

TABLE OF CONTENTS

Academic

Pages are numbered to correspond with the OSSAA Rules and Regulations Handbook.

	RULES MEETINGS	AC2
I.	PURPOSE	AC3
II.	DEFINITION OF TERMS	AC3
III.	OFFICIALS	AC3
IV.	PRE-GAME PREPARATIONS	AC4
V.	GAME RULES	AC5
VI.	GAME PROCEDURES	AC5
VII.	SPORTSMANSHIP	AC8
VIII.	THE PLAY-OFF SERIES	AC8
IX.	AWARDS AND PLACINGS	AC10
X.	DATES	AC10
XI.	RESPONSIBILITIES	AC10
XII.	DIVISION OF SCHOOLS	AC10
XIII.	HOSTING A TOURNAMENT	AC11
XIV.	REGIONAL TOURNAMENT BRACKET (3 DISTRICT)	AC13
XV.	REGIONAL TOURNAMENT BRACKET (4 DISTRICT)	AC14
XVI.	AREA TOURNAMENT BRACKET	AC15
XVII.	STATE TOURNAMENT BRACKET	AC16
XVIII.	HISTORY OF STATE CHAMPIONS	AC17

2016-2017 RULES MEETING

(FOR COACHES AND OFFICIALS)

September 10, 2016

Ginger Kelso

Redlands Community College
El Reno (Fall Coaches Conference)

11:00 a.m.

If you cannot attend the Rules Meeting at the fall coaches' conference, you can take the Rules Meeting on line at www.ossaa.com, click on non-athletic heading, and then click on Academic Bowl. There you will find the Rules meeting link.

I. PURPOSE

- A. The purpose of the OSSAA Academic Bowl is to enhance the learning and intellectual pursuit of Oklahoma students. The competition will assist learners in appreciating the opportunities of advancing their knowledge.
- B. The following rules and regulations are to be used in the OSSAA sponsored bowls. Invitational bowls are allowed to use rules and regulations they feel best fit their needs.

II. DEFINITION OF TERMS

- A. CHIEF JUDGE - The chief judge will be the final arbitrator on the acceptability of answers given.
- B. LOCK-OUT SYSTEM - An electronic system used in academic competition that allows each contestant to control his/her indication of intent to respond. The system should lock-out all other responses once an initial response is indicated. Release of the lock is controlled by the moderator or chief judge.
- C. MODERATOR - The moderator reads the questions and accepts or rejects answers with a yes or no.
- D. QUARTER - Quarters one and three will have twenty toss-up questions per quarter. Quarters two and four will consist of sixty-second round questions.
- E. ROUND - A competition between two teams within a tournament.
- F. GAME - A game consists of 4 quarters of play.
- G. SCOREKEEPER - A scorekeeper will keep score for the entire game and will maintain proper documentation. The scorekeeper is provided by one of the teams participating in the game. The scorekeeper may be an adult or a student. The scorekeeper must be trained. Failure of a participating school to provide a trained timer/scorekeeper will result in the forfeiture of that game. One person may perform either duty, but must be trained as timer and scorer.
- H. SIXTY-SECOND QUESTION - A series of ten related questions to be answered through conferring with other team members in sixty seconds. The relationship may be as specific as "math historians" or as broad as "history".
- I. TEAM - A team is made up of one captain, three team members, and a trained scorekeeper/timekeeper. A team consists of no more than four players, but must have a minimum of three to begin the game. The team is not required to use the same players for every game. Team members may be substituted at the end of the first half of play and prior to a sudden-death situation.
- J. TEAM CAPTAIN - A team captain is the spokesperson for the team. The captain must be designated prior to the beginning of the game. A new captain can be designated at quarter and/or prior to sudden death. A new captain must be designated if the current captain is replaced at the end of any quarter. He/she, with the help and consultation of his/her team members, must choose from the presented categories in a sixty-second quarter. The captain is the only person from whom an answer is accepted during a sixty-second quarter.
- K. TEAM COACH - During a game, only the head coach from each team will be allowed to meet with the chief judge. The head coach shall not serve as timer or scorekeeper during a game in which his/her team is involved. Schools may have more than one team coach. An assistant coach may serve as timer/scorekeeper. The assistant coach must not act as a coach during a game in which he/she provides services as a timer/scorekeeper.
- L. TIMEKEEPER - A timer will keep accurate time of each question as described in the rules and will do so for the entirety of the game. The timer is provided by one of the teams participating in the game. The timer may be an adult or a student. The timer must be trained. Failure of a participating school to provide a trained timer/scorekeeper will result in the forfeiture of that game. Students may score or keep time in his/her home high school's competition room, but must be trained as timer and scorer.
- M. TOSS-UP QUESTION - A toss-up question is a question/answer set given in groups of twenty per quarter in quarters one and three of the game. The answering of one question is not related to the opportunity to answer other questions. Each question/answer set is a separate entity.

III. OFFICIALS

- A. Officials should be fair but firm in dealing with coaches and team members. All officials, whether volunteer or paid, will exhibit courtesy and sportsmanship. Team members and coaches will be treated with the same respect an official expects. The official's job is to conduct the game for the student. Haughtiness and rudeness should never be exhibited by an official. Personal bias and emotions should not interfere with the conducting of a game.
It is recommended that all officials be identified with name tags or plates.
- B. Each round of competition, at all levels, will have the following slate of officials:
 - 1. Chief Judge
 - 2. Moderator
 - 3. Scorekeeper
 - 4. Timer
- C. The chief judge will:
 - 1. Obtain the proper training and practice.
 - 2. Attend a rules meeting each year.
 - 3. Arrive at the tournament site three hours prior to competition to preview the questions.
 - 4. Make corrections or clarifications to the questions, if needed. (NOTE: The final preview of the questions is the last filter in the proofreading series. The officials MUST preview all questions carefully and make

- corrections. If you know the question/answer is incorrect or another answer would also be acceptable, DO NOT allow it to go into competition without making the correction or addition.)
5. Check the equipment to be certain it is in good working order.
 6. Follow game rules and procedure in conducting the game.
 7. Be the final arbitrator on the acceptability of answers given.
 8. The judge will recognize a player by announcing the name of the school and the name of the player.
(Example: "Tulsa, Susan")
 9. Maintain a professional atmosphere in the competition room.
 10. Officials will be paid for regional, area and state tournaments. The seeding tournaments are conducted with volunteer officials.
- D. The moderator will:
1. Obtain the proper training and practice.
 2. Attend a rules meeting each year.
 3. Verbally accept or reject answers with a "yes" or "no".
 4. Arrive at the tournament site three hours prior to competition to preview the questions.
 5. Make corrections or clarifications to the questions, if needed. (NOTE: The final preview of the questions is the last filter in the proofreading series. The officials MUST preview all questions carefully and make corrections. If you know the question/answer is incorrect or another answer would also be acceptable, DO NOT allow it to go into competition without making the correction or addition.)
 6. Follow game rules and procedure in conducting the game.
 7. Read clearly and efficiently.
 8. Maintain a professional atmosphere in the competition room
 9. Officials will be paid for regional, area and state tournaments. The seeding tournaments are conducted with volunteer officials.
- E. The scorekeeper will:
1. The scorekeeper/timer will obtain proper training and practice.
 2. Report to the competition room five to ten minutes before the competition is scheduled to begin.
 3. List team members on the score sheet by both the first and last names.
 4. Keep an accurate record of the score using an official score sheet.
 5. Be familiar with the official score sheet prior to the competition.
- F. The timer will:
1. Obtain the proper training and practice.
 2. Report to the competition room five to ten minutes before the competition is scheduled to begin.
 3. Use a timing device such as a stopwatch or an electronic clock/timer. This timing device may be visual or non-visual to the participants.
 4. Be familiar with the chosen timing device.
 5. Be consistent in the starting and stopping of the timing.

