Rules for the 2024 Virtual Bay Scallop, Blue Lobster & Shore Bowl Competitions

2024 Eligibility:

• A team must compete at their established regional competition.
  o If a team’s established regional competition cannot be held or encounters difficulty in recruiting enough teams, two or more bowls may be combined into a ‘super region’ competition. If this scenario is necessary, team coaches will be contacted as soon as possible with the necessary information regarding registration and participation.
• If a team has an alternate, that (5th) team member may actively compete during the entire competition. Per traditional competition rules, however, no more than five team members may compete on a team.
• Teams of three are eligible to compete only if a team member drops out after the cancellation deadline. However, teams of three are not recommended or encouraged, and any 3-person team accepts the disadvantage of having fewer team members.

Standard Eligibility Rules:

• To be eligible to compete, a student must be enrolled for the current school year in a public, private, or parochial high school in grades nine, ten, eleven, or twelve at the team’s school, or sanctioned as a home-schooled student.
• Participants must be less than 20 years of age on the first day of their regional competition or receive a special waiver from the National Ocean Sciences Bowl (NOSB) to compete.
• Eligible student teams may be formed through a high school, student support organization (e.g. Boys & Girls Clubs of America, Girl Scouts, Boy Scouts), or a home school group. If a student participates through a student support organization, his/her school should NOT have their own team.
• Schools considering establishing a NOSB team should select the regional bowl closest, by driving distance, to their home site. If the school location is equidistant between two regional bowl locations, the school may select the preferred bowl location or the bowl location that has availability for new teams. Once an established team has participated in a regional bowl that bowl then becomes the team’s regional bowl for all future competitions.
• A team’s regional bowl location is permanent and cannot change without approval from the Regional Bowl Coordinator and the NOSB national office.
  o If a team switches regional bowls without prior approval from the Regional Bowl Coordinator(s) and the National Office, that team may be disqualified from competing.
• Once the competition day has started the composition of the team MUST remain static. Members cannot be "swapped" between "A" and "B" teams from the same school or different schools.
• No school may compete in more than one NOSB regional competition in a given calendar year.

**Any waiver to Eligibility Rules must be requested in a timely manner and approved by the NOSB National Office. Regional Bowl Coordinators are encouraged to contact the National Office if they have any questions or issues regarding team eligibility rules.**
Head-to-Head (H2H) Competition Structure:

- During H2H play, teams will directly play against other teams. Teams will be read the same questions during each round. Teams with the highest point totals will advance. The number of teams advancing will be decided by the Regional Coordinator(s).
- If a significant disruption to a H2H round is deemed by officials to prevent the round from occurring as a H2H round, the room officials may request an emergency switch to solo team (ST) rounds for the affected teams, and the team with the highest point total will advance. The Regional Coordinator(s) will be officially notified by the Moderator so that this solo team play can occur in parallel.

Competition structure for BOTH Head-to-Head and Solo Team (ST):

- During both H2H and ST play, officials will abide by the usual competition rules for blurts, interrupts, and recognition, as well as use the standard competition scoring and adjusted time keeping for toss-up and bonus questions.
- Teams will receive a schedule of their individual competition round times as well as times they should be available for any necessary “tie-breaker” and/or “elimination” rounds.
- Each student and coach must be available via a computer with a web camera to access an online competition room (via Zoom or another online platform selected by the Regional Coordinator).
- Each round will be open only to registered competing students, their coach(es), and required competition officials. No family members, guests, or other observers will be allowed. If any observer is detected with a player at any time during a match by room officials, the rules judge will immediately issue an official warning to that student. No unofficial warnings will precede issuance of an official warning for harboring an observer.
- Students and coaches may NOT compete while inside a vehicle or being in real-life visual and/or audible contact in the same physical room during matches.
- Students and coaches may NOT concurrently compete in any other competitions while competing in their regional ocean sciences bowl.
- No one will be admitted into the online room after the official start time of the round, unless there are known connectivity issues that can be resolved in a timely manner. Students and coaches are encouraged to make sure that they have the most up-to-date version of the online meeting software (zoom) installed and to log on 5 minutes early to ensure they can participate.
- Coaches will be muted once the round officially begins and unmuted only during the designated break time.
- Any team member or coach caught recording any part of the rounds, via audio, video, or writing, will be ejected from the online room and be ineligible to participate in any future rounds. Only the equipment and meeting and buzzer software required to participate will be allowed - i.e., no additional cell phones, laptops, tablets, software, etc., may be out or used unless they are specifically being used by the participant to join and compete in the online room.
- TCQs may or may not be used in every round. The Regional Coordinator(s) will determine the best option for their region.
- TCQs can be administered at the start of a round, before the two-minute break in a round, or during stand-alone rounds.
Standard Competition Structure and Requirements

