1. Tournament Structure
   a. Eight teams will compete in a single-elimination style tournament.
   b. Each match will consist of two, 8-minute periods.

2. Participants
   a. Teams will consist of up to five contestants.
   b. Only three contestants will actively compete at a time – the remaining contestants shall be considered alternates.
   c. Only active contestants may signal to answer, answer a question, or ask for a time-out.
   d. Only active contestants may deliberate before providing an answer.
   e. Contestant substitution may be made during match play:
      i. During a time-out;
      ii. During intermission;
      iii. At the conclusion of the match but prior to sudden death tie-breaker or overtime period.
   f. No contestant may compete for two or more different teams in the course of the tournament.
   g. A team that fails to appear at their scheduled competition start time will forfeit their match.

3. Questions
   a. An official question set will be compiled prior to the tournament and only questions from this set will be used during official game play.
   b. During the Quarter-Finals and Semi-Finals, questions will be of general knowledge. During the Finals, questions about Phi Theta Kappa history/trivia may also be included.
   c. Once a question is read it will be retired and removed from the official question set for the duration of the tournament.
   d. All questions will be asked as tossups.
   e. A team must signal their desire to answer a question.
   f. The team that signals first will be verbally recognized by the host and allowed to answer the question.
   g. A team may signal before the host finishes reading the question but must wait to be verbally recognized by the host before answering.
   h. An answer begun before the host verbally recognizes the team will be considered incorrect.
   i. If an incorrect answer is given, the opposing team will be recognized and given a chance to answer.
   j. If the buzzer sounds (indicating end of period) while a question is being read, the host will continue reading the question and teams will have a chance to signal as normal.
   k. Tournament judge will signal:
      i. Correct answers with an electric bell;
      ii. Incorrect answers with an electric buzzer.
4. Scoring
   a. Tossup questions will be worth:
      i. 1 point each in the 1st period;
      ii. 2 points each in the 2nd period;
      iii. 2 points each in overtime period of championship match (if applicable).
   b. The team with the higher total score at the end of the match is considered the winner.
   c. If the score is tied at the conclusion of a Quarter-Final Round or Semi-Final Round match, the winner will be determined by sudden death.
   d. If the score is tied at the conclusion of the championship match, a 2-minute overtime period will be played. If the score is still tied at the conclusion of the overtime period, the winner will be determined by sudden death.

5. Time-Keeping
   a. The clock will start when the host begins reading the first question.
   b. The clock will not stop except:
      i. At the end of the period;
      ii. At the end of the match;
      iii. When a timeout is granted;
      iv. When a game official calls for temporary suspension of play.
   c. A buzzer will sound signaling the end of the period.
   d. Each match will consist of two, 8-minute periods separated by a two-minute intermission;
      i. Teams may ask for a 30 second timeout: One timeout may be granted per team during Quarter-Final, Semi-Final Round and the Final Match.
   e. Teams will have three seconds to signal once a question is read.
      i. If neither team signals within five seconds, the question is considered dead and neither team may answer.
      ii. A buzzer will sound signaling the end of the five seconds.
   f. A team has three seconds to begin their answer once verbally recognized by the host:
      i. A buzzer will sound signaling the end of the three seconds;
      ii. An answer must begin prior to the three seconds but may continue past the three-second mark.
   g. Standard timing rules apply for overtime periods and sudden death tie-breakers.

<table>
<thead>
<tr>
<th></th>
<th>Quarter-Final Round Matches</th>
<th>Semi-Final Round Matches</th>
<th>Final Match</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Question Type</strong></td>
<td>Tossup</td>
<td>Tossup/Math</td>
<td>Tossup/Math</td>
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<tr>
<td><strong>Time Keeping</strong></td>
<td></td>
<td></td>
<td></td>
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<tr>
<td><strong>Periods</strong></td>
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<td>2</td>
<td>2</td>
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<tr>
<td><strong>Period Length</strong></td>
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<td>8 minutes</td>
<td>8 minutes</td>
</tr>
<tr>
<td><strong>Tie-Breaker</strong></td>
<td>Sudden Death</td>
<td>Sudden Death</td>
<td>2-minute overtime</td>
</tr>
<tr>
<td><strong>Time-Outs</strong></td>
<td>1 per team</td>
<td>1 per team</td>
<td>1 per team</td>
</tr>
<tr>
<td>(30 seconds ea.)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Intermission</strong></td>
<td>2 minutes</td>
<td>2 minutes</td>
<td>2 minutes</td>
</tr>
<tr>
<td></td>
<td>1st Period</td>
<td>2nd Period</td>
<td>Overtime</td>
</tr>
<tr>
<td>------------------</td>
<td>------------</td>
<td>------------</td>
<td>----------</td>
</tr>
<tr>
<td>Tossup (1st Period)</td>
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<td>1 point</td>
<td>1 point</td>
</tr>
<tr>
<td>Tossup (2nd Period)</td>
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<td>2 points</td>
<td>2 points</td>
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<tr>
<td>Math</td>
<td>2 Points</td>
<td>2 points</td>
<td>2 points</td>
</tr>
<tr>
<td>Tossup (Overtime)</td>
<td>None</td>
<td>None</td>
<td>2 points</td>
</tr>
</tbody>
</table>

*Figure 1: Marketplace Competitions Scholar Bowl Time-Keeping and Scoring Summary*

**Protests**

- Contestants may request clarification and possible correction of an error in the following:
  - i. Proper evaluation of a team’s answer (Correct vs. Incorrect)
  - ii. Correctness of a question including how it is worded, how it is read, and choices given if multiple choice.
  - iii. Proper application of game rules including time-keeping, scoring or other gameplay rules.
- a. Protests may only be lodged by an active contestant or contestant who was active at the time of the incident.
- c. Protests regarding proper evaluation of a team’s answer or correctness of a question must be lodged during a timeout, at the end of a period or at the end of the match.
- d. Protests regarding game play rules or procedures may be lodged at any time during a match.
- e. If a tournament official hears a protest his/her decision or correction will be considered final.
- f. A tournament official may choose to temporarily suspend game play in order to consider or correct an issue brought to his/her attention by protest.