

AMERICAN QUIZBOWL LEAGUE

Ruleset C and D Summary

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This is only a summary of Rulesets C and D. See aqbleague.com for the full rules. In the case of any discrepancy, the full rules take precedence over this summary.

A special thanks to National Academic Quiz Tournaments, LLC for allowing us to use their rules as a template.

- Each team must consist of players who all attend the same school. Tournament hosts may allow variations, but this is not encouraged.
- No more than four people can play at a time. Teams may have rosters up to six; substitutions may be made between games, at halftime, or before overtime.
- Tossup questions are usually worth 10 points. Each tossup has a “power mark” indicated by an asterisk; a correct response given at or before the power mark earns 15 points instead of ten.
- A player may signal (“buzz”) to answer a tossup at any point after the moderator has begun reading it. The moderator will stop as soon as a player has buzzed. Only one player per team may buzz on each tossup, and only the player who buzzed may give an answer. Players must begin answering within 5 seconds after being recognized. Teammates may not engage in verbal or written consultation (“conferral”) during tossup questions.
- If a player’s answer to a tossup is incorrect or the 5-second period has expired, the moderator will (if necessary) finish reading the question for the other team. Conferral is still not allowed. If a player on the second team buzzes and answers correctly, the second team earns the bonus. Otherwise, the tossup goes “dead”; the moderator will provide the correct answer and move on to the next tossup.
- After the moderator has finished reading a tossup, players have 5 seconds in which to buzz. If one team answers incorrectly at this point, the other team has another 5 seconds in which to buzz.
- There is a 5-point penalty (“neg”) if the first team to attempt answering a tossup gives an incorrect answer before the question has been completely read. If the power mark has not yet been reached (which will not be known to the players), the second team still has the opportunity to earn 15 points. There is no penalty for an incorrect answer after a tossup has been completely read, nor for a second incorrect answer.
- Once a Team correctly answers a Tossup, they are awarded a Bonus question to answer as a team. Bonuses consist of three parts, worth 10 points each.
- Sometimes, tournaments include Lightning Rounds, where teams answer 8-10 questions on a single topic within two minutes. Teams are provided three topics to choose from. Captains give the answers for their teams. Lightning rounds take place halfway through the game.
- The moderator may ask for more information (also called a “prompt”) if an answer is correct but incomplete. Generally, for people, last names or other common names (“Moses,” “Madonna”) suffice. Titles of works must usually be exact.
- A game consists of a fixed number of tossup questions, usually 20, bonuses for each tossup, and, when present, lightning rounds.
- If the score is tied at the end of the game, tossups will be read until a team answers one correctly; that team wins.
- If something goes wrong, you can Protest to the Moderator.
- Be kind and courteous to your teammates and fellow competitors. Don’t cheat, even if you’re tempted to.
- For tournaments using ruleset D, a separate document detailing correctness guidelines becomes a part of the rules, and moderators and tournament directors are bound by it.