- Regional Competition Requirements
  - Each regional competition site will be managed by a local Regional Bowl Coordinator, and may also have Co-coordinators or Assistant Coordinators to assist with additional responsibilities.
  - All regional bowls must prioritize “A” teams. “B” teams should be used only when no additional “A” teams have registered and there are additional slots for competing teams.
  - Regional Bowl Coordinators will choose a competition format that allows for the maximum amount of time for the teams to compete.
  - Teams must be informed of competition format and method of breaking ties before the competition begins.

Rules of the Game:

- The format of the virtual rounds will be a set* number of buzzer questions, a 2-minute break, and a set* number of buzzer questions. (*to be determined by the Regional Coordinator or NOSB national office, and may change as the event progresses)
- For Solo Teams (ST), toss-up and bonus questions will be read in their entirety by the Moderator. Six-minute buzzer segments will still be timed.
- For H2H play, additional time will be allowed to account for buzzer software latency correction time. Students will have up to 7 seconds to buzz in to answer toss-up questions, Team Captains will have up to 22 seconds to begin answering bonus questions, and each buzzer segment will be 7-minutes long.
- On a toss-up question, any member of a team may “buzz” in to answer the question by hitting “buzz” in the COBA-cc.Slapbowl software. The Recognizer, the competition official specifically tasked with recognizing the buzzing in will announce which team member was first to buzz in and whether a question was interrupted.
  - During ST - only the student recognized may answer the question.
  - During H2H – if the first student recognized answers incorrectly, the members of opposing team have the opportunity to buzz in, unless they have already lost their option to answer this question due to blurring or interrupting and being incorrect.
    - Note – The order of players that have buzzed in to answer a question may occasionally appear different on competitors’ screens due to the local internet response times. To remain consistent and fair, the first student to buzz in will always be determined by the Recognizer’s COBA-cc page that uses latency correction.
- On bonus questions, team captains MUST preface their answer with “My/Our answer is” to ensure all officials know when the team’s official answer has begun. Once the captain has begun answering, communication with team members is not allowed.
- Team members work together on TCQs via a shared e-document. When time is called, the team captain will be required to submit the team’s TCQ answers via email or another method specified by the Regional Coordinator(s).
- Team captains will be asked to verify their team’s final score in the online room chat box.
- Online competition rooms may be recorded if the functionality is supported by the platform being used for competition.
- Colors for teams will be designated in the schedule. Upon entering the competition
room/zoom meeting, players and coaches must rename themselves in zoom as follows: (R or B) Capt Name, (R or B)2 Name, (R or B)3 Name, (R or B)4: Name, (R or B)5: Name, (R or B) Coach Name, and (R or B) AsstCoach Name.

- Upon instruction from the room officials, students should enter the COBA room and name themselves with the IDENTICAL name as they are using in the zoom meeting.
- Once a question has been read in its entirety, it will not be re-read UNLESS the moderator is interrupted by a connectivity issue that can be confirmed by at least one other room official – i.e., a competition room official must confirm that the moderator was interrupted, unintelligible, or frozen.
  - In the event of an interruption, the officials will decide on whether to stop the game clock, pause the competition until the interruption subsides, and/or add time to the game clock (either by actually adding time or by allowing the added time to elapse before starting the official game clock again).
  - The science judge will take over moderating if the moderating cannot rejoin for the reminder of the buzzer segment. (A moderator who has lost audio or zoom connectivity may elect to phone into zoom to continue moderating.)

- Teams will be closely monitored for cheating.
  - No virtual backgrounds may be used by players.
  - No cell phones or electronic devices (with the exception of those needed to compete virtually) may be used by students, coaches, or room officials once a match is in session, including during the 2-minute break.
  - Heads and tops of shoulders must be visible in the video window at all times, and students’ zoom microphones must be on at all times, whereas coaches’ microphones must be off at all times except during the 2-minute breaks.
  - If any extraneous electronic device is being used during the match, the student or coach possessing the device will be asked to leave the competition room for the rest of the match. This violation will count as an official warning.
  - The Rules Judge and other room officials will ask all competitors to pan their cameras around their computer space and walls to show they are free of notes, electronic devices, books, poster, and other reference materials, plus see that any scratch paper is blank before each buzzer segment.
  - Any team member typing anywhere but the online room chat box during any bonus question will be ejected from the online room and be ineligible to participate in any future rounds. Each violation will count as an official warning.

