

**Rules for the Polk County
Middle School E-Team Tournament**

1. Schools are invited to enter three six-member teams—one 6th-grade team, one 7th-grade team, and one 8th-grade team. Those schools with only one or two grade-level teams may enter and compete in the respective session(s) of the semifinal round (see #12 below) but are not eligible to compete in the final round. A team consists of four team members, two alternates, and a coach. Teams may compete with fewer than four members. **NO TEAM MAY HAVE MORE THAN SIX MEMBERS.**
2. Substitutions may take place only during authorized breaks. All team members **must** remain seated except during the authorized breaks. Team members may **not** converse outside their table during challenges or unscheduled breaks during a competition.
3. Random selection of teams will be used to place teams in the semifinal competition round. Teams will be assigned team numbers during tournament play.
4. Each team will have one button that activates a first-response lockout system. For competitive-response questions, only the team recognized as having pushed the button first has the opportunity to answer the question. If the question is answered incorrectly, the question is **not** given to another team. The correct answer is given and the reader proceeds to the next question.
NO “REBOUNDING” OF QUESTIONS PERMITTED.
5. Any playing member may push the button and any playing team member may answer. If two or more team members respond and one is correct and the others are incorrect, the response will be considered incorrect. Once a team gives a response, the response cannot be changed.
6. Team members may confer before and/or after the button is pushed; however, **stalling is not permitted.** There are two types of stalling:
 - (a) Three second rule: The team response must begin within three seconds of recognition. This three seconds is controlled through the use of a timer built into the game system.
 - (b) Once begun, the response must proceed without prolonged hesitation. The interpretation of this rule lies with the reader.

Violation of either of these rules will be considered an incorrect response.
7. A team may request that a question be repeated **only if a team button has not been pushed.**
8. If a team pushes its button before the question is completely read, the question reader will not finish reading the question and will expect the team to begin responding within three seconds.
9. Pass option: This option is implemented when, **in the judgment of the question reader**, a particular question will go unanswered. At the discretion of the question reader, the teams may be asked for that particular question, "Do the teams wish to pass?" If all teams elect to pass, the timer will be disengaged, the correct answer will be given, and play will continue.
10. Each sixth grade team will start with 100 points. There is no negative scoring for sixth or seventh grade teams. Eighth grade teams are eliminated from the competition when scores reach zero.

11. The tournament uses two types of questions: competitive-response and team questions

(a) Competitive-response questions are answered by competing teams using the button. When a team answers a competitive-response question correctly, it receives the number of points the question is worth. If the answer is incorrect, the points are subtracted from the score, and the round continues to the next question. If a competitive-response question is not answered within sixty seconds, the answer is given and the round continues.

(1) On a **free-response question** the reader may ask for clarification of the answer or for additional information. Generally in questions requiring computation, the unit is specified and is, therefore, **not** required as part of the answer. If the unit is not specified in the question, it **must** be given as part of the response. If the unit is omitted from the response, the reader will ask the respondent for additional information.

If more information is given in the answer than is needed, that information must be correct.

(2) On a **matching question**, an acceptable response is any correct combination of letter/number matching column to column. For example: A-4, B-1, C-2, D-3. **If a team chooses to respond before the question has been completely read, then the answer must be given exactly as printed. Otherwise, the answer will be judged incorrect. It will not be referred to the subject area judge(s) for decision.**

- When answering matching questions before the choices have been read, it is suggested that the player give both first and last names of individuals where appropriate.

(3) On a **multiple-choice question**, an acceptable response is the correct number or the **exact** answer. Answers that are not exactly as printed are referred to the subject area judge for decision. **No clarification from the respondent will be requested or permitted.**

“Which one or ones...” is a common introduction for **multiple-choice questions** that **may** have more than one correct response. For this type of question all correct answers must be given or the response is incorrect.

- When answering multiple-choice and matching questions before the choices have been read, it is suggested that the player give both first and last names of individuals where appropriate.

- **By not waiting for the choices to be read, the player takes a chance that his answer will not be accepted by the judges.**

For multiple-choice and matching questions, the recommended answer is the number or numbers of the correct response(s). By giving the number for the answer, there is no indecision as to the correctness of the given response(s).

(b) Team questions are answered by teams within a specific time limit without the use of the button. Time limits are determined by the complexity of the question. Team questions are responded to on paper. When time runs out, the team's designated answer sheet is collected and graded by the subject area judges. Teams **must** stop writing when time is called. Points are **not** subtracted for incorrect responses.

12. A tournament competition consists of two rounds. Trophies are awarded according to team scores at the end of the final competition round. Other trophies are awarded according to scores after the semifinal round as explained in #21 below.

