

Game Rules



GAMEPLAY RULES

FORMAT/GAME OVERVIEW

1. HCASC is a question and answer game played between two teams of four players each. A team may play with no fewer than three players. A team of three may be completed to four players between halves.
2. Points are scored by correctly answering questions asked by the moderator.
3. There are two types of questions: toss-ups, worth ten points each and bonuses, worth a stated number of points, from 20 to 30 each. A team must correctly answer a toss-up in order to be given a chance at a bonus.
4. Every HCASC tournament is run by the tournament director, who has the final say in all matters pertaining to the management of the tournament and implementation of the rules.
5. The answers provided by HCASC are the official answers. Alternately acceptable answers are indicated on the game cards. The underlined information on the game card is considered the minimum needed for a correct response.

GAME PROCEDURES

6. In campus matches, halves are 8 minutes in length. Any team that is more than 10 minutes late automatically forfeits the match, unless otherwise approved by the Tournament Director (usually for travel or weather emergencies).
7. Each half is begun by the Moderator, reading the supplied script. The reading of the first toss-up signals the start of each half (and is when the clock starts). This script may be omitted after all teams have heard it at least one time.
8. At the end of each half, the Scorekeeper verifies the score and it is declared official.
9. If the score is tied at the end of the game, the tie is broken by a sudden-death play-off of toss-up questions. The first correct answer scores 10 points and wins the game. An incorrect interruption loses 5 points and the game. Toss-up questions continue until a score change breaks the tie.
10. If the moderator has read all 28 toss-up questions in a packet, s/he should go to a backup packet. (NOTE: Unused questions can be gleaned from a number of packets for this purpose.)

ANSWERING TOSS - UPS

11. On toss-ups, players must signal and be recognized before beginning their answer. Once a player has been recognized, s/he must immediately begin their answer. If the Moderator completes the reading of the question, then players are given approximately 3 seconds from the time the Moderator finishes reading to signal and must answer immediately once they are recognized. The Game Officials should allow for a natural pause, but no stalling (timing with a stop watch is not necessary).
12. A correct answer on a toss-up question scores 10 points. If the answer is incorrect, the question is turned over to the other team. The players on the second team must still signal *and be recognized* before answering.
13. Every time a player answers a toss-up question correctly, their team only, gets the chance to answer a bonus question (there is no bonus question if the toss-up ends the half or the game).
14. A player may interrupt the reading of a toss-up before the Moderator has completed it. Once the player has signaled, the Moderator stops reading. The player is recognized and given the opportunity to answer.
15. If the response is ruled incorrect, the team is penalized 5 points. The moderator should FINISH for the other team by resuming the question from a logical point.
16. If the second team also interrupts and answers incorrectly, no penalty is assessed. There is only one 5 point penalty per question.
17. On a toss-up, an answer given before a player is recognized is ruled as incorrect. Where applicable, the question is turned over and a penalty may be assessed.
18. If a player does not answer immediately, a game official calls "time." A response given after time is called is not accepted. Where applicable, the question is turned over and a penalty may be assessed.
19. If a player confers with a teammate on a toss-up, ANY AND ALL answers are disqualified. If the conferring team signals first and interrupts, a 5-point penalty will be assessed and the question turned over to the other team. Obvious non-verbal cues are considered conferring.
20. If the half or game ends while a toss-up is *being read*, the game stops, and neither team may respond. However, if a player on either team has signaled *before the whistle*, s/he is recognized and may answer. There is no bonus question given in this situation, nor is the question turned over in the case of an incorrect response. Interruption rules still apply.