**Standard Rules of the Game:**

- There are five (5) kinds of competition officials required per competition room for each game: Moderator, Science Judge, Rules Judge, Timekeeper, and Scorekeeper.
  (i) **Moderator** - Reads questions and maintains the pace of the game.
  (ii) **Science Judge** - Makes the determination, when needed, in consultation with other officials if appropriate, on whether answers provided by students are acceptable; addresses scientific challenges (see Rules #62-70 on challenges below).
  (iii) **Rules Judge** - Maintains the order in the game room, enforces competition rules, responds to challenges to the rules, issues warnings, etc.
  (iv) **Scorekeeper** - Tracks and records the teams' scores throughout the game.
  (v) **Timekeeper** - Marks the game time with a clock and a stopwatch.
Note: For virtual competitions, one of the above officials or a separate official may recognize students who buzz in. Which official will be recognizing students will be announced to students before a match begins.

Virtual competitions may also have these officials:

(i) Recognizer – Operates the online buzzer system and verbally recognizes the student who buzzes first, interrupts, etc.

(ii) Monitor(s) – Assists rules judge.

• A virtual Grading room is required. The following competition officials must be available in the Grading and Judge’s Appeals room(s) during competition rounds:
  - Team Challenge Question Graders – Grade the Team Challenge Questions.
  - Chief Science Judge – Coordinates and directs the Team Challenge Question Graders.

*Due to specific or unexpected circumstances during their regional competitions, the Regional Bowl Coordinators can exercise flexibility in staffing the above competition officials due to the availability of volunteers or to accommodate virtual competitions.

• There are three types of questions in the competition: Toss-up, Bonus, and Team Challenge Questions.
  - Toss-up and bonus questions are paired in the competition. A toss-up question is answered by the first competing member of either team who buzzes in and is verbally recognized. The toss-up question must be answered correctly in order for a team to be offered the paired bonus question.
    - Toss-up questions are only in multiple choice format.
    - Bonus questions can be in either multiple-choice or short-answer format.
    - Moderators must provide the correct answers to all toss-up and bonus questions if neither team answers correctly.
  - Team Challenge Questions are cooperatively answered, critical thinking questions that require more time and thought than the toss-up and bonus questions, and require written answers. Each competing team is given the same amount of time to answer these questions, and both verbal and written collaboration among team members are encouraged. Team Challenge Questions are worth up to 20 points, and partial credit will be awarded for correct sections, as indicated for each Team Challenge Question.

• The scoresheet and an official game clock MUST be visible to all competitors during the buzzer segments of the competition. It is optional to have the game clock visible to the competitors during the Team Challenge Question portion.

• If during a toss-up question, a player 1) answers before being verbally recognized or 2) buzzes in BEFORE the Moderator has identified the format (i.e., multiple choice) of the question, the answer given will be treated as a non-answer or “blurt” and the team will be penalized the same as if were an “interrupt.”

• When a team member creates a “blurt” scenario, that team loses the right to answer the question, loses 4 points, and the question is offered to the opposing team during H2H competitions.
  - During H2H - The Moderator will not indicate whether the answer was right or wrong. If the entire question was read, the opposing team members have the opportunity to buzz in, be verbally recognized, and answer the same toss-up
question. If the entire question was NOT read, the Moderator will begin to re-read the question in its entirety to the opposing team.

- If during a toss-up question, a player buzzes in during the reading of the question, which includes the reading of the last word of the last answer choice (answer Z), the answer given will be treated as an “interrupt.” The Recognizer will announce when a player “interrupts.” Teams will be informed at the beginning of each match which official will be making this announcement. If the reading of the question was interrupted and the interrupting team was incorrect, the Moderator will re-read the question in its entirety to the opposing team.

- On short-answer questions (bonus questions only), the first answer given by the team captain is the only one that will be considered by the judges, the answer must begin with “My/our answer is,” and the answer given must have the same meaning as the answer key.

