

TACL
Academic Challenge League Rules

Format:

- A. Two teams of 5 members each will participate in each match. Each match will consist of two rounds.
- B. One Round consists of:
 1. Two team questions and one toss-up question will be asked in then following categories:
 - a) American Literature
 - b) Mathematics
 - c) World History
 - d) Fine Arts
 - e) Life Science
 - f) English Literature
 - g) American. Government
 - h) Physical Science
 - i) World Geography
 - j) American History
 2. Following the above team questions is a 2-minute period during which answers are written simultaneously to 10 alphabet questions.
 3. Then the round will conclude with a 10-question Lightning Round covering an assortment of topics.
 4. Player substitutions can be made after English Literature and in between rounds.

Terms:

Judge – Volunteer that decides whether or not a questionable answer is accepted

Reader – Volunteer that reads questions during a match and serves as a judge if none is available.

Designated answer period – The time period in which a team must give its answer to a question.

Team question – A question directed to one team.

Bonus – An opportunity to answer the opponent's missed team question.

Toss-up question – Question asked to both teams simultaneously. The first opportunity goes to team that presses the buzzer first.

Lightening Round – Questions asked to both teams simultaneously, requiring an immediate answer. The first opportunity goes to team that presses the buzzer first.

Recognized team – Team that has been called upon by the reader to provide and answer.

Timing and Scoring

All timing begins when the question has been completely read and continues even as teams are giving an answer to the question.

Category Questions – Team and Tossup (usually 10 seconds per question):

- For the team question, the team has 2 tries within 10 seconds to correctly answer their question. They earn 2 points for the correct answer on the first try and 1 point for the correct answer on the second try. If the team does not correctly answer their question in those 2 tries and/or the ten seconds have expired, the opposing team may buzz in, be recognized, and give one answer worth one point (the Bonus) if correct. Upon recognition the team has 3 seconds (one thousand one, one thousand two, time) to give an answer. Answers may come from any team member currently playing. The reader will use the first answer that he/she hears.
- For tossup questions, teams must buzz in within the allotted 10 seconds in order to give an answer. Once a team buzzes in, **the reader will stop reading** and then the team must wait to be recognized before they give their answer. Upon recognition, the team has 3 seconds (one thousand one, one thousand two, time) to give an answer. Each team only has one try for the toss up question. A correct answer is worth 2 points. If the first team to buzz in gives an incorrect answer, the reader is to finish reading the question for the other team.
- Sometimes the categories (especially Mathematics) have varied answer periods for their questions. The reader is to notify the timer and teams of the allotted time if it is different from 10 seconds.
- Buzzing in during a team question scenario:
 1. Team A accidentally buzzes in during their question before the reader is finished.
 - The reader stops reading and team A is required to give an answer within 3 seconds of buzzing.
 - If the answer is correct the team earns 2 points.
 - If the answer is incorrect the reader should finish the question, and team A may give their second answer (worth 1 points) within the allotted time (usually 10 seconds).
 - The bonus (or steal) for team B is played as usual.
 2. Team B accidentally buzzes in during team A's question.
 - Team B loses the opportunity to "steal" (get the bonus of 1 point).
 - The reader continues with the question for team A and the allotted timing.

Alphabet Questions:

- The teams have 2 minutes to read the 10 alphabet questions and write their answers on the provided answer sheet. These questions are checked by the coaches and are awarded one point for each correct answer.
- Spelling counts only when specified.
- Handwriting is important, as the coaches must interpret what is written.

Lightening Round:

- Once the reader finishes a lightening question he/she counts one thousand one, two thousand two, and then says, "time".
- Each correct answer is worth one point.
- A team must buzz in and be **RECOGNIZED** in order to give their answer.
- Once a team is recognized they have 3 seconds (one thousand one, one thousand two, time) in which to answer the questions.
- If time runs out while the recognized team incorrectly answers the question the other team must be given an opportunity to also answer the question.
- Each team is allotted only one try for each question.
- Again, if a team has used up all the allotted time in giving the incorrect answer the opposing team is permitted to buzz in, be recognized, and give their answer.

General Rules

- The team that wins the coin toss has the option of going first, or deferring to the other team.
- For all toss up and lightening questions once a team buzzes in they **MUST** wait to be recognized **BEFORE** giving their answer. **All** answers given before that time will be considered incorrect and the team forfeits the opportunity to correctly answer that question.
- If a team buzzes in as the time expires that team will have the opportunity to answer the question.
- Recognition can be verbal or non-verbal such as a nod, pointing, or eye contact.
- Any team member can answer the team question. The reader will take the first answer that he/she hears.
- Each team is permitted one one-minute time out per match. The time out is to be called only by a coach. The time out may be taken only between categories, before the Alphabet Round, or before the Lightning Round.

- Any team member currently playing may answer toss up and lightening questions. The person buzzing in does not have to be the person who answers the question.
- A team must be recognized by the reader before giving its answer to a bonus, tossup, or lightening question. If a team answers a question before the reader has recognized them, that team will forfeit its opportunity to answer the question.
- Once a team buzzes in the reader will stop reading the question. If an incorrect answer is given the reader will finish the question for the opposing team.
- No written materials or calculators are permitted during the match.
- Scratch pads and pencils will be distributed before the match begins.
- Disruptive behavior by team member(s) or audience member(s) will not be tolerated.
- Answers must be exact, unless “acc” is given with other possible answers.
- If the accuracy of an answer is questioned, the reader will appeal to the judge, who will be the final authority on points awarded. A panel of available coaches will handle any further appeals.
- Any challenged answer must be presented at the end of the match. If the challenge does not affect which team won the match, the challenge will not be entertained.

Tie Breaker Rule

- In the event of a tie, 5 toss up questions will be used as a tiebreaker.

Reader Hints

1. The designated answer period starts once the question is completely read.
2. Unless noted all team questions (including the team toss-ups) must be answered in 10 seconds.
3. Mathematical team questions have varied answer periods. Please be sure and announce the time period for the timer and teams.
4. Read the title of the category, and any directions, so all teams can hear.
5. When a team buzzes in recognize them by saying team A, team B, or Akron, etc. Pointing, nodding, and eye contact can also be forms of recognition but a verbal form is preferred.
6. Please be clear about saying correct or incorrect for their answers so that the teams have an opportunity to give a different answer.
7. Any team member may answer any of their team questions or any for which they have been recognized. (i.e. the person who buzzed in is not required to answer, neither is the captain)
8. For team questions, please remember to allow the opposing team an opportunity to answer the question for the Bonus (steal). They must buzz in and wait to be recognized before answering. Then they get 3 seconds to answer after they have been recognized.
9. For toss up and lightening questions once a team buzzes in, stop reading and allow them to answer. If incorrect, continue reading from the point at which you stopped and allow the other team to buzz, be recognized, and give their answer.
10. The time for lightening questions is 3 seconds. Once you finish reading the question count one thousand one, one thousand two, and then say "time".
11. For all toss up and lightening questions if the first team to answer uses all the allotted time and gave an incorrect answer, allow the opposing team an opportunity to answer the question.
12. For all toss up and lightening questions, once a team buzzes in they **MUST** wait to be recognized **BEFORE** giving their answer. **All** answers given before that time will be considered incorrect and the team forfeits the opportunity to correctly answer that question. Once a team is recognized an immediate answer is required.
13. If the buzzer should fail to function the team members are told to say, "BUZZ". Please recognize the first "buzzing" team.
14. **One of the most important items to keep in mind is to allow the opposing team an opportunity to answer a question that the other team answered incorrectly.**