

# AMERICAN QUIZBOWL LEAGUE

## RULESET A

First Edition, Second Revision: July 2020

These are the official rules of the American Quizbowl League for general use, appropriate for events of a casual nature, and intended for use at AQBL-sponsored events. Any person who wishes to use these rules may do so for whatever purpose desired, and permission need not be sought, provided that:

1. These rules are identified as "AQBL Ruleset A";
2. Any variations from these rules are announced before the event begins;
3. All references to an Administrator of the AQBL are replaced by "Tournament Director";
4. The event makes clear that it is not affiliated in any way with the AQBL.

These rules are not appropriate for events of a serious nature or any event where there are stakes or prizes; such an event should use AQBL Ruleset B.

This is the full version of the rules; a brief summary is available at [aqbleague.com/shortrules](http://aqbleague.com/shortrules), which is appropriate for new Teams, most Players, and most Staffers. Coaches and team Captains should have a basic understanding of these rules, but do not need to absolutely know everything in these rules; the average player will not see situations that require extensive knowledge of these rules on a regular basis.

These rules are heavily based on those used by National Academic Quiz Tournaments, LLC for use at their events. We are grateful to NAQT for allowing us to use their rules as a template; however, the AQBL and NAQT are entirely unaffiliated.

### 1. Definitions; Tournament Officials

- 1.1. An Event is a set of organized Quizbowl matches, regardless of medium, and may take place over one, consecutive, or multiple non-consecutive days. Each Event shall have a single Tournament Director, or TD, who may designate committees to make rulings on their behalf. Unless overruled by an Administrator of the AQBL, all decisions of the Tournament Director or his or her designees are final.
- 1.2. Each match shall have a Moderator, who shall read the questions, enforce time limits, determine the correctness of responses, award and deduct points, and otherwise enforce the rules of the competition.
- 1.3. Other officials may be provided to assist the Moderator in some capacity as determined by the Tournament Director.
- 1.4. The Moderator may consult with other game officials or tournament officials as well as Internet-based resources to evaluate the correctness of a response, provided such review is completed in a reasonable amount of time. In case of disagreement, the Moderator's decision shall prevail, subject to protest as per Rule 10.
- 1.5. An Administrator of the AQBL is any person designated before the tournament as such by the President of the AQBL.

1.6. Should unexpected circumstances make it impossible to follow these rules, the Tournament Director may adopt any reasonable course of action within the goals of these rules, the spirit of the Competition, and the Policies of the AQBL.

## 2. Equipment

2.1. Each Event shall take place on Discord's voice and text chat platform in a non-public server specifically created for the purpose. Each Match shall take place in a separate voice and text channel.

2.1.1. Players are expected to, prior to the tournament, have the Discord desktop client, a working high-speed Internet connection, and an active Discord account.

2.2. No other electronic devices, with the exception of those required, at the discretion of the Tournament Director, for the competition and those medically necessary may be used by any player at any point during a match.

2.3. No program, browser, or application other than Discord may be accessed or used by the player on any device during a match.

2.4. No physical material may be used by a player during a match except for a pencil/pen and paper, and the paper must be devoid of writing at the beginning of the match.

2.5. Prior to each match, players should ensure:

1. That they are in the correct text and voice channels to hear the game;

2. That they can clearly hear the moderator;

3. That their keyboard is in working order and able to buzz in.

2.6. No person may make an audio or video recording of a match without the express written consent of the AQBL.

## 3. Participants

3.1. The Participants at each event not members of the Staff shall be part of Teams, made up of a number of Players between one and six, all of whom are eligible and attend the same school, as well as, optionally, one or more Coaches. Any other persons associated with a team shall be classed as Spectators.

3.2. Each Team shall bear the name of the school which its Players attend unless a prior arrangement is reached with an Administrator of the AQBL. Each Team shall carry a unique roster of Players; no Player may compete for more than one Team during an Event.

3.3. Each Team shall designate a Captain prior to the beginning of the Event. The Captain shall give the final answers of teams on Bonuses and during Lightning Rounds. Only the Captain and Coach are able to lodge Protests as per Rule 10.