IV. PRE-GAME PREPARATIONS

- A. Prior to the beginning of the game, the team should:
1. Present team roster to the tournament director at district, regional, area, and state tournaments.
 2. Place name tags in front of positions.
 - a) Name tags shall include and be restricted to school name and both first and last names on a card no larger than 8" X 24".
 - b) Team captain should be designated on the name tag.
- B. Prior to the beginning of the game, the chief judge will:
1. Preview and edit all questions.
 2. Check the room to be certain all needed materials are present:
 - a) Pencils for each team member
 - b) Fresh paper for each team member
 - c) Score sheets
 - d) Place a sign on the door of each room that reads, "Do Not Enter, Game in Progress" prior to each round.
- C. Prior to the beginning of the game, the moderator will:
1. Preview and edit all questions.
 2. Ask each team to designate the team captain.
 3. Check to be certain all needed personnel are present:
 - a) Chief Judge
 - b) Scorekeeper
 - c) Timer
 - d) Teams
- D. Prior to the beginning of the game, the scorekeeper will list team members on score sheet.
- E. Prior to the beginning of the game, the timer will be present with the timing equipment.

V. GAME RULES

- A. To be eligible to compete in the Academic Bowl, a school must be a member of the Oklahoma Secondary School Activities Association and agree to abide by the OSSAA Constitution, Rules and Policies.
- B. Points are awarded for correct answers to questions asked by the moderator. Points are not subtracted for incorrect answers.
- C. There are two types of questions in each match:
 - 1. Toss-up questions - twenty questions worth ten points each per quarter in quarters one and three.
 - 2. Sixty-second questions - ten related questions worth ten points each answered in sixty seconds or less.
- D. A team which arrives more than ten minutes after the scheduled start of its game will forfeit the match. The judge will declare the team present the winner. Exception: If a valid emergency arises and causes an unforeseen delay (i.e. mechanical trouble, inclement weather, etc.) the ten minute time limit will not apply as long as the team arrives prior to the beginning of the next round. Every effort should be made to contact the site manager informing them of the delay. The site manager and/or OSSAA representative shall make the final determination as to the validity of the emergency.
- E. Team coaches are responsible for the behavior and dress of their students. Students are encouraged to dress in their school colors, attire that designates their school, or appropriate dress clothing.
- F. Coaches, substitutes, and guests must sit at the back of the room or at least two rows behind the contestants so no eye contact can be made with their team.
- G. A team consists of no more than four players, but cannot begin the game with less than three players. The team is not required to use the same players for every game. Team members may be substituted at the end of each quarter and before subject categories are read and/or prior to a sudden-death situation.
- H. The use of calculators, computers, laptop computers, calculator watches, or any device that can send or receive a message will NOT be allowed. The use of special equipment must be approved by the OSSAA prior to tournament play. Only wrist watches or hand held stop watches may be used by a team for timing purposes. However, there shall be no audible noise and teams must realize that it is not the official time. During the sixty second quarter, a team member may inform his/her team members of the time remaining.
- I. Each team will be allowed one procedural time-out per game. ONLY the coach can call time-out. Time-outs cannot be called while a question is active during the toss-up questions or sixty-second questions. The time-out can only be used to correct procedural errors. No consulting with any team member will be allowed during the time-out.
- J. Each team coach may call one "team" time out per half to talk to his/her respective team during the first or third quarter. Both coaches may approach their respective teams at this time. This time out can only be called when a question is not active and shall be 30 seconds in length. The time will start once the Chief Judge grants the time out.
- K. The first response given is the one that counts. Once a player begins an answer, which requires spelling, the answer must be completed without repetition. Moderator shall not interrupt incorrect spelling during a toss-up question until the spelling of the word has been completed. However, the moderator shall interrupt incorrect spelling during the sixty-second quarter. Also, capitalization does not have to be specified.
- L. If the student responding to the question gives more information than is needed to answer the questions, the additional information must be correct. This situation is likely to occur when a player has interrupted the reading of a question in order to answer quickly. The chief judge will be the final arbitrator on the acceptability of the answer.
- M. Score shall NOT be kept on a blackboard behind the moderator and chief judge.
- N. Coaches will not be allowed to present reference books, laptop computers, or any other source of information during a protest.
- O. Any videotaping and/or tape recording of the competition or the operation of any computer device during competition is prohibited.
- P. Use of flash cameras during competition is prohibited.
- Q. A student's current scholastic eligibility status would not change if an OSSAA play-off contest was delayed into the next week due to inclement weather or other extreme circumstance.
- R. Cell phones, watch alarms, and/or pagers must be turned off during competition.
- S. No clothing will be worn that contains any information that might be utilized in the answering of competition questions. Any contestant, coach or spectator wearing such clothing will be required to cover the information or be asked to leave the room.
- T. Once a question has been completed, the question cannot be repeated in either the toss-up or sixty second quarter.

VI. GAME PROCEDURES

- A. There are twenty toss-up questions in the first quarter.
 - 1. Toss-up questions are worth ten points each.
 - 2. Toss-up questions will be drawn from a variety of subjects.
 - 3. After the moderator has read the question, the students will have ten seconds in which to activate their buzzer.
 - 4. The student must answer the toss-up question without conferring with other team members. If this occurs, the moderator will say, "Your answer is not accepted" and the opposing team will be given the opportunity to answer the question.