ANSWERING BONUSES

21. A team earns the chance to answer a bonus question after a team member correctly answers a toss-up.
22. The team is given five seconds to confer on a bonus. If there are *conflicting* answers, the captain must speak for the team. The captain may designate (verbally or with a gesture) another player to answer. The moderator will take the first clear answer directed to him/her.
23. The moderator should allow for a natural pause but no stalling. Once the moderator has prompted for an answer ("*Captain, your answer please*"), the captain or designee must begin the answer *immediately*.
24. If a bonus has several parts that are numbered and are to be asked separately, the moderator will allow five seconds *per part* for the team to confer before prompting the team. The moderator will also give the correct answer after each part if the team misses.
25. If a bonus calls for two or more answers within a *single-part* question, the moderator will allow only the initial five seconds for the team to begin its answer. The team must then give its full answer without stalling. If a team interrupts to answer a bonus, the Moderator stops reading and rules on the answer. The question resumes ON THE NEXT PART, if any.
26. If the half or game ends while the moderator is reading a bonus, the game stops there, without giving the team a chance to respond. However, if the team has begun its answer, they may continue. If the question was read in one part, the team may complete the entire answer. If it is a bonus with numbered, multiple parts, the team may complete ONLY the part the moderator has begun asking.

ACCEPTABLE ANSWERS

27. The correct answer and acceptable alternatives are given on the question card. The necessary information is underlined. The moderator and judge must determine if the player has answered giving *clear and precise* knowledge of the information requested, or if the player is just guessing in an effort to hit the required answer. If the question listed some performers and the player interrupted and responded "violinists," when the answer on the card was "violin" (the question finishes by asking for the common instrument), it should be considered correct. Titles or names in the original language are acceptable *only* if such are commonly used in English.
28. On a toss-up, the first response given is the one that counts. If a player gives more than one piece of information, the judge must evaluate the first answer only. In certain instances more than one response is acceptable [see Rule 31].

29. Unless otherwise stated in the question, players may use abbreviated answers, such as last names only, acronyms, etc. However, unless specifically requested, chemical symbols are *not acceptable* for element names, and numbers in astronomical catalogs are *not acceptable* for the names of astronomical objects. For all married women, we will not accept the form of her husband's name. "Mrs. Barack Obama" would not be an acceptable answer for Michelle Obama.

All required parts of proper names, quotations and titles must be correct. Neither "Sonnets In the Portuguese" nor "Sonnet From the Portuguese" are acceptable for "Sonnets From the Portuguese," for example.

30. In questions dealing with performing artists, we will only accept the professional name of the artist, unless specifically called for in the question. "O'Shea Jackson" would not be an acceptable answer for "Ice Cube".
31. In questions dealing with created works, including artistic works (plays, paintings, or books) and scientific works (inventions or theorems), an answer giving both the name of the "creation" and the "creator" is acceptable if given as one answer without a discernible pause. Films are not included in this category.

The player must give two pieces of information in which one is a possessive of the other, one of which is the name of a person. The player need not phrase the two pieces in a specific order, nor indicate the possessive. "Plato, The Republic" and "The Republic by Plato" are correct, as are "Euclidean Geometry" or "Cotton Gin, Eli Whitney." However, "Civil War, 1865" is not; it is not a created work.

32. When the moderator gives a list of choices for answers, the player must give the specific answer. Answers like "the third one" or "the last one" are *not* acceptable.
33. If a question includes the word "Prompt" as a note below the answer, the Moderator can ask the player for "more specific information" to determine if an answer was correct. On questions requiring multi-word answers, if an answer is incomplete (yet not incorrect), the Moderator must ask for "more specific information." A Moderator may only prompt once per question on toss-ups, or per question part on bonuses.

For example, if the player answers "Roosevelt," the Moderator may ask for more information, to elicit "Teddy" or "Franklin." A Moderator may ask a player to spell a response to determine if s/he was correct on phonetically similar answers, ie "Manet" or "Monet".

34. Conversely, if a player spells an answer to a question which does not ask for spelling, it should be considered correct, as long as s/he spells the answer correctly.

