

2018 Corporate Knowledge Bowl

Official Rules

- All parties are expected to follow the behavior guidelines outlined by the Library.
- This is a double elimination tournament. All matches, including the final match, will last for 20 minutes or for 50 questions.
- In this format all teams begin in the “Winner’s Bracket.” The losing team of any match in this bracket will move to the “Loser’s Bracket.” Any team to lose a match in the “Loser’s Bracket” will be eliminated from the tournament.
- In the final round a team with one loss from the “Loser’s Bracket” will play an undefeated team from the “Winner’s Bracket.” If the undefeated team loses in the championship match, the match will be replayed and the winner will be crowned the champion.
- If a team is more than FIVE minutes late, they will forfeit the match.
- At least two team members MUST be present to begin the match.
- NO ONE in the audience is allowed to talk or cheer. If you talk or cheer, you will be asked to leave.
- Each match will begin by flipping a coin. The coin flip will determine which team gets to choose to have the first or last question of the match. The team that receives the second question of the match will only get the last question if the time has run out. The last question must be in rotation. Stealing a team’s question does not constitute the last question.
- A team captain must be designated before the round begins, and he or she must give the answer unless they defer to another team member and state that they are doing so to the Question Master. If someone from the team other than the team captain answers a question, that answer will not be acknowledged.
- Teams will be asked a question and then given 15 seconds to respond with an answer. The clock will begin once the question has been completed.
- The FIRST answer given by the team captain is the answer that will be judged. If the captain gives TWO or more answers all subsequent answers will be ignored.
- The Question Master will repeat a question if asked. The clock will stop running during the re-ask of the question, and resume running at the end of the repeat.
- If the first team gives an incorrect answer or if their time runs out without an answer, the second team is then given 10 seconds to answer the question.
- If neither team can answer the question correctly in the allotted time, the Question Master will then move to the second team with a new question.

- When the 15 or 10 seconds is up and the timer goes off, the Question Master will tell the team that they “must have an answer.” Once they have received the notification, the team MUST immediately give an answer or forfeit the opportunity to answer the question.
- Each question answered correctly is worth one point.
- The team with the most points at the end of the round is declared the winner. The timekeeper will watch the match clock in addition to the question clock.
- The timekeeper will give a 5-minute warning (as close as possible to five minutes to go in the match); a 1-minute warning; and a last question warning.
- In the event of a tie, the Question Master will then conduct a “quiz off” between the teams. During the “quiz off” each team will get three questions. An incorrect or unanswered question will NOT be passed to the other team. If the game is still tied after three questions, each team will get one question until the game is decided.
- The Question Master will determine if an answer is correct or incorrect. If the Question Master determines that a question is inaccurate, he/she will throw the question out and ask another question to the receiving team.
- If a team wishes to challenge a question, it MUST be challenged **before the next question is asked**. If it is not challenged **at that time**, the team loses the right to challenge.
- When a question is challenged, the match will continue while the sources for the question are pulled and reviewed. A decision will then be made by the Competition Officials.
- The Competition Officials will have the final decision on how to deal with an inaccurate question.
- All snacks must be consumed in the Meeting Room Gallery area. Drinks are allowed in rooms during matches.

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| Company Name | Team Representative Name & Initials |
| Contact Name | E-mail Address |
| Contact Name | E-mail Address |
| Contact Name | E-mail Address |

Daily updates will be sent to the e-mail addresses you provide above. It will then be up to you to distribute information to any additional team members.

Thank You and Good Luck!