5. Written notes passed to or read by someone other than the author of the note constitutes consultation and will not be allowed during toss-up questions. If this occurs, the moderator will say, "Your answer is not accepted" and the opposing team will be given the opportunity to answer the question.
6. Use of hand signals to transfer answers will not be allowed.
7. The player first signaling readiness to answer a toss-up question must wait to be recognized by the chief judge as the eligible respondent before giving his/her answer.
8. Answering before being recognized is the same as a wrong answer and the opposing team will be given the opportunity to answer the question.
9. The judge will recognize a player by announcing the name of the school and the name of the player. (Example: "Tulsa, Susan")
10. Once a team member is recognized, the answer must begin immediately. The moderator will allow for a natural pause, but will not allow for stalling.
11. Each moderator's interpretation of a natural pause will vary slightly; however, it is normally a fairly quick four count: "1, 2, 3, 4."
12. If the moderator determines a time period longer than a natural pause has elapsed and the player gives an answer after that time has been called, the moderator will say, "Your answer is not accepted" and the opposing team will be given the opportunity to answer the question.
13. It is not necessary for players to wait until a toss-up question has been read in its entirety by the moderator to signal their readiness to answer the question. However, the moderator will stop reading immediately when a student signal is received.
14. If the moderator is interrupted while reading a question and the recognized player gives an incorrect response or does not answer within the brief pause allowed by the moderator, the moderator will complete the question for the opposing team and the ten second time allotment will then be given.
15. If the recognized player gives an incorrect answer or does not answer within the brief pause allowed by the moderator, and if the ten second time allotment has been depleted, the moderator will call on the opposing team for an IMMEDIATE answer by saying, "team _____, do you have an immediate response?"
16. If the first team answers incorrectly, the opposing team has the opportunity to signal and to answer the question.
 - a) If a question has been activated, even though the allotted time has expired, the opposing team will have the opportunity to answer the missed question.
 - b) The opposing team will have the remaining time from the original ten seconds or a four count from the moderator, whichever is longer.
17. After the question has been completed, ten seconds will be given for response time. If neither team has answered in that ten-second time or if both teams answer incorrectly, the moderator will read the correct answer and go to the next question. Neither team will receive points for an unanswered question.
18. Once the question has been completed, the ten-second clock will not stop. All computations are to be done in this ten-second period.
19. In the event a team buzzes in at the same time the clock time expires, the team will be allowed to respond. If the response is incorrect, the other team WILL be allowed an opportunity to respond. The moderator will call on the opposing team for an IMMEDIATE response. The opposing team must buzz in and be recognized before an answer is given.
20. After both teams have had the opportunity to answer the question, the moderator will give the correct answer.
21. If the moderator inadvertently gives an answer to a toss-up question or a procedural irregularity occurs while the question is still "active" for both teams, the moderator will substitute another toss-up question from the same general subject area in its place.
22. If the moderator inadvertently gives an answer to a toss-up question while the question is still "active" to one team only, the moderator will substitute, in its place, another toss-up question if possible from the same general subject area for that team only. If not, questions will be chosen in order from the list of extra questions. The responding team will receive a full 10 seconds to buzz in and begin their response.
23. The moderator, chief judge and scorekeeper will check the score.
24. If irregularities are found, the chief judge's score will stand as the correct score.
25. The moderator will announce the score for the first quarter of play.
26. The moderator will say, coaches may approach their team table and confer with their team members for 30 seconds. This is not a charged time out.
27. The moderator will say, "Are there any questions?" Coaches may lodge protest at this point in the competition.
28. All protests will be resolved by the chief judge and moderator assigned to that game. The chief judge and moderator may refer to the rule book, but no other outside assistance (i.e. site manager, judges, coaches, etc.) will be allowed. The chief judge and moderator should not leave the room while making a final decision. All decisions by the chief judge are final and cannot be appealed. Any question(s) must be resolved at this time before moving to the next quarter.

29. If the score is tied, a toss-up question will be asked. The team answering correctly will be awarded ten points.
- B. The second quarter consists of sixty-second questions.
 1. Once the moderator begins the selection process, protests concerning the toss-up quarter will not be allowed.
 2. Each question in the sixty-second quarter will be worth ten points.
 3. The team that is ahead at the end of the first quarter will, after hearing the three 60-second categories, receive ten seconds to decide to play or defer. After the decision has been made, the moderator will again state the categories, and the team who is in active play will have ten seconds to decide upon the category.
 4. Consultation among a team's members is allowed during the sixty-second quarters. Team members may move to have closer access to the team captain.
 5. After the team has been informed of the three categories available for the sixty-second quarter, they will have ten seconds in which to make their selection. The moderator will say: "(Team name) _____ will have first selection of the sixty-second questions. The selections are: 1. _____, 2. _____, 3. _____. You will have ten seconds to decide." At the end of the ten seconds, the moderator will say, "(Team name) _____, what is your selection?"
 6. The team will select one of the three presented categories. The selection must be given by the team captain. First response to the officials will be the selected category.
 7. If the team does not give an immediate response to the moderator's request, the opposing team will be allowed the first choice option. If the team that was ahead at the end of the first quarter chooses to have first selection in the second quarter and cannot make a selection in ten seconds, they forfeit the right of first selection in both the second and fourth quarters.
 8. All answers must be given by the team captain, except in the following situation. A captain may defer to a teammate to answer a specific question. The captain would say, "I defer to (teammates name)." For that one question, the teammate could give an answer that could be excepted by the judge as correct or not. The captain would then be responsible to answer the next question (unless he or she also deferred it).
 9. The captain need not wait to be recognized before responding.
 10. The captain may respond before the moderator has completed a question.
 11. The team responding to a category of questions is playing against the sixty-second clock. The clock will begin after the moderator has read the first question in the category. All reading and response will end as the sixty-second buzzer sounds.
 12. Once the clock has started, the moderator will give the team an indefinite period of time to answer each question (that is, until the buzzer indicates the sixty seconds have elapsed).
 13. If a team does not know the answer, the captain must say "pass" before the moderator will begin the next question.
 14. Once a team has passed on a question, it cannot return to answer even though time remains at the end of the sixty-second quarter.
 15. The moderator will say "yes" for a correct response and "no" for an incorrect response as soon as the response is deemed incorrect. (Moderator, DO NOT say "correct/incorrect". Say "yes/no".)
 16. After the first team has finished with the sixty-second questions, the second team will then be given ten seconds to choose from the two remaining categories.
 17. If the team cannot choose from the two remaining categories, the opposing team will choose the category for them.
 18. In both instances, for the first and second selection, the moderator will call for the selection and the team must give an immediate answer.
 19. All rules applying to the first portion of the sixty-second quarter will apply during the second portion also.
 20. If the moderator inadvertently gives an answer to a question in a sixty-second quarter without giving the team a chance to respond, a substitute question will be added in order to make a total of ten questions available in that category. Six seconds will be given after the question is read.
 21. Because the sixty-second quarters are timed, an electronic buzzer or stopwatch will end the moderator's reading of each category and the team's response to the questions.
 22. A team will not talk or write during its opponent's sixty-second questions.
 23. After both teams have finished their sixty-second questions, the moderator, chief judge, and scorekeeper will check the score.
 24. The moderator will announce the score.
 25. The moderator will say, coaches may confer with their team members for 30 seconds at this time. This is not a charged timeout.
 26. The moderator will say, "Are there any questions?" Coaches may lodge protest at this point in the competition.
 27. All protests will be resolved by the chief judge and moderator assigned to that game. The chief judge and moderator may refer to the rule book, but no other outside assistance (i.e. site manager, judges, coaches, etc.) will be allowed. The chief judge and moderator should not leave the room while making a final decision. All decisions by the chief judge are final and cannot be appealed. Any question(s) must be resolved at this time before moving to the next quarter.
 28. When reading the sixty second quarter, the number of the question shall not be read.
 29. The moderator will declare the first half of the game completed.