CORRECTING MODERATOR ERRORS

35. If the moderator inadvertently gives an answer to a toss-up without giving either team a chance to respond, the moderator simply reads the next toss-up. If the problem occurs on a bonus, the moderator uses the next *like point* bonus.
36. If the moderator gives the answer to a toss-up after one team has answered incorrectly, without giving the second team the chance to respond, the moderator reads the next toss-up for the second team only.
37. If someone in the audience shouts out an answer, the moderator throws out the question and reads the next toss-up or like point bonus.

PLAYER ELIGIBILITY AND SUBSTITUTIONS

38. The HCASC team consists of four players. No fewer than three may play in any game. If for any reason a team is left with only two players, it automatically forfeits the match in progress.
39. In campus competition, any registered student is eligible to play. Schools may add additional eligibility requirements.
40. No member of the Varsity Team may be a graduate student. Any student who has received a Bachelor's degree from any institution or is a co-term student (grad/undergrad) is considered a graduate student for the purposes of eligibility. A student taking courses for graduate credit is considered a co-term student, and thus a graduate student.

Students must carry 7 credit hours per term. Registrar verification that a lower second term course load completes all degree requirements is acceptable in lieu of the term credit requirement.

Each member of the team must be registered in school for the terms during which any Campus and Intercollegiate matches are played in order to be eligible to compete.

Each member of the team must have played in at least one Campus Tournament game during that HCASC year at the school on whose team they wish to play.

All players are limited to four years of Intercollegiate play (National Championship Tournament), regardless of school affiliation. This includes all play since the HCASC Program began in 1989.

Eligibility exceptions must be appealed to HCASC Headquarters directly.

Rule 40 clearly defines undergraduate students. Make sure all of your students qualify to play.

41. A player whose conduct is unsportsmanlike or who disrupts game play will be warned once. This warning is in effect for the duration of the tournament.

A second violation will result in the player's ejection from the match in progress. The team may not substitute for this player during the match, but the player may rejoin the team for subsequent matches.

A third violation will result in a player's expulsion from the tournament. The team may substitute for this player in subsequent campus and Pre-NCT matches.

This pertains to conduct of the entire team (including the Coach) during the entire tournament (including at the hotel, etc.). Warnings may be issued by any game official.

RESOLVING GAME DISCREPANCIES

42. The tournament director has ultimate authority in all matters during the tournament. His/her decisions are final.
43. Every attempt should be made to rectify procedural discrepancies (discrepancies concerning the implementation of the game rules and procedures) quickly and fairly within the game room. The game officials should talk to the captain and Coach of each team, one team at a time, away from the rest of the players. They should then attempt to decide if the discrepancy is valid and if so what adjustments should be made.

If the game officials in the room are unable to rectify the situation, or if it is a factual discrepancy (concerning the correctness or acceptability of an answer), the game review committee should be convened. This committee consists of the tournament director and two or three experienced game officials not involved in the match in question.

44. At the end of each half, the game officials should review the half amongst themselves to ensure that no errors were made. They should also approach each team and ask if there are any questions.
45. If a player or Coach feels an error has been made, s/he must wait until the end of the half to bring this to the attention of the game officials.
46. The game officials and/or game review committee will review the discrepancy and adjust the point totals in accordance with their decision. The outcome of the review and resultant score changes should be announced before the start of the second half.
47. Discrepancies arising in the second half are reviewed only if the number of points in question would affect the outcome of the game.
48. The only points in question are those points awarded or not awarded in error. Intangible issues like momentum are not considered.
49. In most cases, discrepancies should be resolved by the addition or subtraction of points and/or the playing of additional questions without the clock. Replaying a half or game should only occur in extreme situations, such as one plagued by numerous discrepancies, poor officiating (the tournament director has the authority to replace game officials) or equipment malfunctions.
50. At the end of the game the captains initial the scoresheet.