- On multiple-choice questions (all toss-up and some bonus questions), the first answer given is the only one considered by the judges, and that answer may be the letter (W, X, Y or Z), the scientific answer, or both. If a participant gives both the letter answer and a scientific answer, both parts must be correct.

Reminder: Players should choose the BEST answer from the options (W, X, Y or Z) provided.

- With the exception of articles such as “a”, “an,” and “the,” answers to multiple-choice questions must be exactly as those on the written page. If the written answer is singular, the acceptable answer must be singular; similarly, if the written answer is plural, the acceptable answer must be plural. Prefacing the answer with phrases such as “My answer is” is NOT acceptable on a toss-up question.

  - For example: If the correct answer as written on the page is W. sea urchin, then Acceptable answers are: W; W. sea urchin; W. a sea urchin; W. the sea urchin; a sea urchin; the sea urchin; sea urchin. Examples of unacceptable answers are: My answer is W; urchin; sea urchins; an urchin; X. sea urchin.

- During toss-up questions, even during ST, consultation/conferring among team members is NOT allowed. Consultation/conferring is allowed among actively competing team members on bonus questions and Team Challenge Questions. A competition official will verbally note when consultation/conferring has occurred.

  - If consultation occurs before or after a team member buzzes in to answer a toss-up question, but has NOT been verbally recognized by the Moderator, no points are deducted and the question is offered to the opposing team. If this occurs during H2H play and the reading of the question was interrupted, the Moderator will begin to re-read the question in its entirety.

  - If consultation occurs after a team member has buzzed in to answer a toss-up question and has been verbally recognized, any answer by that team member is ruled as invalid. If this occurs during H2H play and the reading of the question was interrupted, the interrupt penalty applies and the Moderator will begin to re-read the question in its entirety to the opposing team.

  - If consultation occurs on the opposing team while the first team buzzing in is verbally recognized and answers the question incorrectly, or forfeits its opportunity to answer, the opposing team is not offered the question. No points are deducted from the opposing team’s score (during H2H).

  - If consultation occurs after the team captain has begun to answer a bonus question, any answer will be ruled as invalid. No points will be awarded or deducted.
• If the answer to a toss-up question is wrong and the question was completely read, the other team is given the opportunity to buzz in to answer the toss-up question, unless time expires before the second team has buzzed in (during H2H).
• The answer to a bonus question may only come from the team's captain including when the reading of the bonus question is interrupted (by the captain, or any other team member). Moderators will ignore an answer from anyone but the captain on a bonus question.
• When answering a Team Challenge Question, teams will type their answers on the provided e-document. When time is called the captain will turn in one answer sheet (using the guidelines provided by the competition officials).
• Answers to the Team Challenge Questions must be written clearly and entered where specified for points to be awarded.
• No notes may be brought to the competition table. Nothing may be written before the game clock starts. Scratch paper will be allowed but must be refreshed/blank at the beginning of each buzzer segment.
• Substitutions as to who serves as team Captain may be made only at the break during each match. Zoom names and COBA-cc.Slapbowl names must be updated and COBA-cc.Slapbowl tested by all students before the next buzzer segment can begin.
• Coaches may not use writing utensils or recording equipment of any kind once a match is in session, including during the 2-minute break. Reading materials should not be open. If any coach disregards these rules, s/he may be issued an official warning and asked to leave the competition room.

Standard Timing Rules:
• Timing of the game begins after the Moderator has identified the format (i.e., multiple-choice or short-answer) of the first toss-up question.
• The first buzzer segment of the game is played until either the time expires (seven (7) minutes) or half of the designated toss-up questions have been read.
• A 2-minute break occurs between the two buzzer segments. During this time either scores may be announced for previously taken TCQs or teams will complete TCQs. No one (students or audience members) can leave or enter the room during this break except in the case of an emergency. The Moderator will determine if a longer delay is necessary based on the nature of the emergency and will immediately inform Ocean Bowl Central.
• Upon beginning the second buzzer segment, the Moderator will start where the previous buzzer segment ended (e.g., the moderator ended at question #5, so begins the second segment on question #6). The match will continue for seven (7) minutes or until all question pairs have been presented (whichever occurs first).
• After reading a toss-up question, seven (7) seconds will be allowed for the team(s) to buzz in before the moderator proceeds to the next toss-up question. Timing of the seven (7) seconds begins after the Moderator has completed reading answer choice Z of the toss-up question.
  o During H2H - If a player buzzes in and blurts, or otherwise answers incorrectly, the question passes to the opposing team like an “interrupt” scenario, and the opposing team has seven (7) seconds to buzz in before the Moderator moves on to the next toss-up question.
• A participant who has buzzed in on a toss-up question must answer the question promptly after being verbally recognized. After verbally recognizing a participant, the Moderator
will allow for a natural pause (up to three (3) seconds) for an answer. If the Moderator determines that stalling occurred, the team loses its opportunity to answer the toss-up question and the question is offered to the opposing team if eligible.