- C. Substitutions may be made at the end of each quarter and before subject categories are read.
 - 1. If a substitute has taken the place of the team captain, a new team captain must be designated.
 - 2. All substitutes must check in with the scorekeeper.
- D. The third quarter of play is a duplicate of the first quarter except when there is a tie. In the event of a tie at the end of the third quarter of play, tie-breaker questions will not be asked.
- E. The fourth quarter of play is a duplicate of the second quarter, unless one team deferred then they will have their choice in the third quarter.
- F. Conclusion of the game.
 - 1. If the score is tied at the end of the game, substitutions will be allowed at the beginning of the sudden death round. Ten points will be awarded for a correct answer.
 - 2. The declaration of the end of the game and the announcement of the winner will be the responsibility of the chief judge. NO protests will be allowed once the game has been declared over.

VII. SPORTSMANSHIP

- A. Good sportsmanship is required.
- B. Use of profanity, temper tantrums, and other unsportsmanlike behavior will be considered grounds for removal from the game.
- C. Students exhibiting unsportsmanlike behavior may be removed from the game with or without prior warning.
 - 1. No mid-game substitution will be allowed if a student has been removed for unsportsmanlike behavior. If the team captain is removed, a new captain would be immediately designated from the remaining players at the table.
 - 2. Teams will continue to play with the remaining three players until normal substitution time.
 - 3. The player that has been removed from the game may not re-enter the game of which he/she was removed and must also sit out the following round in which the team participates in that competition.
 - 4. If a sixty second quarter is stopped for unsportsmanlike behavior, one or more players must be removed from the game. The sixty second clock will be restarted with sixty seconds for the remaining questions in that quarter.
- D. Coaches exhibiting unsportsmanlike behavior may be removed from the room with or without prior warning. The coach that has been removed from the competition room may not re-enter the room during the game from which he/she was removed or coach the team during the remaining competition rounds for the rest of the tournament.
- E. The school districts will be held responsible for the actions and behavior of the students and coaches representing their school. Misbehavior, vandalism, and unsportsmanlike behavior will not be tolerated.
- F. At the discretion of the game officials, a spectator may be removed from the competition room.
- G. Further violations of the above rules will result in the team's forfeiture of the remaining games of that competition.
- H. One of the calculated risks that coaches must accept is that he/she, his/her players, or the officials may make mistakes during the course of the game or contest. The Board of Directors has established a policy of not honoring a protest based upon a rule situation, nor a situation which involves judgment on the part of the game officials.
- I. Violation of any game rule can be construed as unsportsmanlike conduct and may result in the coach, player, or spectator being removed from the room for the remainder of the game.

VIII. THE PLAY-OFF SERIES

- A. District Seeding Tournaments - Classes 6A, 5A, 4A, 3A, 2A, and A.
 - 1. All schools entered in the OSSAA Academic Bowl Play-off series must participate in the district seeding tournament to be played on Monday, October 10, 2016. **Schools who do not participate will not be allowed to advance to the next round of competition.** Any exception to this rule must have OSSAA approval and only unforeseen catastrophic events will be considered.
 - 2. The seeding tournament is a maximum four team round robin tournament from which all teams advance to the regional tournaments.
 - 3. No more than four teams will be assigned to a seeding district.
 - 4. Assignments will be released September 23, 2016, to the OSSAA website by 4:00 p.m.
 - 5. During the seeding tournament, each team will play a maximum of three times.
 - 6. Moderators, chief judges, scorekeepers and timers will be provided by the schools participating in the seeding tournament.
 - 7. The seeding tournament should not be held during regular school hours unless ALL schools participating in the tournament agree.
 - 8. Each school participating in the district tournament shall provide a timer or a scorekeeper to work the tournament. If the school attends the tournament without a trained student or adult volunteer, the team will forfeit that round. In the seeding tournament, the points will be figured into their average as zero (0) for the forfeiting school. The round will not be figured as a played round for the team to which the game was forfeited.

9. During the week of September 26th – September 30th or October 3-7, 2016, a meeting of the coaches assigned to a particular seeding tournament will take place.
10. The coaches or representatives from participating schools will discuss:
 - a) Location and time of the tournament.
 - b) Selection of the tournament manager.
 - c) Availability of trained chief judges and moderators.
 - d) Drawing the bracket for the seeding tournament.
 - e) Informing the host for the seeding tournament of the timer and/or scorekeeper that will be accompanying each team.
11. Teams will exit from the seeding tournament such that the team with an undefeated record will be ranked number one and all remaining teams will be ranked by the average score per round. Thirty points will be added to the score of each winning team before the scores are averaged. If no team is undefeated, then all teams exiting the seeding tournament will be ranked by the average score per round. If two teams are tied by the average score per round, the team that won over the other shall receive the higher seed. If three or more teams are tied by the average score per round, the following tie breaking criteria will be used to determine the winner:
 - a. The team that has answered the greater number of toss-up questions from all district games.
 - b. The team that has answered the greater number of first quarter toss-up questions from all district games.
 - c. Anytime the tie breaking criteria reduces the number of teams tied to two, the team that won over the other shall receive the higher seed.
12. The results of the seeding tournament must be received in the OSSAA office by October 13, 2016.
13. The results of the seeding tournament will be used to determine the bracket placing for regional play in classes 4A, 3A, 2A, and A, and area play in classes 6A and 5A.
- B. Regional Tournament - Classes 4A, 3A, 2A, and A - November 12, 2016.
 1. For Classes 4A, 3A, 2A, and A depending on enrollment; two, three, or four district seeding tournaments will feed into one regional tournament.
 2. Pairings for a two district regional will be as follows:
 - a) First place teams from each district will be seeded one and two based on their scoring averages from the district tournament.
 - b) Second place teams from each district will be seeded three and four based on their scoring averages from the district tournament.
 - c) Third place teams from each district will be seeded five and six based on their scoring averages from the district tournament.
 - d) Fourth place teams from each district will be seeded seven and eight based on their scoring averages from the district tournament.
 3. Pairings for a three district regional will be as follows:
 - a) First place teams from each district will be seeded one, two, three based on their scoring averages from the district tournament.
 - b) Second place teams from each district will be seeded four, five, six based on their scoring averages from the district tournament.
 - c) Third place teams from each district will be seeded seven, eight, nine based on their scoring averages from the district tournament.
 - d) Fourth place teams from each district will be seeded ten, eleven, twelve based on their scoring averages from the district tournament.
 4. Pairings for a four district regional will be as follows:
 - a) First place teams from each district will be seeded one, two, three, four based on their scoring averages from the district tournament.
 - b) Second place teams from each district will be seeded five, six, seven, eight based on their scoring averages from the district tournament.
 - c) Third place teams from each district will be seeded nine, ten, eleven, twelve based on their scoring averages from the district tournament.
 - d) Fourth place teams from each district will be seeded thirteen, fourteen, fifteen, sixteen based on their scoring averages from the district tournament.
 5. Each school participating in the regional tournament shall provide a timer or a scorekeeper to work the tournament. If the school attends the tournament without a trained student or adult volunteer, the team will forfeit that round.
- C. Area Tournament - All Classes - January 14, 2017.
 1. Four teams will advance from each regional tournament to an area tournament in classes 4A, 3A, 2A, and A.
 2. Two regional tournaments will feed into one area tournament (eight-team bracket).
 3. Teams in Class 4A, 3A, 2A, and A will be seeded on the area tournament bracket based on their finishing place in the regional tournament using the following pairing system:
 - a) 1st place team from Region A vs. 4th place team from Region B
 - b) 2nd place team from Region B vs. 3rd place team from Region A
 - c) 2nd place team from Region A vs. 3rd place team from Region B
 - d) 1st place team from Region B vs. 4th place team from Region A
 4. Teams in Classes 6A and 5A schools will be seeded on area brackets based on their performance in the district seeding tournament as follows:

