play.
- ▶ If you wish to protest a question or answer, **you must bring it to the reader's attention before the first question of the next quarter is read, or before you leave the room at the end of the final quarter.** If the reader botches a question, there are makeup questions with each round that can be used.
- ▶ During any tossup question, you may not confer verbally or in writing with your teammates. You may raise your hand, extend your buzzer, or gesture in ways that indicate you **know the answer, but not what the answer is.**
- ▶ On bonuses and the 60 second rounds (i.e. the 3rd quarter of each match), talking to your teammates is permitted and encouraged. Conferring illegally with your teammates on a tossup will be treated as if you buzzed in and answered the tossup incorrectly.

**THE FIRST QUARTER** consists of ten short tossups worth 10 points each for a correct answer. After the moderator is done, or after you have rung in, you have **3 seconds to start giving your answer.** If one team rings in and answers incorrectly after the end of the question, the other team then receives 3 seconds after the moderator says "Incorrect" to the first team. This holds true in the second and fourth quarters too. **Once you start giving your answer, you have three seconds to complete giving it.**

**THE SECOND QUARTER** consists of eight slightly longer tossups worth 10 points each for a correct answer. If your team answers one of these tossups correctly, your team will be entitled to one bonus question which is also worth 10 points. In this competition, the other team cannot "steal" or "rebound" your bonus. Our bonuses do not "bounce back". On bonus questions and 60 second round questions, the captain can designate a team member to give the answer, but the moderator will take the first answer directed at them from any student on the team. On bonus questions, the moderator should prompt for the answer five seconds after having finished reading, and then allow an additional two seconds for the team captain (or designated person) to start giving an answer. After they've started giving an answer, they have three seconds to finish giving it.

Once you begin to speak, you can go back and correct yourself until the moderator indicates you are correct or not. You may give extra information if it doesn't make the answer wrong (e.g.

saying “Vienna, Austria” even if “Vienna” would suffice or “Hamlet by Shakespeare”) but you cannot “go fishing” (e.g. “Hapsburg Empire, Maria Theresa, Schloss Schonbrunn, Vienna!”).

**THE THIRD QUARTER** is the Sixty Second round. **The team that is trailing** will have a choice from three categories. Each category has a theme and 8 short questions fitting the theme. A team will have 60 seconds to answer as many of these 8 questions as possible. If you don’t know an answer, you may pass, but you will not be permitted to return to passed questions; a pass is treated as an incorrect answer.

The first possible answer the team captain says directed at the moderator will be the answer taken. After the trailing team has finished its round, the other team will be prompted for their answers to the missed questions. These are treated like bonus questions, i.e. the team has five seconds to answer each, then is prompted, then has an additional two seconds, then they must finish giving their answer within five additional seconds. **If a team gets all 8 questions right, then they get a 20 pt bonus. Theoretically this could happen on the bounceback too.**

Then, the team that had been leading selects from one of the two remaining categories and the process repeats itself. If a team begins its answer while time expires, it will be counted. The decision if the answer was begun before the time expired is a judgment call of the reader, and is not protestable.

Also, if during the 60 seconds round, a team is not able to finish all 8 questions, the other team only gets to hear on the bounceback the questions that had been read to the first team. If a fraction of a question has been read, then only up to that point in the question is read to the other team.

**THE FOURTH QUARTER** consists of 8 long tossups worth **30, 20, or 10 points each for a correct answer depending at what point in the question the question is answered. On the questions, bold and underlined indicates a point in the question where it is worth 30 points. Bold only indicates where it is worth 20 points.** Regular text indicates where it is worth 10 points.

The Preliminary Rounds will consist of 5 games. At the end of the fifth game, all of the results will be tabulated by the statistician, and the top teams (**usually ranked first by won-loss record, and then by points, and then by opponents’ combined record, and then points, unless there is an odd number of teams**) will advance to the Playoffs. If there is an odd number of teams, then byes will often be used, and the average score will be used for the bye for teams with them, and then advancement is done on points alone. If there is an odd number of teams in BOTH the Varsity and JV, then advancement to the playoffs will still be based first on wins minus losses, and the crossover game will count in the standings. If two or more teams then have an equal average score and did not compete against each other (if they did, then the winner advances), then strength of schedule based on opponents’ points will be used. **CHECK WITH YOUR DIRECTOR! Sometimes, general consensus can override this usual way of doing things for the playoffs.**

The Playoffs are a single-elimination competition – the playoff rules are exactly the same as the prelim rounds. Check with your director as to how many teams will make the playoffs in both the Varsity and JV divisions