- On bonus questions, the team captain will have 22 seconds after the moderator finishes reading the question to begin to give an answer to the bonus question.
- On a bonus question, the verbal signal "5 SECONDS" will be given by the Timekeeper after 17 seconds of the allowed 20 seconds have expired. In addition, the Timekeeper will indicate the end of the 22-second bonus period by loudly saying "TIME." If the team captain has not begun the response before the Timekeeper calls "TIME," the answer does not count. If the team captain has begun the response, (s)he may complete the answer-and the Timekeeper does not need to announce, “Time.”
  - No stalling may occur. If the Moderator determines that stalling occurred, the team will lose the opportunity to respond to the bonus question.
- On a Team Challenge Question (TCQ), each team will have at least two (2) minutes to type out their answers. The amount of time given to answer a Team Challenge Question is relative to the difficulty and complexity of the question and will be announced by the Proctor prior to time being started. The OSB.pmd.org software will indicate how much time remains in the upper righthand corner of browser windows – The clock on the Team Captain’s screen will determine when the clock begins counting down since the captain will enter the “game” code on behalf of the whole team. The countdown clock’s color will change when there are 45 seconds left and then alternate color when there are 15 seconds remaining. When time allowed has completely elapsed, the system will save the answers and reset for the next question (if applicable). Students MUST NOT CLOSE THEIR browser screens after the first TCQ, or they will be unable to view the second TCQ on their computers.
  - TCQ results will be announced, and scores recorded, before the beginning of the second 7- minute buzzer segment before the first toss-up question. (Timing for the second 7-minute buzzer segment will again begin when the moderator has identified the format (i.e., multiple choice) of the next toss-up question.)

**Scoring Rules:**
- For ST virtual competitions where students are not competing head-to-head, the interrupt penalty does not apply during toss-up questions. Therefore, points will not be deducted during the rounds.
- If a team member blurts during a toss-up question, the blouter’s team loses the right to answer that question, the blouter’s team loses 4 points, and the Moderator will treat the question like it has been interrupted, offering it to the opposing team if it qualifies.

**Standard Scoring Rules**
- Toss-up questions are worth four (4) points, and bonus questions are worth six (6) points.
- Team Challenge Questions are worth 20 points. Partial credit, in whole points only, can be awarded on TCQs.
- If a toss-up question is interrupted, the player was verbally recognized, and the answer is correct - the team will receive four (4) points and the opportunity to answer the bonus question.
- If a toss-up question is interrupted, the player was verbally recognized, and the answer is incorrect, four (4) points will be deducted from that player’s team's score, and the
question is re-read in its entirety to the opposing team. Should that opposing team also interrupt the re-reading of the question, they, too, will be subject to the interrupt scenario rules.

- If a toss-up question results in a blurt, this is considered a non-answer and no penalty points will be deducted.

**Summary of Scoring:**

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<thead>
<tr>
<th>TYPE OF RESPONSE</th>
<th>Correct Answer</th>
<th>Incorrect Answer</th>
</tr>
</thead>
<tbody>
<tr>
<td>Recognized</td>
<td>+4</td>
<td>0</td>
</tr>
<tr>
<td>Interrupt</td>
<td>+4</td>
<td>-4</td>
</tr>
<tr>
<td>Blurt</td>
<td>0</td>
<td>-4</td>
</tr>
</tbody>
</table>

6 points for a correct answer to a BONUS question.
20 points maximum for a correct answer to a TEAM CHALLENGE question.

