Updated May 8, 2012. Rules for the 2012-2013 season.

"Mind Games"…The KSBI Oklahoma Academic Challenge is an academic tournament. Sixteen teams will compete in a single elimination tournament. Teams will be assigned a spot on the bracket through random draw.

Definitions

1. Team – A team consists of three active members and up to two substitutes. The team members must be undergraduate students attending the college or university for which they are competing. A team may play with fewer than 3 members.
2. Team Member – A member of a team must be an undergraduate enrolled at the college or university for which they are competing. **The team member may not have already obtained a bachelor's degree.** A member from a 4 year college must be enrolled in 12 hours. A member from a 2 year institution must be enrolled in 6 hours.
3. **Round** – There are two rounds to a game. Round one is the first half of 12 questions or 7 minutes. Round two is the 2nd half of 12 questions or 7 minutes. **Question point values double in the round two.**
4. Game – A game is the event played between two teams. A game has 2 halves and one OERB Bonus session. The winning team will advance to the next round of competition.
5. Game Half - A half is a 7 minutes or up to 12 question units in duration. No more than 12 questions will be offered during the first or second half.
6. OERB Bonus session – Each team will receive a question based on energy information available on the Oklahoma Energy Resources Board web site or an issue pertaining to the energy industry or energy sciences. http://www.oerb.com. The OERB Bonus session

will be held between halves. The OERB questions are numbered. The teams select and submit a number for their OERB question. They do not see the question prior to its presentation at the taping. The team that is ahead at the end of the first half will hear their OERB question first. The question will be read only for the team that selects it. There will not be a rebound opportunity if the question is answered incorrectly.

7. Buzz-in – A buzz-in occurs when a team member presses the individual response device and activates the lock-out system.
8. Lock Out or Buzzer System – A buzzer system is an electronic system used in academic competitions. Each contestant has an individual response device. Once an individual response device has been activated the system will lock out all other responders until the answer has been ruled correct or incorrect.
9. Moderator – The moderator reads the questions and accepts or rejects the answer presented by the team member. The moderator will defer to the judges panel if there is a question on correctness or procedure.
10. Judges Panel – A team of two content/rules judges. The judges will have the final say in both rules and content questions. The judges' panel may instigate a ruling if an answer given should be accepted or rejected or a rule is being incorrectly interpreted.
11. Protest – A protest over question content or rules must be lodged by an active team member. If the protest occurs during the game it must be lodged before the next question is read. If the issue being protested occurs on the last question of the half or game the protest must be lodged immediately.
12. Toss-up Question – A toss-up question is a free response question. Any active team member from either team may buzz-in and respond to the question. Each team will be allowed only

one attempt at a toss-up question. Team members may not confer on a toss-up question. A toss-up question answered correctly in the first round of a game will be worth 20 points. **A toss-up question answered correctly in the second round of a game will be worth 40 points.**

13. Pyramid Style – A pyramid style toss-up question is written with deeper knowledge base information given first.

14. Interruption - If a toss-up question is interrupted before the moderator has completed reading the question and answered incorrectly the opposing team will receive 10 points.

15. Bonus Question – An additional question, in the same subject area, given to a team correctly responding to a toss-up question. Teams may confer on a bonus question. A Bonus Question answered correctly in the first round of a game is worth 10 points. **A Bonus Question answered correctly in the second round of a game is worth 20 points.**

16. Team Captain – The designated team member who will give the answer to a bonus question.

Game Rules

Format

"Mind Games"….The KSBI Oklahoma Academic Challenge will be played in three sections. The first and second halves are timed. A half is a 7 minutes or up to 12 question units in duration. No more than 12 questions will be offered during the first or second half. The OERB Bonus Section will be held between halves.

Toss-up Question

1. Toss-up questions are free response questions. Any active team member may buzz-in, be recognized and answer a toss-up question.

2. If a student answers before being recognized by the moderator, a blurt; a.) the first time a blurt occurs in a game a warning will be given. The warning will be for BOTH teams and all team members b.) the second time any student answers before being recognized the answer will be ruled incorrect and the opposing team will be given the opportunity to answer the question.

3. Toss-up questions are written in pyramid style.

4. If the first team to buzz-in answers incorrectly, the opposing team may buzz-in and give an answer.

5. If the toss-up question is interrupted then answered incorrectly the moderator will continue reading at a logical point in the question.

6. 20 points are awarded for a correct answer to a toss-up in the first half or round of the game. **40 points are awarded for a correct answer to a toss-up in the second half or round of the game.**

7. If a toss-up question is interrupted and answered incorrectly, at any point in the question, 10 points will be awarded to the opposing team and the question will be completed for the opposing team.

8. Team members may not confer on a toss-up question.

9. The first answer given by the team member is the answer to be accepted by the moderator. A team member may not change their answer.

10. The moderator may ask for more specific information to clarify the given answer.

11. After the question is completed, team members must buzz-in before 5 seconds have expired.

12. Once the team member has been recognized, they must begin to state their answer within 3 seconds.

Stalling

13. A team member may not stall or use a stalling phrase to gain extra time before giving the answer to the question. "Um-m-m-m" "Uh-h-h" "The Answer is" "I think that is" used to gain extra time before giving the answer are all considered stalling phrases.
14. An 'Um' or 'Uh' stated by the student before the answer is given is only a stall if it is a prolonged sound used in order to gain more time. The moderator and or judge will make the decision about a stall or not a stall.
15. The moderator will call stall if a stalling phrase is used to gain extra time.
16. Stall procedure is the same as an incorrect response.
17. If the stall occurs when a question has been interrupted the opposing team will be awarded 10 points.
18. If the stall occurs after a question has been read completely it is scored the same as a missed question.