3.4. A Team may, at its discretion, have a Coach, who shall be designated as such prior to the beginning of the Event. A Coach shall serve as an advisor for the Team, and shall not be a Player on any Team competing in an Event. A Team may have more than one Coach per se, but only one shall be officially recognized as such and have the ability to lodge Protests as per Rule 8.

3.5. Players shall be considered Active when they are able, by these rules, to answer Questions during a Match. Otherwise, they shall be Inactive, and shall be treated as Spectators.

3.6. Spectators are persons who are ineligible to answer Questions during a Match. Tournament Directors may make rules and guidelines Spectators must abide by as they see fit; however,

Spectators shall never be allowed to be Active Players, lodge Protests, or encourage the lodging of Protests.

- 3.7. All persons in the tournament server shall be required to, within the tournament server, change their Discord nickname to their actual name and team (e.g. Joe Feldman [Smithtown West A]) and retain that nickname for the duration of the event. Each person in the server shall be assigned by the tournament director or a designee a Role that matches the name of their school and the team letter, as well as separate roles for coaches, spectators, captains, and whatever other roles the Tournament Director sees fit to assign.
  - 3.8. All Coaches and Spectators, as well as anyone who is not a staffer or active player, shall be limited to viewing one match per round. The tournament director shall remove from the event any spectator who violates this rule at the first instance, and any coach who violates this rule at the second instance.
  - 3.9. The Staff shall consist of the President of the AQBL, the Administrators of the AQBL, the Tournament Director(s), and all Moderators, Scorekeepers, and other officials appointed by the Tournament Director.
  - 3.10. All Participants are presumed to be responsible individuals and shall be treated as such. Participants shall retain personal liability for their conduct at an Event. Schools shall retain liability for their officially-sponsored Teams and associated Players, Coaches, and Spectators.
4. Gameplay
- 4.1. Each Match shall consist of Twenty Tossup questions, Bonuses and Lightning rounds as the Tournament Director determines, as well as any necessary Overtime periods as per Rule 8.
    - 4.1.1. After Ten Tossups have been read, a one-minute break will be taken for Halftime, during which the score will be read and substitutions made as per Rule 4.2.1.
    - 4.1.2. At the discretion of the Tournament Director, when a Tiebreaker round is deemed necessary to allow the proper determination of the advancement of a team to the next phase of an Event, and there are insufficient Questions to allow for games of Twenty tossups each, Matches may take place with Ten Tossups each, or another fair method of breaking the tie may be devised.
  - 4.2. Each Match shall be between two Teams of no more than four Active Players.
    - 4.2.1. Active Players may be Substituted with Inactive Players at Halftime or prior to Overtime. Substitutions shall not be permitted at any other time.
      - 4.2.1.1. Once Substituted out, a Player may not re-enter the game.
  - 4.3. The Moderator shall begin the Match by taking the Players' names, checking the Buzzers to ensure they are functioning properly, and ensuring that all Players can hear the Moderator's voice clearly. Once this is complete, the Match shall commence with the reading of the first Tossup.
    - 4.3.1. Should a Team fail to appear on time, or should a Team refuse to play a Match under these rules, the Tournament Director may declare that Team to have forfeited the Match.
  - 4.4. An Active Player may signal to answer a Tossup, or "Buzz In", at any point after the Moderator has begun reading the question by typing "Buzz" in the game chat and sending it as a message with the Enter key.