Semifinal Round—All teams compete

Session One:

- Sixth grade teams will begin with one hundred (100) points.
- Teams compete through thirty (30) questions and one team question valued at 30 points
 - **ten** 5-point
 - two-minute break with substitutions allowed
 - scores announced
 - **ten** 10-point
 - two-minute break with substitutions allowed
 - scores announced
 - **ten** 15-point
 - team question valued at thirty (30) points
 - **scores announced**

Session Two:

- Seventh grade teams will add on to the session one cumulative scores by competing through thirty (30) questions.
 - **ten** 5-point
 - two-minute break with substitutions allowed
 - scores announced
 - **ten** 10-point
 - two-minute break with substitutions allowed
 - scores announced
 - **ten** 15-point
 - team question valued at thirty (30) points
 - **scores announced**

Session Three:

- Eighth grade teams will add on to the sessions one and two cumulative scores
 - **ten** 5-point
 - two-minute break with substitutions allowed
 - scores announced
 - **ten** 10-point
 - two-minute break with substitutions allowed
 - scores announced
 - **ten** 15-point
 - team question valued at thirty (30) points
 - **scores announced**
 - tie-breaker round if needed--those teams with tied scores are asked competitive-response question(s) until all ties for first and second place are broken

Final Round--The six teams with the highest cumulative scores through session three of the semifinal round will compete. AN E-MAIL WILL BE SENT THIS EVENING THE ALL COACHES TO IDENTIFY THESE SIX SCHOOLS.

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 - scores announced
 - **ten** 10-point
 - two-minute break with substitutions allowed
 - scores announced
 - **ten** 15-point
 - team question valued at thirty (30) points
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 - tie-breaker round if needed--those teams with tied scores are asked competitive-response question(s) until all ties for first and second place are broken
13. Coaches may consult their teams only during the authorized two-minute breaks. Coaching during actual competition is not permitted, and if done, may result in disqualification or loss of points. **Coaches and alternates are seated in an assigned area.**
14. Any challenge must be made by playing team members **ONLY** and must be announced (not coaches or alternates) before the **first word** of the next question is read. If the last competitive-response question in a round is challenged, the challenge must be announced before the handouts for the team question are distributed. The team member challenging a question or a response should raise his/her hand and announces "challenge." Once recognized, only that team may give input in the challenge. Any challenge of the team question must be made before the announcement of the two-minute break.
15. The tournament officials have final authority during competition play. They make decisions when:
- (a) **wrong team responds** The reader recognizes the team that has hit its button first by calling the team number. Teams are cautioned not to respond unless their team number has been called. In the event a team who has not been recognized gives a response, the reader asks for a response from the recognized team.
 - (b) **question is read incorrectly** If the reader makes an error that causes a team to lose points, the question is discarded and no loss of points will be recorded.
 - (c) **team gives questionable response**
 - (d) **wrong team is recognized** If the reader recognizes a team incorrectly and rules on the correctness of the response, then the question is discarded.
 - (e) **audience interferes**
 - (f) **poor sportsmanship is shown**

(g) coaches, players, alternates or audience members give signals

(h) a challenge is made

16. Penalties are determined by the tournament officials. Possible penalties include the following:
 - (a) loss of points
 - (b) loss of turn
 - (c) disqualification of player, coach and/or team
17. If a team button malfunctions, the question reader must be notified immediately.
18. Pencil, paper, and TI-108 calculators are provided. All other notes, books, calculators, calculator watches, etc. are not permitted during tournament play. Violation of this rule may lead to disqualification.
19. Team members or coaches not present at the beginning of the five-point round will be disqualified from all rounds of that competition. A team may compete with fewer than four members. **ENTRY AND EXIT WILL NOT PERMITTED DURING QUESTION ROUNDS – ONLY DURING THE BREAKS THAT OCCUR AT THE END OF EACH ROUND OF COMPETITION. Violation of this rule is considered “audience interference” and penalties may be applied.**
20. Competitions using the same questions take place simultaneously in different locations. Therefore, teams who have completed their competitions are excluded from entering rooms with ongoing competition. Team members and coaches in ongoing competitions must have an escort to leave the room. **ENTRY AND EXIT WILL NOT PERMITTED DURING QUESTION ROUNDS – ONLY DURING THE BREAKS THAT OCCUR AT THE END OF EACH ROUND OF COMPETITION. Violation of this rule is considered “audience interference” and penalties may be applied.**
21. At the conclusion of the tournament trophies, compliments of the Polk Economic Education Council, will be awarded to the following:
 - **Best in Sixth Grade** to that school with the highest score by sixth graders in the **semifinal** round and its six team members and coach
 - **Best in Seventh Grade** to that school with the highest score by seventh graders in the **semifinal** round and its six team members and coach
 - **Best in Eighth Grade** to that school with the highest score by eighth graders in the **semifinal** round and its six team members and coach
 - **1st Place**, Polk County Middle School E-Team Tournament, to that school with the highest cumulative score after the **final** round and its eighteen team members and three coaches
 - **2nd Place**, Polk County Middle School E-Team Tournament, to that school with the highest cumulative score after the **final** round and its eighteen team members and three coaches
 - **3rd Place**, Polk County Middle School E-Team Tournament, to that school with the highest cumulative score after the **final** round and its eighteen team members and three coaches
 - **Finalist**, Polk County Middle School E-Team Tournament, to the three schools finishing in 4th, 5th and 6th place in the **final** round and the eighteen team members and three coaches from each of the three schools