Toss-up Question Protest

19. *If an active team member feels the response they gave was a correct response but was ruled incorrect by the moderator the team member may lodge a protest.*
    or
20. If an active team member feels the response given by the opponent was an incorrect response but was ruled correct by the moderator the team member may lodge a protest.
21. A protest over question content or rules must be lodged by an active team member.
22. Coaches and substitute team members may NOT lodge a protest.
23. If the toss-up answer was ruled incorrect, the protest must be lodged before the next question is read.

24. If, prior to the protest, the answer has been ruled correct the protest must come before the bonus question.
25. If a protest occurs on the last question of the half or the last question of the game, the protest must be lodged immediately.
26. Protests will be handled by the judges' panel during a break. Game play will continue as normal and the ruling on the protest will be announced either after break or at the end of the match depending on when the protest occurs.
27. If the first team buzzing in gives an incorrect answer and the moderator gives the correct answer before letting the second team have a chance to answer. The second team will get the 10 points for the miss (if the question was interrupted) , but the replacement question (for the second team ONLY) and possible bonus will come during the break at the half or end of the game.
28. If a technical issue creates a situation that impacts both teams, e.g. the system wasn't cleared and neither team can buzz in. The moderator will go directly to the next question. If all 24 questions have been read during the game a substitute question will be added to the end. If less than 24 questions have been read a replacement question will not be asked.

Bonus Question

29. A correct answer on a toss-up question will result in a bonus question to the team answering correctly.
30. The bonus question will be in the same subject area as the correctly answered toss-up question.
31. The bonus question will be worth 10 points in the first half and 20 points in the second half.
32. The team may confer on a bonus question with the answer being given by the team captain or

an active team member designated by the captain.

33. The team will have 5 seconds in which to answer the bonus question.
34. A bell will sound at the end of 5 seconds.
35. Moderator will ask for the answer at the sound of the bell. An immediate answer must be given by the captain.
36. The Captain may defer to another team member.
37. There is no penalty for an incorrect or early answer to a bonus question.
38. There is no rebound on a bonus question.
39. The bonus question is a part of the question unit. If a toss-up is answered correctly the bonus must be given even if the time for the half or the game has expired.

Bonus Question Protest

40. If an active team member feels the response they gave was a correct response but was ruled incorrect by the moderator the team member may lodge a protest.
    or
41. If an active team member feels the response given by the opponent was an incorrect response but was ruled correct by the moderator the team member may lodge a protest.
42. A protest over question content or rules must be lodged by an active team member.
43. Coaches and substitute team members may NOT lodge a protest.
44. If the protest occurs during the game it must be lodged before the next question is read.
45. If a protest occurs at the end of the half or the end of the game, the protest must be lodged immediately.
46. Protests will be handled by the judges' panel during a break. Game play will continue as normal and the ruling on the protest will be

announced either after break or at the end of the match depending on when the protest occurs.

OERB Bonus Question Section

47. At the end of the first half the team with the lead will have first selection of the OERB Bonus questions.
48. The OERB Bonus questions are numbered 1-80. Prior to the beginning of the game, each team will have selected the OERB question through a process of number selection.
49. If the score is tied a coin toss will determine the team to choose first.
50. The OERB Bonus question will be a multiple choice question.
51. Only the team choosing the question will have the opportunity to answer the question.
52. Team members may confer on the OERB Bonus Question.
53. Regular toss-up time constraints apply to the OERB Bonus Question.
54. There is no rebound on the OERB Bonus Question.
55. Both teams will have the opportunity to answer their own OERB Bonus Question.

End of the Game

56. The team with the most points at the end of the game is the winning team.
57. If the score is tied the teams will enter a sudden-win tie breaker.
58. Toss-up questions will be asked until one team answers a toss-up correctly.
59. The team answering the sudden-win toss-up will be the winning team.

Other

Multimedia display/play as soon as the moderator announces the subject category of the question

The moderator will announce both the subject area and question number before reading the question.

Articles such as "the," "an," and "a" are not necessary (e.g. Tale of Two Cities is an acceptable answer for The Tale of Two Cities). However, if an article is given, it must be the correct one.

Plural/Singular answers are acceptable unless otherwise delineated (e.g. Orangutan and Orangutans are both acceptable answers).

Category breakdown and approximate distribution for question packets

Literature (~5 units per packet)

American

British

European (Non-British)

Other World

Recent events and publications

History (~5 units per packet)

American

European

Other World

Recent discoveries

Science (~5 units per packet)

Geology / Earth Science

Astronomy

Physics

Mathematics

Chemistry

Biology

Meteorology

Recent events and publications

Fine Arts (~3 units per packet)

Music Appreciation / Music Theory / Music History

Broadway / Musicals

Opera

Dance

Architecture

Painting

Sculpture

Painting

Recent events and publications

Humanities (~3 units per packet)

Linguistics

Philosophy

Religion

Mythology

Psychology

Economics

Sociology

Law (Non-Supreme Court Cases)

Recent events and publications

Geography (~1 unit per packet)

Current Events (~1 unit per packet)

Pop Culture (~1 unit per packet)