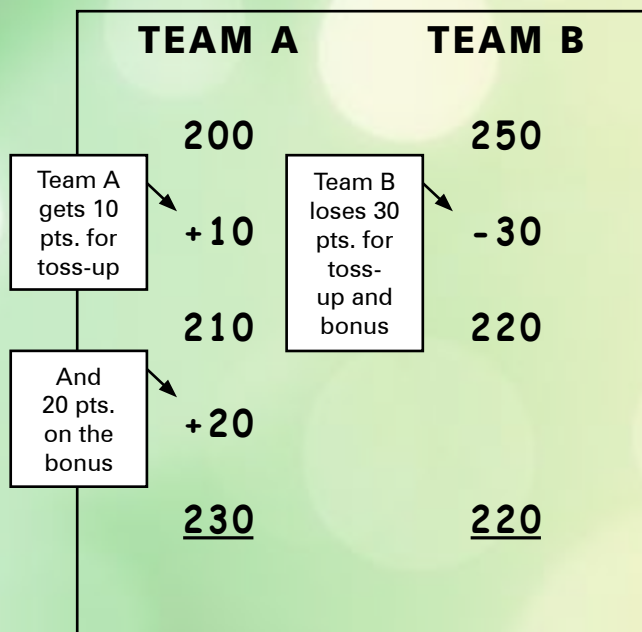
SAMPLE GAME DISCREPANCY SOLUTIONS

SITUATION 1

The final score of a game is Team A, 200 to Team B, 250. At the end of the game, Team A questions a second-half toss-up which Team A answered and was ruled incorrect (there was no interruption). The question was turned over to Team B; they answered, were ruled correct and received 10 points. On the ensuing bonus Team B received 20 of the 30 bonus points. This puts 30 of Team B's points in question and an additional 40 which Team A could have received had they been ruled correct and answered the same 30-point bonus. Thus the "swing" on the game is 70 points (not 80 points, since Team B did not garner all 30 of the possible points on the bonus). Since the game was won by less than 70 points, you proceed to review the discrepancy.

For this example, we will assume that Team A's original answer to the toss-up in question was indeed correct. The tournament director should follow this procedure:

1. Subtract 30 points from Team B (10 for the toss-up and 20 for the bonus). The score is now 200-220.
2. Award 10 points to Team A, since their original answer was correct. The score is now 210-220.
3. Read the next 30-point bonus for Team A only. For this example, we will assume that Team A scored 20 of the 30 possible bonus points. Thus, the score is 230-220 in favor of Team A and they win the game. If Team A had scored only 10 points on the bonus, the score would be tied and normal tie-breaking procedures would be followed.



TEAM A wins after the game review.

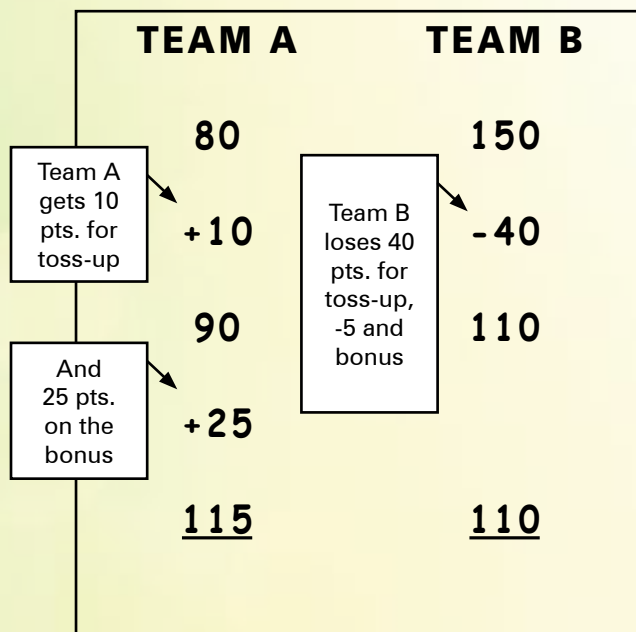
SITUATION 2

At the end of the first half, the score stands at Team A, 80 to Team B, 150. Team A questions toss-up #10, on which Team B signalled first, interrupted and was ruled correct. Team A has questioned the acceptability of Team B's answer. Team B proceeded to correctly answer the 25-point bonus. The "swing" is 75 points (10+25+5+10+25).