- When a team member gives an incorrect answer or blurs, the toss-up question is then offered to the opposing team (in H2H) and all the same scoring rules apply. If the second team also gives an incorrect answer or blurs, the question is no longer in play and the Moderator will read the next toss-up question in sequence.
- If the team captain interrupts the reading of the bonus question and gets the answer wrong, no points are awarded or deducted and the Moderator will read the next toss-up question in sequence.
- If the Moderator inadvertently gives an answer to a toss-up or bonus question without giving either team a chance to respond, or gives the answer to a toss-up question or a bonus question before allowing the second team to respond (after an incorrect answer, blurt, or interrupt), the question is removed from the competition and no points are awarded. The Moderator will read the next question in sequence in place of the inadvertently answered question. For example:
  - If the Moderator makes an error reading toss-up question #5, the Moderator will throw out the question #5 pair of questions (toss-up and bonus) and read toss-up question #6.
  - If the Moderator makes an error reading bonus question #5, the Moderator will throw out bonus question #5 and read bonus question #6. Toss-up question #6 will be removed from play, and the match will continue with the next pair of questions in sequence, pair #7.
  - If the Moderator makes an error or inadvertently gives an answer in responding to an incorrect or invalid answer to toss-up question #5 from the first team to buzz in, the Moderator will read toss-up question #6 to the opposing team only and, if that answer is correct, follow with bonus question #6.
**Standard Rules for the End of a Game**

**Tie-breaks:**
- If teams are tied in a single division at the end of the Round Robin and/or Preliminary games, ties will be resolved based on wins, losses, and existing points earned, as announced at the start of the competition.
- If the score is tied (in the elimination phase only) at the end of the regulation time period, a series of five toss-up questions will be used to break the tie.

**When Time Runs Out:**
- The following rules apply if the toss-up question HAS been completely read before time runs out:
  - If neither team has buzzed in before time runs out, the game or buzzer segment is over.
  - If a player buzzes in before time runs out, the question remains “in play.”
    - If, after verbal recognition by the Moderator, the player gives a correct answer, his/her team gets to answer the bonus question and then the game or buzzer segment is over.
    - If, after verbal recognition by the Moderator, the player gives the wrong answer, the game or buzzer segment is over.
    - If the player blurts out an answer, the other team is given five (5) seconds to buzz in and answer. Should a player on the second team buzz in, be verbally recognized by the Moderator and answers the question correctly, the team will also get the opportunity to answer the bonus question. Then the game or buzzer segment is over. If a player on the second team buzzes in, is verbally recognized, but answers the toss-up question incorrectly, the game or buzzer segment is over.
- The following rules apply when the toss-up question has NOT been completely read and time runs out:
  - If neither team has buzzed in before time runs out, the game or buzzer segment is over.
  - If a player buzzes in before the toss-up question has been completely read, is verbally recognized by the Moderator before answering, and time runs out, the question is still “in play.”
    - If the player gives a correct answer, his/her team gets to answer the bonus question and then the game or buzzer segment is over.
    - If the player gives the wrong answer, four (4) points are deducted from his/her team’s score, and the question is read in its entirety to the opposing team. If a player on the second team buzzes in, is verbally recognized and answers the toss-up question correctly, the team will also get the bonus question. If a player on the second team buzzes in, is verbally recognized, and answers incorrectly, the game or buzzer segment is over.
    - If the player blurts out the answer, the Moderator will re-read the question in its entirety to the opposing team. If a player on the second team buzzes in, is verbally recognized and answers correctly, the team will also get the bonus question. If a player on the second team buzzes in, is verbally recognized, and answers the toss-up question incorrectly, the game or buzzer segment is over.
Rules about Challenges:

- During virtual rounds, there may not be a Grading and Judges’ Appeal Room. All efforts will be made to address any science or rules challenges by the competition officials in the online competition room.
  - If a team requests a second challenge, the necessary competition officials will discuss the issue in a different space (offline via phone, breakout room, Slack, or other space designated by the Regional Coordinator(s)) and formulate their response.
  - All decisions made on the second challenge are final. No additional challenges for the issue or question will be accepted.
- As the first student to buzz in on a toss-up question will always be determined by the order on the official recognizer’s screen, rules challenges as to which student is allowed to answer a given question will not be accepted. Likewise, rules challenges regarding whether the game clock time is accurate will not be accepted, since the Timekeeper’s shared Game Clock will keep official time for each match.

Standard Rules about Challenges:

There are two types of challenges that team members may make during a game: challenges to the scientific answer, and challenges to the enforcement of the competition rules. The team member requesting the challenge must state up front whether they are requesting a Rules Challenge or a Science Challenge.

