

Dixon Public School District Foundation

STUPOR BOWL CONTEST RULES

- 1. PLAYERS.** Each team roster may include up to 10 players. At least three players **must be bonafide employees of your company, bonafide members of your organization, a spouse thereof, or a retiree.** In rounds 1-4, up to six players compete at a time. In the playoffs, up to five players compete at one time, with one designated as the captain. All ages are welcome to play. Players may compete on only one team on the day of the Stupor Bowl.
- 2. ACCEPTABLE TEAMS.** Schools may have Alumni teams or Staff teams. Alumni teams must be confined to any five consecutive graduating classes (e.g. D.H.S. Classes of 1992-1996; Newman H.S. Classes of 1995-1999, etc.). School Staff teams may include any paid staff member, spouses or retirees as noted in #1, as well as recognized business-education partners. However, at least three of a Staff team must be school staff. Family teams may enter at the non-profit rate. At least three members of a Family team must be bonafide family relations.
- 3. MATCH SCORING: ROUNDS 1-4.** Rounds 1-4 will consist of 20 questions worth 2 points each, although one of these questions will be a surprise Stupor Duper Question worth 4 points. In each round, teams may purchase one Stupor Chip that will be read as the 21st question. Stupor Chips must be purchased before that question is read. Teams may also purchase one Stupor Dot per round. Teams can place a Stupor Dot (a sticker) next to any one question on their answer sheet, and then provide two possible answers to that question. If either of the two answers is correct, the team will get credit for that question. After the completion of rounds 1-4, the four teams with the highest scores will advance to the playoffs. In the event of a tie, a tie-breaker question(s) will determine the winner.
- 4. MATCH SCORING: PLAYOFFS.** Each match will consist of 4 quarters and 28 questions: (1) 6 toss-up questions, (2) 8 4-part teamwork questions, (3) 6 toss-up questions, and (4) 8 4-part teamwork questions. Each toss-up question is worth 10 points. Each teamwork question will consist of four parts worth 5 points each or a total of 20 points. If the final score is a tie, the first team to correctly answer a tie-breaker toss-up question will be the winner.
- 5. TIMING.** In rounds 1-4, each team will have about 60 seconds to deliberate for each question before the next question is read. In the playoffs, matches are not timed. Moderators will call a two-minute time-out after question #14 (half-time). Substitutions are allowed at half-time or during a time-out. Each team may call one 60-second time-out per half.
- 6. TOSS-UP QUESTIONS: PLAYOFFS.** No conferring is permitted for toss-up questions; only individual players may answer. After the moderator reads a toss-up, contestants have **10 seconds** to buzz in. (Exception: Math questions that require computation have a **30-second** time limit.) The 10-second period will commence after the complete question has been read; time-keepers will not stop the watch when a team buzzes in.
 - If a player buzzes in while the moderator is still reading a toss-up, the moderator will stop and allow the player to answer. If the player answers incorrectly, the moderator will then read the entire question for the other team.
 - If a question is answered incorrectly after the entire question has been read, the other team will have the balance of the 10 seconds (or 30 seconds for computation questions), but not less than three seconds, to buzz in.
 - Contestants who buzz in must not give their answer until they are recognized by the moderator. However, moderators will give one warning, per match per team, before penalizing a team. The penalty: the team's answer is disqualified, and the opposing team is granted sole right to the question.
 - When a player buzzes in and is recognized by the moderator, he/she has **three seconds** to start an answer. Failure to do so will disqualify that team's answer, and the opposing team will be granted sole right to buzz in and answer the question.
- 7. TEAMWORK QUESTIONS: PLAYOFFS.** In the second and fourth quarters of each match, 4-part teamwork questions are read. Teams have 30 seconds to confer after a teamwork question is read. During the conferring period, either team may ask to have any parts of the teamwork question repeated. Any re-reading of parts of the teamwork question is considered part of the 30 seconds allowed for conferring.
 - The team with the lowest score at the end of the first (and third) quarter will be the "controlling team" that answers the first teamwork question of the second (and fourth) quarter (questions #7 and #21). If the teams are tied at the end of the first (or third) quarter, the team that trailed before the tie score in that quarter will answer the first teamwork question in the next quarter. The other team will control the next question (#8 and #22), and the teams will continue to alternate as the controlling team throughout the teamwork questions.
 - When the "controlling team" is ready to answer, all conferring must stop. Team captains may designate another player to answer the teamwork question. Any player answering the teamwork question must have all papers in front of him/her, and all pencils should be down. If the first team does not answer or answers incorrectly any parts of the teamwork question, the other team has the chance to answer those parts.
- 8. TALKING: PLAYOFFS.** The only time team members may confer is during the 30-second conferring period before time is called by the timer or by the controlling team. Players should refrain from all talking outside of this conferring period. Any extra talking that gives a team an advantage (the moderator will determine if a foul occurred) will result in the forfeit of that question or the forfeit of the opportunity to answer the next toss-up question.
- 9. ELECTRONIC DEVICES.** Use of cell phones, smart phones, computers, calculators, or any electronic device is prohibited.
- 10. DISPUTES.** If a concern arises about procedure or the accuracy of questions and answers, the team captain must voice the concern before the next question is read. Disputes will be resolved by the moderator, who has the final say. In the playoffs, the moderator(s) will accept the answers on their sheets as correct unless both captains agree to throw out the question for a replacement, or if the moderator determines that a replacement question is the best solution.

Please remember that this is a fun event to raise money for a worthy cause.

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