Because the discrepancy occurred during the first half, it must be reviewed before the start of the second half.

We will again assume that Team A was correct—Team B's answer to the toss-up should not have been accepted. The tournament director should do the following:

1. Subtract 10 points from Team B for the toss-up, an additional 5 points because they interrupted and got it wrong, and 25 points because they should not have been given a bonus. The score now stands at 80-110.
2. The next toss-up is then read for Team A only. We will assume they answer it correctly. The score is now 90-110.
3. The next 25-point bonus is then read for Team A. We will again assume they answer it correctly, so the score stands at 115-110 at the start of the second half.



The scores are adjusted and the game continues after the half time break.

SITUATION 3

The final score of the game is Team A, 300 to Team B, 290. After the game, Team B questions a 20-point bonus, which Team A answered for 10 points. Team B is challenging the moderator's reading of the question, as follows:

Moderator: "It has been estimated that four languages are spoken by more than 200 million people each. For 5 points apiece, name these languages in order of their popularity, from highest to lowest."
(Answer: Mandarin Chinese, English, Hindu, Russian.)

Team A conferred, and the captain began answering:

Captain: "English..."

Moderator: "Wrong..."

Captain: "English..."

Moderator: "Right..."

Captain: "Russian..."

Moderator: "Wrong..."

Captain: "And Russian."

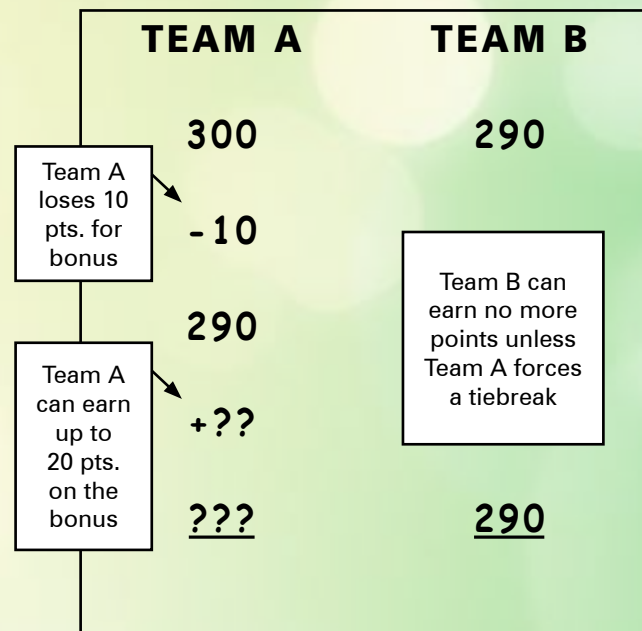
Moderator: "Right. The order was: Mandarin Chinese, English, Hindu and Russian, so you got two right for 10 points."

Team B is asserting that the moderator should not have said "right" or "wrong" after each part of Team A's answer, since it was a one-part question and the moderator's error helped Team A gain 10 points.

This makes the "swing" 10 points, since this is what Team A received on the bonus (there is no toss-up swing, since Team A obviously answered the preceding toss-up correctly). Since this puts the outcome of the game in question, the game review committee agrees to review the discrepancy.

In this case, Team B is correct—the moderator was in error, since responding "right" or "wrong" as Team A answered a single-part question was procedurally incorrect and helped (or could have helped) them gain 10 points. The tournament director should:

1. Subtract 10 points from Team A for the points they received on the bonus. The score is now tied.
2. Read the next 20-point bonus for Team A only. If they gain any points, they win the game. If they gain no points, the game is tied and a tie-breaker follows.



The scores are adjusted and, if necessary, the game goes into a tie-break.