- a) 1st place team from District A vs. 4th place team from District B
- b) 2nd place team from District B vs. 3rd place team from District A
- c) 2nd place team from District A vs. 3rd place team from District B
- d) 1st place team from District B vs. 4th place team from District A
- D. State Championship Tournament will be a double elimination tournament for all classes.
 - 1. Two teams will advance from each Area Tournament to the State Academic Bowl Championships on Saturday, February 4, 2017.
 - 2. The area winners will be seeded one, two, three, and four based on their average score from the Area Tournaments only. The runner-up teams will be seeded five, six, seven, and eight based on their average score from the Area Tournaments only.
 - a) If two or more teams are tied with the same average score from the Area Tournament, the tie(s) will be broken based on the highest average score from the preceding tournament.
- E. Playoff assignments will be released to the OSSAA website by 4:00 p.m. of the release date. All information regarding playoff assignments will be posted to www.ossaa.com. There will be nothing sent to the school by regular mail.

IX. AWARDS AND PLACINGS

- A. A first place plaque will be awarded to the regional champion.
- B. A first place plaque will be awarded to the area champion.
- C. Four placings will be awarded at the state championship:
 - 1. School trophy and individual medals to 4th place.
 - 2. School trophy and individual medals to 3rd place.
 - 3. School trophy, individual medals, and coaches achievement award to 2nd place.
 - 4. School trophy, individual medals, and coaches achievement award to 1st place.
- D. The OSSAA will provide six individual medals for each placing at the State championship.

X. DATES

- A. Deadline for entry - September 7, 2016 (No refunds after October 6, 2016)
- B. District seeding tournament meeting – September 26th – September 30th or October 3-7, 2016
- C. District seeding tournament - All Classes - October 10, 2016
- D. Regional tournament - 4A, 3A, 2A, and A - November 12, 2016
- E. Area tournament - All Classes - January 14, 2017
- F. State Tournament - All Classes - February 4, 2017

XI. RESPONSIBILITIES

- A. School and Coach
 - 1. Each school entered will be required to furnish a worker for each game of a tournament in which they are entered. That worker will serve as a timer or a scorekeeper and should be **trained for both positions**. An assistant coach may serve in this capacity. Failure to provide a worker will result in the forfeiture of that round.
 - 2. The coach or a representative of the school should attend a coaches training session during August or September.
 - 3. Every effort should be made to recruit quality officials to be trained for use in the play-off series. Officials will be trained in September and October.
- B. OSSAA
 - 1. Will provide all questions for the seeding, regional, area and state competitions.
 - 2. Will pay the moderator, chief judge and site manager for the regional and area tournament.
 - 3. Will pay the moderator and chief judge for the state tournament.
 - 4. Will assign schools to seeding tournaments, regional, area and state brackets.
 - 5. Will conduct training sessions for coaches and officials.

XII. DIVISION OF SCHOOLS

- A. For the purpose of competition, schools will be divided into the following classifications:
 - 6A the first 32 largest schools
 - 5A the next 32 largest schools
 - 4A the next 96 largest schools
 - 3A the next 96 largest schools
 - 2A the next 96 largest schools
 - A all remaining schools
- B. Athletic and non-athletic activities will be reclassified in the fall of each year based on the most current ADM figures if the ADM for all schools is finalized at least two weeks prior to the release date concerning pairings for a particular activity.

XIII. HOSTING A PLAYOFF TOURNAMENT

- A. Seeding tournaments will require 2 rooms, 2 moderators, 2 chief judges, and 2 light boards. Regional and Area tournaments will require 4 rooms, 4 moderators, 4 chief judges and 4 light boards. In addition to the rooms, officials and equipment, each site will need the following:
 1. An area will be needed where students can wait without disturbing competition.
 2. A tournament director, preferably someone other than the team coach, will be needed for the administration of the tournament. The director's duties will be:
 - a) To hire officials for the tournament.
 - b) To maintain the security of the questions once they arrive at the site.
 - c) To collect and record scores on the score record and forward the information to the OSSAA office.
 - d) To keep the tournament on the selected time schedule.
 - e) To provide name tags for officials.
 3. Student or volunteer helpers for each competition room will be needed to assist the officials.
 4. Pencil and paper for each competition.
- B. Site Managers Instructions
 1. This section contains everything needed to conduct a tournament except for the questions, the officials and the teams.
 - a) The questions will be shipped in a separate box labeled "Questions". They will be ready for the tournament. Do not open the questions. Place them in the vault until the tournament officials arrive on tournament day. Questions will be shipped U.P.S.
 - b) A list of certified officials will be made available. These officials are not the only ones that may be used. If there are people in the host school or community that could be used, they must be trained, practiced and registered. The officials at the regional and area tournament (chief judge, moderator and site manager) will be paid by the OSSAA office. Claim forms will be included in the question package. The officials should leave the forms with the manager before they leave. It is the job of the site manager to select and notify the officials for the tournament.
 - c) A letter should be sent to each of the schools and officials coming to the tournament. This letter should tell them how to get to the host school, what time the school will open (three hours in advance of the tournament beginning for officials), what time the tournament will begin, plans for bad weather, and the telephone number of the school, site manager's home and cell phone.
 - d) In figuring a time schedule, allow 40 minutes per round. If the tournament will run through a meal time, inform the incoming schools about available concessions and restaurants.
 - e) The trophy for the regional and area champion will be sent to the host school. It may be awarded at the conclusion of the championship round or at the end of the tournament. There is only one trophy per site.
 - f) What about bad weather? Postponing the tournament will be made much easier if a plan is made before it happens. The options are:
 - (1) Have the tournament later in the day, after roads are cleared.
 - (2) Have the tournament on Sunday afternoon. Begin at 1:30 or 2:00.
 - (3) Have the tournament on Monday afternoon, beginning no earlier than 1:00 p.m.
 - (4) Set up a phone relay in case the tournament must be postponed. Communicate with the schools and officials beforehand. And finally, postpone ONLY if it is absolutely, positively necessary!!!
 - g) When the tournament is over; send the result form, score sheets, team/individual score record sheet, and **all questions sets** along with comments and recommendations for next year to the OSSAA office. Mail to OSSAA, P.O. Box 14590, Oklahoma City, Oklahoma, 73113-0590.
 - h) Score sheets - Make enough copies for each round in each room. Collect the score sheets at the end of each round. Staple all round one score sheets together, all round two, etc. Return the score sheets with the questions and results form.
 - i) Team /Individual Score Record - Make one copy for each team in the tournament. The team name goes on the top line. The final score for each round played goes in the proper blank. Fill in the additional blanks as the information is requested.
 - j) Have a sign for each room that reads, "Do Not Enter, Game in Progress."
 2. Tournament Preparation and Direction
 - a) Have rooms prepared the day before.
 - (1) Desks arranged
 - (2) Equipment set-up
 - (3) Masking tape to hang name tags
 - (4) Scoresheet for each round
 - (5) Pencil and paper for contestants and judges
 - (6) Bracket and time schedule for officials
 - (7) Duplicate the check-list as needed
 - b) Registration - Coaches check in and pick up information packet.
 - (1) Bracket
 - (2) Map of school indicating location of competition rooms, main office, concession area, etc.