- 4.4.1. Such a message may be pre-typed in the game chat, such that all a player needs to do to Buzz In is press the Enter key.
- 4.5. The Player whose buzz appears first on the Moderator's screen shall be considered to have Buzzed In first; only that player may give a response to the tossup.
- 4.6. When a Player has Buzzed In, the Moderator shall cease reading the tossup, recognize the player by name, and await a response.
- 4.7. If a Player Buzzes In before a Moderator has finished reading a Tossup, the Moderator shall stop at that point. If the response given is incorrect, no other Player from the Team that Buzzed may Buzz In to answer, and any such Buzz shall be ignored.
  - 4.7.1. Should both Teams give incorrect responses, the Tossup shall be considered Dead as per Rule 4.11.
  - 4.7.2. The effect on the game of the Moderator failing to stop reading immediately shall not be protested.
- 4.8. A Player must begin typing his or her response to a Tossup within three seconds of being recognized, and an answer shall be completed and sent within seven seconds thereafter. Answers given after time has been called by an official shall be considered to be No Answer. Ties shall be broken in favor of the Player.
  - 4.8.1. Players need not wait to be Recognized prior to beginning their response; however, it is strongly recommended that players do so.
- 4.9. Players have Five seconds after a tossup has been completely read by the Moderator to Buzz In, after which Rule 4.7 applies. Should one team give an incorrect response, the other team shall have an additional five seconds to buzz in, after which Rule 4.7 applies.
- 4.10. Time need not be kept on any clock, nor shall the Moderator be required to count time out loud.
- 4.11. Should neither team give a correct response to a Tossup, and the time as specified in Rule 4.9 has elapsed, the Tossup shall be considered Dead; no team shall be able to buzz in and answer after a Tossup has been called Dead. The Moderator shall reveal the answer to the Dead Tossup and proceed to the next Tossup.
- 4.12. Once a Tossup is either correctly answered or called Dead, the Moderator shall reveal the correct answer, award points as per Rule 5, note any Protests, read any necessary Bonuses as per Rule 5, and continue to the next Tossup.
- 4.13. A Coach or Captain may call a Timeout of sixty seconds once per team, per match, for any reason so desired; however, any such call shall only be made in between Tossups. A call at any other time shall be ignored.
- 4.14. When Webcams are being used at an Event, players may engage in non-verbal, non-written Conferral with Active teammates, provided such conferral does not convey any information about the substance of the answer. Any other Conferral shall be called Illegal Conferral.
  - 4.14.1. When Webcams are not being used, Players may not engage in conferral of any sort, except in a manner specifically provided, approved, and monitored by the Tournament Director. Any Conferral not so approved shall be Illegal Conferral.
  - 4.14.2. Illegal Conferral shall carry a 5-point penalty; in addition, the Team that engaged in Illegal Conferral shall be Locked Out.

- 4.14.2.1. Should both teams engage in Illegal Conferral, a five-point penalty shall be assessed to both teams, and the Tossup shall be declared Dead.
- 4.14.2.2. Should one team engage in Illegal Conferral, and the other Team answers incorrectly, no penalty will be assessed on the Second Team.
- 4.14.2.3. Should both Teams simultaneously engage in Illegal Conferral, both teams shall be assessed a five point penalty, and the Tossup shall be declared Dead.
- 4.15. A Moderator may disregard a signal that is deemed, at his or her discretion, to be Inadvertent.
- 4.16. Should a Player who has not Buzzed In, or did not Buzz In first, give a response:
  - 4.16.1. If no other Player has signaled, the response shall be treated as Illegal Conferring.
  - 4.16.2. If the player who responds is not on the same team as the player who did Buzz In first, the Moderator shall ignore the response, even if it is correct, deduct five points for illegal conferral, and will recognize the player that actually Buzzed In first.
  - 4.16.3. If the Player who responds is a teammate of the player who did signal, the response shall be treated as Illegal Conferral.
    - 4.16.3.1. Should a Player and a Teammate respond simultaneously, the Moderator shall ignore the response and evaluate the response from the Player who actually Buzzed In first.
  - 4.16.4. Should the Moderator call the wrong Player:
    - 4.16.4.1. If the player has not yet answered, the moderator shall correct him or herself and the game will continue normally;
    - 4.16.4.2. If the player has answered, irrespective of correctness, the question will be thrown out and a replacement tossup will be read to both teams as if the thrown out question had never occurred;
    - 4.16.4.3. Should one team have already given an incorrect response, a replacement from the same category will be read to both teams as if the thrown-out question had never occurred, and the incorrect response shall not be counted.
- 4.17. The Team with the higher score at the end of Tossup 20 shall win the match.
  - 4.17.1. If the score is tied, the Match shall proceed to Overtime as per Rule 8.
- 5. Bonuses
  - 5.1. At the discretion of the Tournament Director, a given Event may include bonuses of one, two, or three parts, either related or unrelated to the Tossup answer, or no bonuses at all.
  - 5.2. At Events using Bonuses, each time a Team answers a Tossup correctly, they shall be awarded a Bonus.
  - 5.3. Teams may confer on Bonus Questions. The Moderator will evaluate the first answer to be typed in all capital letters, or the first directed answer. Should conflicting answers be given, the moderator shall ask the Captain to provide the final answer.
  - 5.4. A team has 5 seconds to answer each part of a bonus question, unless otherwise noted by the question. After reading each part, the moderator will ask the team for an answer 1 second before time for that part expires (e.g., for a standard 5-second part, the moderator will ask the team for an answer after 4 seconds). Once asked, someone on that team must start answering immediately, with the answer beginning within the allotted total time for the bonus part. If a