- All challenges must come from one of the team members who are actively competing. No coach or any room official may initiate, object, or engage in a challenge.
- All challenges will initially be decided upon collectively by the officials in the room (including challenges to the rules and/or the science). If the team requesting the challenge disagrees with the ruling of the room officials, the team member who requested the challenge can challenge a second and final time.
- If the results of a challenge determine that an answer that had been ruled incorrect is actually correct, the appropriate team will be awarded the correct number of points.
- Should a challenge be requested during a competition, the timekeeper will announce and stop the game clock at the initial request for a challenge OR when the question is no longer in play, and will not re-start the game clock until the question or challenge is resolved. Once resolved, the match will continue from that point. Should the competition officials decide that time was lost due to the interruption, they will announce and add the appropriate amount of time back on the game clock.
- If the game clock has NOT been stopped by one of the competition officials during a challenge or other discussion, players can respectfully ask the officials to stop the game clock. If a team member feels a rule regarding the game clock has not been enforced, the team member should request a Rules Challenge.
- Because Team Challenge Questions are graded in the Grading and Judges’ Appeal room, there are NO challenges allowed to the final number of points awarded. However, if zero TCQ points appear to be awarded, any coach or team member may ask the room officials to check that zero points is correct (and not a software malfunction).

Rules about Official Warnings:

- Team members and coaches must abide by all rules regarding warnings.
- If an individual team member receives two (2) official warnings during the competition
(not just one match), then they will be ejected from the online competition room and be disqualified from competing in the rest of the competition.

- If a coach receives two (2) official warnings, s/h will be ejected from the online competition room and be disqualified from participating in the rest of the competition. That coach’s team, however, can continue to compete in the competition without any contact with its coach.
- If an entire team receives two (2) official warnings, the round is over and all players on that team and their coach will be disqualified from competing in the rest of the competition.

**Standard Rules about Warnings:**

- If a competition official determines that the behavior and/or actions of an individual, team, or coach is disrespectful or causes significant distraction from the proceedings, the officials have the authority to issue an official warning to the offending individuals or teams to restore order and fairness to the competition.
- Any competition official that feels a situation demands a warning during a match will request the game clock to be stopped. The officials will then collectively decide on whether to issue an official warning. Official warnings may be issued to individual players, an entire team competing, or to members of the audience (including coaches).
- The official warning(s) for players and coaches will be noted on the Official Score Sheets and tallied throughout the entire competition.
- If a player, team, or coach accumulates two (2) official warnings during any point at the competition event, that player, team, or coach is disqualified from competing. If a team is disqualified, the Regional Coordinator will be responsible for determining team seeding for the remainder of the competition. At the Finals Competition, the Chief Scorer or member(s) of the National Office staff will determine team seeding.
- If the team with a disqualified player wins the regional bowl, the disqualified player will not be included in the list of members of the winning team.

**Coaching Policy:**

- A coach must be present with camera on at all times during his/her/their team’s virtual competition matches. A designated adult may substitute for the coach if a coach becomes unable to participate.
- Teams without a coach/adult designee are eligible to compete only if the coach/adult designee drops after the registration deadline or loses camera or zoom meeting access during the competition. However, teams without coaches present are discouraged, and teams without a coach present must accept the disadvantage of having no coach present.

**Standard Coaching Policy:**

Coach responsibilities include:

- Preparation and supervision of team members.
- Timely completion of applications and forms.
- Maintenance of high ethical and sportsmanship standards, both in preparation and in competition.
- Compliance with policies of the regional competition/National Ocean Sciences Bowl, and the sponsoring school system or education/science program.
- Once competition registration has closed, changes in designated coach can be made only
with the prior approval of the Regional Bowl Coordinator. Any substitute coaches will be expected to meet the same eligibility criteria and carry out the same responsibilities as the original coach.

- Faculty, staff, and students from the institutions sponsoring a Regional Bowl or Finals Competition are NOT eligible to serve as coaches, but may serve as scientific advisors to teams under the following circumstances:
  - Scientific advisors who work with individual teams can have no contact whatsoever with question development and review, with game preparation, or practice sessions for competition officials.
  - Scientific advisors are expected to demonstrate the highest ethical standards. Should they inadvertently be exposed to “insider” information of any kind (e.g. overheard discussion of questions, conversations about rules, or comments from competition officials about their perspective on policies and rulings), they are expected to withdraw as team scientific advisors.

- Any exceptions to the above coaching policies must be approved in advance by the Regional Bowl Coordinator or the NOSB national office. Failure to adhere to policy may result in immediate disqualification of the team from competition.