

# KSHSAA SCHOLARS BOWL

## ONLINE COMPETITION FORMAT & PROCEDURES

Developed in Consultation with the Kansas Association of Scholars Bowl Coaches

In-person scholars bowl competition with COVID-19 Risk Mitigation protocols is permitted for the 2020-21 season; however, this KSHSAA approved online format provides an option for schools who cannot host/attend in-person competitions. Should the KSHSAA postseason scholars bowl competitions (regional and state) not be able to occur in-person, this is the online format that will be used. Please review the KSHSAA Scholars Bowl COVID-19 Risk Mitigation Considerations for In-Person Competitions and Practices at:

<http://www.kshsaa.org/Public/COVID/PDF/ScholarsBowl-Considerations.pdf>

*Format modification of the traditional, in-person scholars bowl model is necessary as digital competition poses fundamental challenges to competition integrity. For example, network connectivity and lag time is unpredictable; a buzzer system cannot be shared remotely to determine which team responds first, and whether an interruption has occurred.*

### Online Platform = Determined by Host School

Options include – Zoom, Google Meet, Microsoft Teams, GoToMeeting, and others that allow for the following protocols:

- Teams will compete separately from one another via video conferencing. Participating teams will be in classrooms at their own schools, or if their school is unavailable, at another local facility such as a library or community center. Standard COVID-19 risk minimization strategies including social distancing and hand sanitizing should be utilized. Masks and/or clear face shields may be worn.
- All teams may begin with three to five team members plus one alternate per regular Scholars Bowl procedure. (Minimum team members required for competition is three. The maximum number of team players allowed to compete during a round is five.) Coaches are allowed in the competition room, but no spectators. At the end of a round, a coach may substitute an alternate player.
- Teams should identify a captain. The team captain will be responsible for answering the question directly on behalf of the team or direct the moderator's attention to which team participant will answer the question.
- There will be a single moderator reading to a single team for the correct number of regular and (where applicable) final rounds. The **moderator** will also serve as the timekeeper. There will be a **judge** for each team who will also serve as the official scorekeeper. A **school official** will sit in the competition room to ensure question integrity and will be expected to keep a record of their team's scores each round. A coach cannot serve as their team's moderator, judge, or official. **During regional and state competition, a team's judge must be from another school. Each participating team in the postseason will be required to provide a judge.**
- Room judges should use discretion when determining whether an electronic device has been triggered in an attempt to answer a question posed by the moderator.

- Verbal answers are required. Texting or typing will not count, even if a team participant is having an audio issue. If moderators or judges believe a technical issue is preventing them from understanding a response, s/he may ask for clarification.
- A five-minute break between rounds will be allowed. A longer break will be called after regular rounds have concluded to tabulate results and notify teams who will advance to finals.
- Scoring will be posted electronically, and coaches will be allowed to access online results between rounds.
- Rounds will consist of 16 questions using the standard Scholars Bowl topics and number of questions for each topic. World language may be shown using a screen share feature.
- *Unless otherwise directed*, teams will have **15 seconds** to answer each question once the moderator finishes reading the question.
- Preliminary head-to-head matchups will be predetermined prior to starting the tournament. Post preliminary play will be determined based on preliminary round records. Ties will not be broken. Each team ending a round in a tiebreak scenario will be awarded a half win, half loss. In the event that the tie-breaking procedures outlined in the manual are exhausted, total points across preliminary rounds will be used to determine which teams advance. This tie-breaking procedure will be used for final placement as well.