player chooses to designate another player to answer, such designation does not allow the team any extra time.

- 5.5. A team may begin its answer before the end of a bonus question. In such cases, the moderator stops reading when the team begins its answer. If the bonus contains another part, the moderator then asks the next part. This happens even if the part asks for more than one piece of information and the team gives only one; a risk of answering the bonus while it is being read is that a team might miss the fact that it is asking for multiple pieces of information.
- 5.6. If the bonus question contains multiple parts, a team may answer only the part that is being read. For this purpose, any “introduction” (e.g., “For 10 points each—given a vice president of the United States, name the president under whom he served.”) is considered to belong to the first part of the question.
- 5.7. If a bonus question calls for multiple answers, the response must be given as a continuous list. Any pause of 1 second ends the response. The moderator will not prompt a team to complete a partial response.
- 5.8. If a moderator inadvertently reveals the answer to a part of a bonus before the team has answered, the entire next bonus will be read as a replacement. However, the team may not earn more or fewer points on the replacement bonus than would have been possible with the completion of the original bonus. For example: a team earns 10 points on the first two parts of a three-part bonus before the moderator botches the third part; the team will get a replacement bonus, but will receive at least 10 points (even if they actually score 0 points on the replacement bonus) and no more than 20 points (even if they answer every part of the replacement bonus correctly).
6. Lightning Rounds
  - 6.1. At the discretion of the Tournament Director, a given Event may include lightning rounds of eight or ten Parts, or questions.
  - 6.2. Lightning rounds shall take place at Halftime. Substitutions may be made before and after the lightning round.
  - 6.3. Each lightning round shall be of a common category. Three sets shall be offered to the teams. After hearing the categories, the trailing team’s captain shall, after consulting with their team, choose the first category. The leading team shall choose from the remaining two categories.
    - 6.3.1. Should teams be Tied at the Half, the team that last answered a tossup correctly will choose first.
  - 6.4. The questions shall be answered in two minutes. Timing begins when the reader has completed the first question. Time shall be kept on a clock. When time runs out, any questions not read shall be Dead.
  - 6.5. The Captain shall give the team’s responses via microphone or text. Conferral is permitted and encouraged.
  - 6.6. A team may pass a question by saying Pass. Passed questions shall not be returned to.
  - 6.7. At the discretion of the Tournament Director, missed answers may be offered to the other team for half the point value.