- (3) An empty score record (one for each round in which the students will be participating) not required but a nice gesture
- c) As rounds finish:
 - (1) Post results on a bracket in the main office (as well as one in the concession area)
 - (2) Fill in team and individual score tally
- d) It is helpful to have a student or adult volunteer at the entrance to direct visitors to the competition areas.

(Three District Seeding Tournament)

The diagram illustrates a tournament bracket for 16 teams, organized into four rounds. The teams are seeded 1 through 12, with some seeds having a 'Bye' in the first round. The bracket is divided into two main halves, each starting with a 'Bye' for the top seed. The final outcome is 'REGIONAL CHAMPION and Runner-up Advance to Area'.

Round 1:

- Seed #1 (Bye)
- Seed #8 (ROUND 1A)
- Seed #9 (Bye)
- Seed #5 (ROUND 1B)
- Seed #12 (Bye)
- Seed #4 (ROUND 1C)
- Seed #3 (Bye)
- Seed #6 (ROUND 1D)
- Seed #7 (Bye)
- Seed #10 (ROUND 1E)
- Seed #2 (Bye)

Round 2:

- Seed #1 (Bye)
- Seed #8 (ROUND 2A)
- Seed #9 (Bye)
- Seed #5 (ROUND 2B)
- Seed #12 (Bye)
- Seed #4 (ROUND 2C)
- Seed #3 (Bye)
- Seed #6 (ROUND 2D)
- Seed #7 (Bye)
- Seed #10 (ROUND 2E)
- Seed #2 (Bye)

Round 3:

- Seed #1 (Bye)
- Seed #8 (ROUND 3A)
- Seed #9 (Bye)
- Seed #5 (ROUND 3B)
- Seed #12 (Bye)
- Seed #4 (ROUND 3C)
- Seed #3 (Bye)
- Seed #6 (ROUND 3D)
- Seed #7 (Bye)
- Seed #10 (ROUND 3E)
- Seed #2 (Bye)

Round 4:

- Seed #1 (Bye)
- Seed #8 (ROUND 4A)
- Seed #9 (Bye)
- Seed #5 (ROUND 4B)
- Seed #12 (Bye)
- Seed #4 (ROUND 4C)
- Seed #3 (Bye)
- Seed #6 (ROUND 4D)
- Seed #7 (Bye)
- Seed #10 (ROUND 4E)
- Seed #2 (Bye)

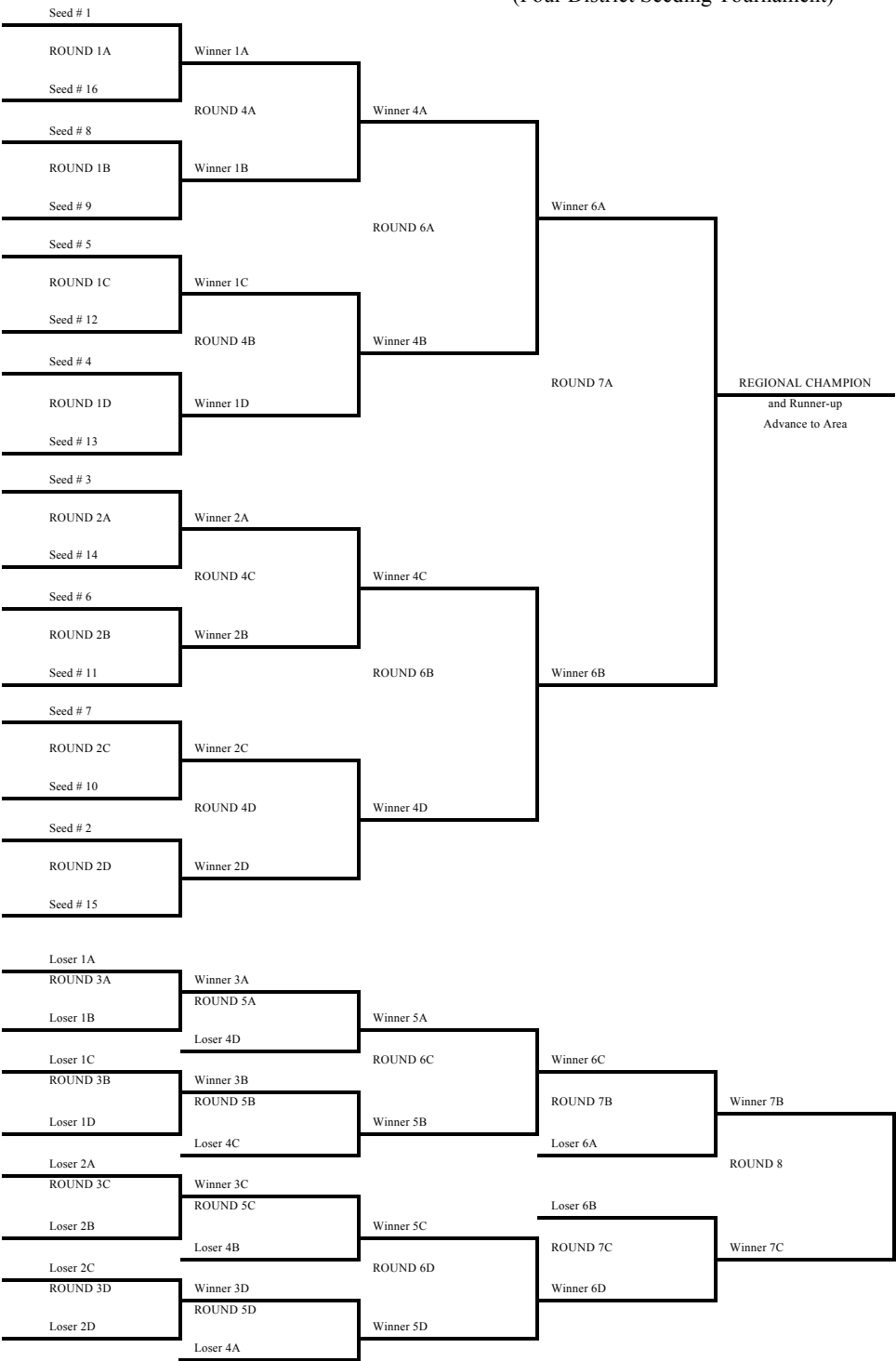
Final Outcome: REGIONAL CHAMPION and Runner-up Advance to Area

