

Quiz Bowl Rules:

1. Each team (1 team/school) may consist of up to five players with no more than four participating at once (i.e., 1 team member will be an alternate). There may be no more than **one (1)** graduate student per team. (A graduate student is defined as a person that does not hold an advanced degree, thus Ph.D. students are not eligible to compete in Quiz Bowl.)
2. Quiz bowl is a double elimination tournament. Team pairings will be chosen at random for the first round. Pairings in subsequent rounds will be determined by a team's ability to win. If a team advances to the final round unbeaten, the challenging team (winner from the loser's bracket) must beat the undefeated team in two consecutive rounds to win first place.
3. Matches will be 10 minutes, except for the final round, which will be 15 minutes.
4. When the final bell rings, the game is over. If the game ends while a question is being asked, the game ends at that point. If the final bell rings while a toss-up or bonus question is being answered, the game ends after the allotted time for the answer has expired. For the purpose of this rule, players who have signaled, but have not been acknowledged, will be allowed to answer. Should time expire while a toss-up question is being answered correctly, there will be a bonus question awarded if it has bearing on the outcome of the game.
5. On all questions, the first answer given will be the one accepted (i.e., there will be no second thoughts). The moderator reserves the right to ask the respondent to "be more specific."
6. If the pronunciation of the answer to a taxonomically related question is unclear to the moderator, the respondent may be asked to spell the answer. If spelled incorrectly, the answer will be considered incorrect.
7. If the score is tied at the end of the match, the match will be extended an additional 5 minutes.
8. The team with the highest score at the end of the match will be the winner.
9. A judging committee of the host school faculty members, professional wildlife biologists, etc., will be the referees of any challenge that may arise.

Specific Rules for Toss-up Questions:

1. Matches begin with a toss-up question open to both teams. Each toss up question is worth ten points

2. Only one person may answer a toss-up question. A team member signals to answer by pressing a button that activates a buzzer and light. The first team member to respond is indicated by their individual light.
3. Following the reading of a toss-up question, 5 seconds will be allowed for a team to signal for an answer. If no one signals within the allotted time, the moderator will give the answer and the next question will be asked.
4. The moderator will acknowledge the signal by verbally announcing the team member's school and number of the player. If the player answers before being acknowledged, the moderator will state the answer cannot be accepted and the opposing team will be given a chance to signal (5 seconds), be acknowledged, and answer. This rule applies irrespective of whether the unaccepted answer given is correct or incorrect!
5. The team member acknowledged has 10 seconds to answer the question. If the answer is heard from the audience, the question will be discarded. If any discussion occurs between members of a team on a toss-up question, that team forfeits the right to gain points and the other team gets a chance to answer after being acknowledged. This applies regardless if an answer was heard or not.
6. Should a team member give a wrong answer to a toss-up question, the opposing team has a total of 5 seconds in which to signal. The team member will then be acknowledged and allowed an additional 10 seconds to answer the question.
7. A team member may signal to answer a toss-up question as it is being asked. When this occurs, the moderator will stop reading at that point. If, after being acknowledged, the answer given is wrong, the entire question is repeated for the opposing team. One team member must signal and be acknowledged as in all toss-up questions. In the event that a member of the opposing team signals before the question has been repeated, the moderator will stop reading the question, and acknowledge that team member for the answer. If the question was completed, it will not be repeated.

Specific Rules for Bonus Questions:

1. A bonus question will consist of 1, 2, or 4 parts. The bonus question, a total of 20 points, will be divided accordingly.
2. Bonus questions are a team effort, but the answer decided upon for each part can only be accepted from the team captain. The team

will have a total of 30 seconds in which to answer all parts after the question is completely read.

3. All bonus questions will be oral, audio, video/slide, or carry-on specimen(s).

Challenges

Toss-ups: If an answer ruled incorrect is believed to be correct by a team member, the player can challenge the moderator's ruling by appealing to the judging committee. Challenges can be made only after the opposing team has had an opportunity to answer. Also, if a member of the opposing team believes an answer ruled correct is incorrect, a challenge to the judging committee may be made. To challenge, a team member should activate the buzzer/light and wait to be recognized! When a challenge is made, the clock will stop until the judges have made their final decision. Challenges must be made before the bonus or next toss-up question is read.

Bonus: Challenges of bonus question rulings must be made before the next toss-up question is read.