- 6.8. While a lightning round is being read to one team, and Rule 6.7 in use, the game's moderator shall place a Server Mute on all the members of the other team, including players, spectators, and coaches. The Mute shall be lifted upon completion of the Round.
7. Scoring
  - 7.1. Each Tossup question shall normally be worth 10 points.
  - 7.2. Each Tossup shall have a Power Mark. If a Player buzzes in and answers correctly before the Power Mark is reached, the Player shall be awarded 15 points.
    - 7.2.1. The moment of judgement is when a player signals, not when the moderator stopped reading. Ties are in favor of the player.
  - 7.3. Should a Player answer a Tossup incorrectly before the question has been read in its entirety, there shall be a 5 point penalty to the Player's team.
    - 7.3.1. Should a Player answer a Tossup incorrectly after the question has been read in its entirety, there shall be no penalty to the Player's team.
    - 7.3.2. Should, after a Player has given an incorrect response and five points have been deducted from that Player's Team, a Player from the other team also gives an incorrect response, there shall be no penalty to the second Player's Team.
  - 7.4. Each part of a Bonus shall be worth ten points for a correct answer, with no penalty for incorrect responses.
  - 7.5. Each question in a Lightning Round shall be worth 10 points, with no penalty for incorrect responses; should incorrect answers bounce back to the opposing team, correct responses on bouncebacks shall be worth 5 points. Should a team answer all the questions in a lightning round correctly, ten additional points shall be awarded.
  - 7.6. Illegal Conferring, as defined in Rule 4.14, shall result in a 5 point penalty to the Team or Teams that Illegally Conferred.
8. Overtime
  - 8.1. Should the score be tied at the end of the Twentieth Tossup of a Match, Overtime shall be played.
    - 8.1.1. Overtime shall be played even if a Protest has been Appealed.
  - 8.2. In Overtime, Tossups shall be read to both teams until a Player Buzzes In and answers correctly as normal. Once a Player gives a correct answer, their Team shall win.
    - 8.2.1. Incorrect answers and Illegal Conferring still Lock Out the offending player's team, but no penalty shall be levied for incorrect answers or Illegal Conferring in Overtime: a correct response to a tossup must be provided before a victor can be declared.
    - 8.2.2. Powers shall remain possible in Overtime.
9. Correctness
  - 9.1. In order for an answer to be correct, a response must indicate accurate and precise knowledge of the answer. The moderator's packet will list acceptable alternative answers, with the minimum amount of information required underlined. If any part of an answer is incorrect, the entire answer shall be ruled incorrect.
  - 9.2. To be considered accurate, a response must generally be compatible with every clue in the question, unless indicated otherwise.

- 9.3. A moderator may prompt a player for a clarified response (by saying "Prompt") if:
    - 9.3.1. A player gives an answer which is compatible with all the clues in the question, but may refer to more than one common answer (i.e. answering Roosevelt for Theodore Roosevelt);
    - 9.3.2. A player gives an answer that is compatible with all the clues in the question, but is too general to be acceptable (i.e. United Kingdom or England for London). Some responses may be so general that prompting is unwarranted.
  - 9.4. Prompting is governed by these rules:
    - 9.4.1. The packet may give a non-exhaustive list of answers that should be prompted, and may give a list of answers that should not be prompted;
    - 9.4.2. The moderator shall not state what information is needed to reach an acceptable response;
    - 9.4.3. A moderator may prompt more than once as long as each further response demonstrates additional knowledge that is correct, but imprecise.
  - 9.5. The moderator shall accept only the first answer given by a player. For an answer given verbally, if a player wishes to change their answer, any word not completed shall be disregarded. Typed answers are final.
  - 9.6. Extraneous information preceding a response shall be disregarded; harmless or inadvertent embellishment of an answer shall not be penalized unless it renders the answer incorrect.
  - 9.7. In rare cases, an otherwise acceptable answer shall be deemed incorrect when such an answer would create ambiguity with another plausible answer (i.e. John Adams for John Quincy Adams).
  - 9.8. At the end of each tossup, if no team has answered correctly, the moderator shall reveal the answer to the question.
  - 9.9. If the moderator determines an answer was given to insult a teammate or opponent, the answer shall be ruled incorrect and the moderator may issue a warning or ejection as fit.
  - 9.10. In general, if an answer is incorrectly spelled or pronounced, the moderator has the discretion to accept or reject the answer, based on if the moderator feels the player has accurate knowledge of what he or she is referencing.
  - 9.11. Further correctness guidelines are not part of these rules and, unless otherwise noted, it is at the discretion of the moderator whether to accept or reject an answer. Teams can always protest if they feel the moderator was in error.
10. Protests
    - 10.1. There shall be two types of Protests: Factual Protests and Procedural Protests.
      - 10.1.1. Factual Protests concern the proper evaluation of a response or the correctness of the clues in a question.
      - 10.1.2. Procedural Protests concern the proper application of these rules.
      - 10.1.3. Protests may not be lodged over any other topic, irrespective of perceived influence on the outcome of the game.
        - 10.1.3.1. Such a concern, however, may be brought to the Tournament Director, who may make remedies as fit to the situation, provided such a remedy is compatible with these rules and the spirit of the Competition.