- Using 4 Rooms -
(without lunch break)

8:00 -11:00 a.m.
11:00 -11:40
11:45 -12:25
12:30 - 1:10
1:15 - 1:55
2:00 - 2:40
2:45 - 3:25

Officials Preview
 Questions
 Round 1
 Round 2
 Round 3
 Round 4
 Round 5
 Round 6

REGIONAL ACADEMIC BOWL
NOVEMBER 12, 2016
CLASSES 4A, 3A, 2A, and A
(Four District Seeding Tournament)

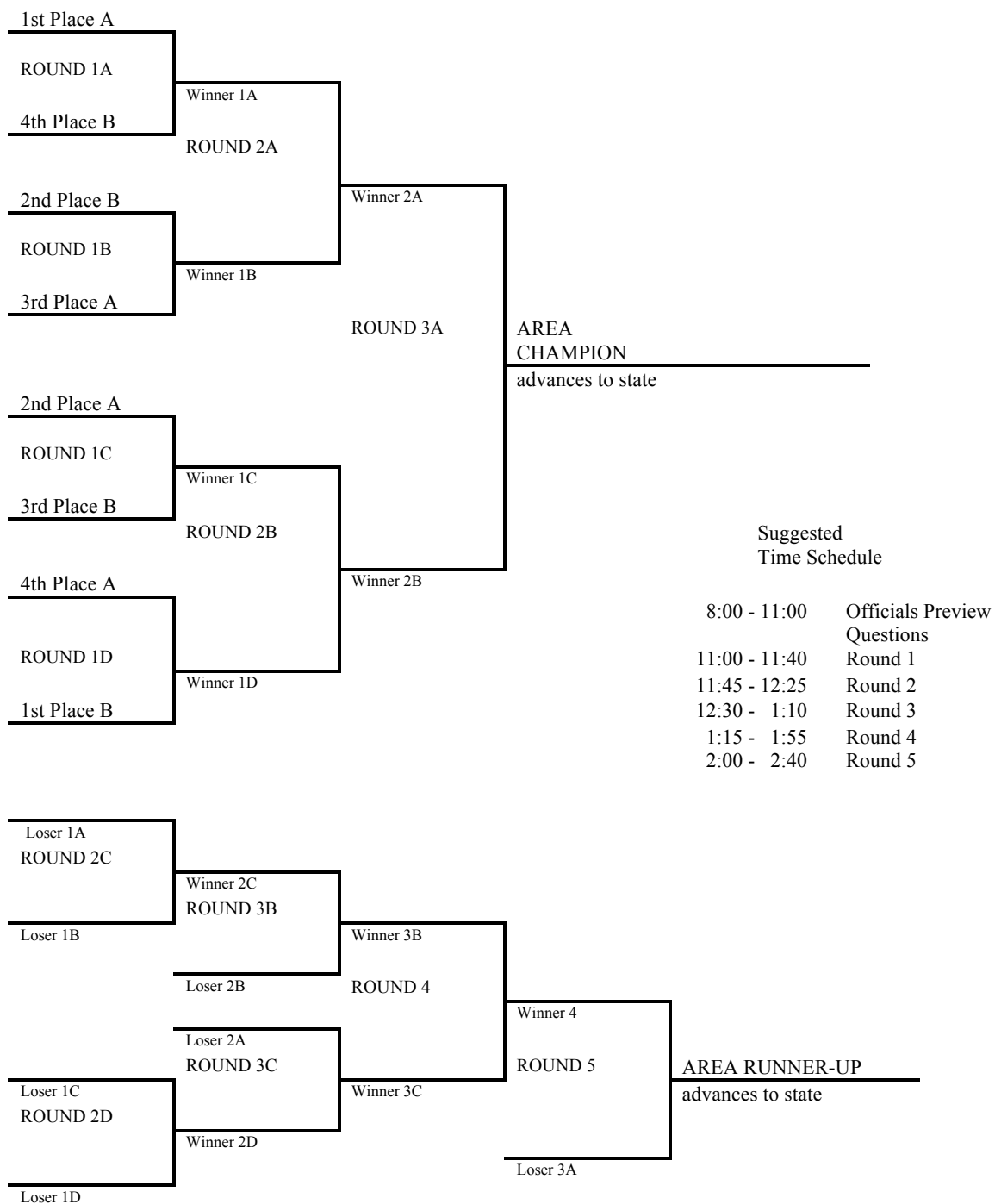


SUGGESTED
TIME SCHEDULE
- Using 4 Rooms -
(without lunch break)

