



NATIONAL FCS BOWL

WHAT TO EXPECT

IMPORTANT REMINDERS FOR COACHES:

- Once the contest starts, you are not allowed to visit with your teams, even if they are not competing or in between rounds of play.
- No time-outs are allowed during the contest, unless called by the moderator to address an issue.
- In the event of an equipment failure, any contestant, the moderator, judges or coach, may call a time-out.

IMPORTANT REMINDERS FOR CONTESTANTS:

- If a buzzer is activated during the reading of a question, the moderator immediately stops and recognizes the contestant. The contestant then has 5 seconds after being recognized to begin the answer.
- Be sure to wait for recognition by the moderator before starting your answer!
- Questions answered correctly earn 2 points for your team!
- Questions answered incorrectly result in a 1-point loss for your team!
- Bonus questions are worth 2 points; however, answering them incorrectly results in no loss of points for your team.
- When your team is presented with a bonus question, you will have 10 seconds to discuss your answer. Then, any team member may answer a bonus question.
- Sportsmanlike conduct is expected at all times throughout the contest, whether competing in a round or after your team has been eliminated.

Starting the Contest:

- Teams are assembled and seated at their respective panels.
- A captain is designated for each team and seated in the appropriate (first) seat. Teams can change their designated captain for each round played.
- A buzzer/responder system that provides a clear indication of the first contestant to respond to a question is used for the bowl contest.
- Each contestant is given the opportunity to check the equipment, ensuring their designated buzzer works.
- The moderator, at his/her discretion, may provide a brief orientation in order to review the contest rules prior to the start of the game. This is typically done when a team is playing a round for the first time in the contest.

During the Contest:

- Each contestant will have a number assigned. The team number will be used to recognize each team member during the contest. Example (A1 (Team A, Contestant 1), B2 (Team B, Contestant 2), etc.).
- Scores will be maintained and displayed on a blackboard, flipchart, or equivalent display board such as a whiteboard. This will be visible to contestants at all times.
- During a contest round, each team's score is announced after the first half of the round (one-on-one questions) and at the conclusion of the round.
- Protests may be made only by the team captain or coach, and then only at the time the question is read or the answer given (before the moderator moves on to the next question). Each team may make no more than two protests per round.
- A contest bracket will be posted outside of the contest room, typically on the door to the contest room. This will be updated after each round.
- Teams not competing in the current round are required to stay in the assigned holding room. Study materials are not allowed in the holding room. Coaches are not allowed in the holding room during or between rounds.
- Coaches are allowed in the contest room to observe any match as long as sportsmanlike conduct is exhibited.
- No other spectators are allowed during the FCS Quiz Bowl with the exception of parents/coaches/chaperons with official guest passes.

Contest Officials - So you know who is running the contest:

- Moderator: Assumes direction of the contest, including asking questions, designating contestants to answer questions, and accepting or rejecting answers. The moderator also indicates when a contestant has exceeded the allocated time for a question. The winner of each round is also officially declared by the moderator.
- Judges: There are usually 2 judges for the contest who are knowledgeable about the contest resource materials. The judges rule jointly on the acceptability of answers.
- Equipment Operator: Handles control of the equipment. Monitors time intervals and designates when time of response has been exceeded.
- Scorekeeper: Keeps score for the contest in a place that is clearly visible to the moderator and contestants. An additional scorekeeper is usually in the audience, ensuring the displayed score is accurate.
- Timekeeper: Keeps time for each round and announces if 8 minutes has exceeded for each half of the round.