

2023 KPMG Brain Bowl Academic Tournament

Rules and regulations

- 1. Each round features two teams, each with four designated players competing during each round/game.
- 2. Each question has a pre-stated value of 1 point. Points are scored by correct answers only; incorrect answers do not lose points.
- 3. At their discretion, officials (judges) may give a player a chance to "be more specific" if his answer is deemed neither correct nor incorrect. For example, surnames are acceptable provided there are no others having the same surname with whom he might be confused (e.g. The Roosevelts or Andrew Roosevelt). If more information is provided than is required for a correct answer and some portion is incorrect, the whole answer will be deemed incorrect.
- 4. At their discretion, officials may discard a question if an answer is interjected from the audience.
- 5. All math answers must be expressed in simplest terms, except denominators need not be rationalized.
- 6. Units must be given in math answers where applicable, unless it is stated in question what units are sought; for example, ". . . Give me the volume, in cubic centimeters, of a sphere . . ."
- 7. On matching questions, all elements to be matched must be included in the response, not merely, "In order, they are..."
- 8. SCRIPPS RANCH RULE. Spelling questions are judged using National Spelling Bee rules, although a player needs not pronounce the word. A player, having started to spell, may stop and start over, retracing the spelling from the beginning; however, there can be no change of letters.
- 9. MADISON RULE. The only electronic signaling devices allowed to the contestants during the game are the ones we provide. Contestants may not bring cell phones or any other electronic signaling devices to the panel during the game. All cell phones in the audience shall be turned off before the game; otherwise unsportsmanlike conduct may be declared, and points deducted at the judges' discretion.
- 10. If contest equipment malfunctions, it is the team's responsibility to notify officials at once. No adjustments or changes in the match are permitted due to malfunctioning equipment.
- 11. Appeals regarding answers to questions may only be lodged immediately following the quarter in which the question was read. An appeal shall consist of the player and/or coach explaining the issue to the officials. The officials may then consult with the opposing coach as they see fit. It is considered unsportsmanlike conduct to interrupt the flow of a match by lodging a protest at the wrong time. There are only a few times when it is correct to interrupt the flow of a match e.g. equipment malfunction, illness, pencil and paper issues, failure of an official to reset the buzzer system but protests and scoring issues need to be addressed at the end of the period. A team is permitted a maximum of two question appeals per game.
- 12. Digital writing tablets are allowed and will be provided for contestant use during the game.
- 13. Decisions of the officials shall be final. The official declaration of the outcome of the match shall be irrevocable. As in any contest, a game shall not be replayed, even if the outcome could have been altered by judgment errors.
- 14. Each team will be provided with a name plate for each team to facilitate being recognized by the moderator.



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Tournament format

- 1. All questions are "tossup" formatted worth 1 point a piece.
- The tournament will be structured in a double elimination format.
- 3. Each round will have 15 questions relating to the following subjects; math, science, history, literature, current events, religion, and miscellaneous.
- 4. The Moderator will read the question. Once the Moderator completes the question the teams will have 10 seconds to buzz in. If the first team's answer is incorrect the second team will have 10 additional seconds to buzz in and answer.
- 5. To help ensure that there is no confusion on the part of an official as to who answered, a player wishing to answer a question must signal using the electronic response system and is expected to wait to be recognized by an official before giving an answer. If an answer is given (by a player whose light is on) before he is recognized, it is considered unsportsmanlike conduct, but there is no penalty for not waiting. The player will be asked to wait, but the officials will not disallow the answer.
- 6. A player may interrupt a question while it is being asked.
- 7. If a team buzzes in before (interrupts a question) the Moderator has completed the question, the team that buzzed in will have to provide the answer immediately. If incorrect, the opposing team will have the Moderator read the question over from the start and have 10 seconds to answer.
- 8. A player is expected to respond within the 10 second time allotment once recognized. If an answer is not given in 10 seconds, the Moderator will indicate "no answer". This rule is strictly enforced on math questions, on which a player should do all computations before signaling.
- 9. A maximum of one player from each team is allowed to signal.
- 10. Completed questions for both teams will not be repeated.
- 11. Consultation is allowed. Consultation shall be defined as one contestant passing notes or carrying on a discussion with a fellow-contestant, and nothing more. Team members should remain seated.
- 12. If, at the end of the round, both teams have the same number of points, the tie is broken in a sudden-death playoff. The first team to answer a question correctly in overtime is declared the winner.
- 13. In the event that a team's tossup answer is initially ruled incorrect but is later accepted by the Judges, the score will be recalculated.





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Participants Guidelines

- A team consisting of 5 players from one high school, as declared eligible by the school on September 8, 2023, may attend on the day of the tournament.
- Only 4 players are allowed to participate per round.
- If the 5th team member is not registered, he/she is not allowed to swap in or out with another team member nor eligible to compete.
- No students outside of those 5 that were previously registered are allowed to enter the tournament hall or have lunch in the morning session. They can only come to support their schoolmates in the afternoon "open session". No exceptions.
- Although a team is not required to be coed (male and female), KPMG in the Cayman Islands encourages schools to field mixed teams if at all possible.
- The team dress code for the competition shall comply with the standards set by the school for class attendance. However, students are encouraged to make an overt effort to dress in a manner conforming to the high standards of the competition.
- Team behavior should conform to the high standards of the competition. Applause and cheering for correct
 answers is appropriate, except when a team is "on the clock", i.e. whilst Moderator is reading questions or
 transiting into the next set of questions.
- Egregious infractions of KPMG's property or the Kimpton Seafire's conference facility (including destruction of property or disrespectful behavior) may result in disciplinary action, up to and including a forfeiture of matches or ejection from the tournament, at the Tournament Director's discretion.
- Teams must be accompanied by at least one adult coach/advisor. Coaches are responsible for the behavior of their team members. If the coach abandons the team before the completion of the tournament, the team may be disqualified or considered ineligible for the next year's competition.
- Participants are not permitted to record the audio or video of any match without the prior consent of the Tournament Director. Violation of this rule may result in match forfeiture.

For more information please contact:

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