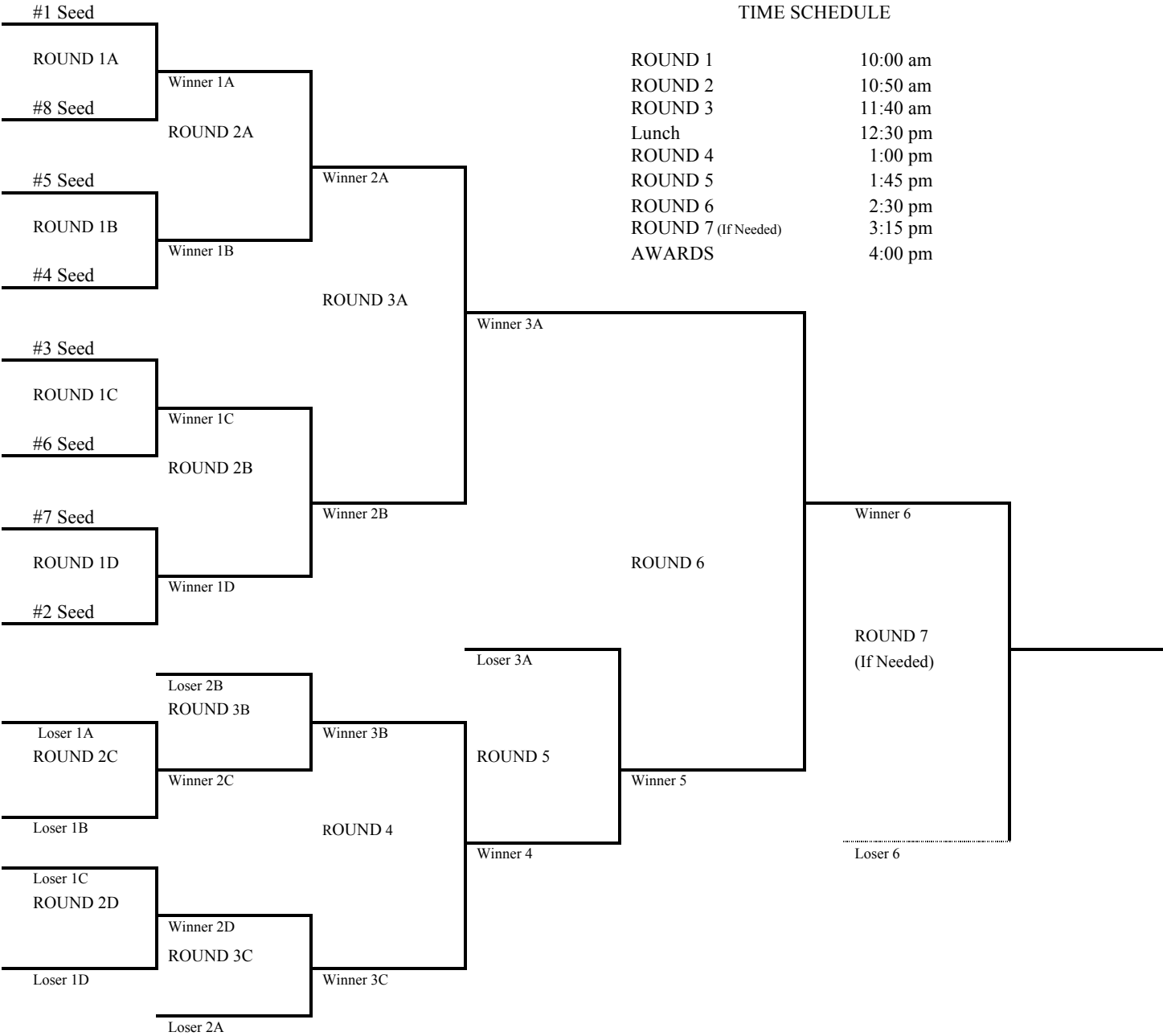
8:00 - 11:00 a.m.
11:00 - 11:40
11:45 - 12:25
12:30 - 1:10
1:15 - 1:55
2:00 - 2:40
2:45 - 3:25
3:30 - 4:10
4:15 - 4:55

Officials Preview
Questions
Round 1
Round 2
Round 3
Round 4
Round 5
Round 6
Round 7
Round 8

**AREA ACADEMIC BOWL
JANUARY 14, 2017
CLASSES 6A, 5A, 4A, 3A, 2A and A**



STATE ACADEMIC BOWL CHAMPIONSHIP
FEBRUARY 4, 2017
CLASSES 6A, 5A, 4A, 3A, 2A, and A



HISTORY OF STATE CHAMPIONS

<u>YEAR</u>	<u>CLASS B</u>	<u>CLASS A</u>	<u>CLASS 2A</u>
1991	Sharon-Mutual	Caney Valley	Cache
1992	Davenport	Washington	Westville
1993	Oklahoma Bible Academy	Cordell	Meeker
1994	Washita Heights	Hinton	Caney Valley
1995	Drummond	Calera	Chouteau
1996	Hammon	Classen	Watonga
1997	Kremlin-Hillsdale	Fletcher	Chouteau
1998	Drummond	Union City	Indianola
1999	Drummond	Union City	Caney Valley
2000	Drummond	Oklahoma Bible Academy	Rush Springs
2001	Drummond	Oklahoma Bible Academy	Woodland
2002	Kremlin-Hillsdale	Drummond	Adair
2003	Drummond	Rock Creek	Caney Valley
2004	Drummond	Rock Creek	Rush Springs
2006	Drummond	Waurika	Caney Valley
2006	Drummond	Rock Creek	Okemah
2007	Drummond	Pioneer-Pleasant Vale	Warner
2008	Drummond	Porter Consolidated	Minco
<u>YEAR</u>	<u>CLASS 3A</u>	<u>CLASS 4A</u>	<u>CLASS 5A</u>
1990	Central – Sallisaw	Guymon	Booker T. Washington
1991	Chandler	Poteau	Broken Arrow
1992	Sequoyah – Claremore	Poteau	Booker T. Washington
1993	Antlers	Bishop Kelley	Edmond Memorial
1994	Byng	Duncan	Booker T. Washington
1995	Hilldale	Bishop Kelley	Edmond Memorial
1996	Harrah	Booker T. Washington	Edmond Memorial
1997	Tecumseh	Booker T. Washington	Edmond Santa Fe
1998	Tecumseh	Bishop Kelley	Edmond Santa Fe
1999	Bishop McGuinness	Booker T. Washington	Edmond Santa Fe
2000	Bishop McGuinness	Booker T. Washington	Edmond North
2001	Deer Creek-Edmond	Claremore	Lawton Eisenhower
2002	Holland Hall	Booker T. Washington	Edmond Memorial
2003	Holland Hall	Claremore	Booker T. Washington
2004	Holland Hall	Booker T. Washington	Edmond North
2006	Holland Hall	Bishop Kelley	Broken Arrow
2006	Holland Hall	Claremore	Booker T. Washington
2007	Holland Hall	Claremore	Booker T. Washington
2008	Holland Hall	Booker T. Washington	Jenks
<u>YEAR</u>	<u>CLASS A</u>	<u>CLASS 2A</u>	<u>CLASS 3A</u>
2009	Drummond	Haileyville	Oklahoma Bible Academy
2010	Drummond	Rock Creek	Oklahoma Bible Academy
2011	Drummond	Rock Creek	Oklahoma Bible Academy
2012	Drummond	Rock Creek	Warner
2013	Crossings Christian	Drummond	Chelsea
2014	OK Christian Academy	Rock Creek	Chelsea
2015	Regent Preparatory	Drummond	Oktaha
2016	Regent Preparatory	Rock Creek	Crossings Christian

HISTORY OF STATE CHAMPIONS CONTINUED

<u>YEAR</u>	<u>CLASS 4A</u>	<u>CLASS 5A</u>	<u>CLASS 6A</u>
2009	Bristow	Thomas Edison	Jenks
2010	Plainview	Claremore	Jenks
2011	Cascia Hall	Booker T. Washington	Claremore
2012	Blanchard	Bishop Kelley	Booker T. Washington
2013	Cascia Hall	Claremore	Booker T. Washington
2014	Cascia Hall	Bishop Kelley	Edmond Santa Fe
2015	Cascia Hall	Bishop Kelley	Claremore
2016	Wagoner	Bishop Kelley	Booker T. Washington