- 10.1.4. Moderator Judgement Calls, and all items specified in these rules that are at the Moderator's discretion, shall not be protested. However, if a Moderator blatantly ignores or misinterprets a rule, such a concern should be brought to the Tournament Director, who may make remedies as fit.
- 10.1.4.1. Judgement calls include rules 4.3.1; 4.5; 4.7.2; 4.8; 4.9; 4.10; 4.13; 4.14; 4.15; 4.16.3.1; 5.3; 5.4; 5.5; 6.4; 9.3; 9.4; and 9.9.
- 10.2. The team Captain or Coach are the only persons eligible to lodge Protests. Protests shall be lodged by sending the word "protest" in the same manner as a Buzz in between tossups, at the halftime, during a timeout, or after the conclusion of a game.
- 10.2.1. All protests shall be lodged within 5 minutes of the end of a match and prior to the team leaving the game's Voice Chat.
- 10.2.2. At any time, the opposing team to a protest may Concede the protest, in which case the Protest is automatically upheld. Similarly, at any time, the Protesting Team may Withdraw their Protest, in which case the Protest is automatically denied.
- 10.2.2.1. Such a Withdrawal or Concession is final.
- 10.3. The Moderator shall make the initial determination of the veracity of a Protest, and shall either Uphold or Decline it.
- 10.3.1. Should one or both Teams not be satisfied with the conclusion of the Moderator, the Protest may be Appealed to the Tournament Director, who shall render a final decision on the Protest.
- 10.4. The following rules govern Factual Protests:
- 10.4.1. Factual Protests shall be adjudicated at the end of the match, even if lodged earlier, unless both Teams immediately agree on a resolution.
- 10.4.2. Factual Protests shall only be adjudicated when a resolution would affect the outcome of the Match; otherwise, such a Protest shall be dismissed as Moot.
- 10.5. The following rules govern Procedural Protests:
- 10.5.1. Such Protests may be lodged at any time when a rule appears to have been applied incorrectly.
- 10.5.2. The Action underlying the Protest must have a Concrete and Quantifiable effect on the game (i.e. "The score is incorrect"). Otherwise, it is not protestable.
- 10.5.3. Procedural Protests should be adjudicated immediately.
- 10.5.3.1. If the Protesting Team and the Moderator agree the resolution can be delayed to a more opportune time, such a delay shall be permitted.
- 10.6. If a Protest is upheld, the remedy is to:
- 10.6.1. Award any points that would have been awarded if no mistake were made;
- 10.6.2. Remove any points that would not have been awarded if no mistake were made;
- 10.6.3. Provide opportunities to score points if those opportunities would have existed had no mistake been made (i.e. if, after a team gives an incorrect answer, the Moderator mistakenly reveals the answer instead of letting the other team answer, a replacement shall be found for the second team);
- 10.6.4. Take any other actions necessary to correct a mistake in enforcing these rules.

- 10.7. When considering Factual Protests, Tournament Directors shall apply the following remedies:
- 10.7.1. If the clues of a question contain a verifiable factual error which misled a player into giving a response, the response given will be accepted as correct only if the information available when the player signaled uniquely identified the given response. If no answer is consistent with all available information, the tossup question will be replaced as if the moderator had prematurely revealed the answer when neither team had responded.
  - 10.7.2. If the clues of a question contain a verifiable factual error which misled a player into giving no response (leading either to an unanswered question or a question answered by the opposing team), the tossup question will be replaced as if the moderator had prematurely revealed the answer when neither team had responded.
  - 10.7.3. If the clues of a question (at the point at which a player signaled) or bonus part (in its entirety, regardless of when the answer was given) uniquely specify an answer, but the packet lists a different (incorrect) answer, a player who responded with the uniquely specified (correct) answer shall have that response accepted.
  - 10.7.4. If the clues of a question (at the point at which a player signaled) do not uniquely specify an answer, then the tournament director should consider when the signaling occurred:
    - 10.7.4.1. If the player signaled prior to the end of the first sentence of a tossup question, the response shall be treated as incorrect. That is, players may not protest that they gave an answer that was “correct when they buzzed” during the first sentence of the tossup.
    - 10.7.4.2. If the player signaled after the end of the first sentence, the response shall be accepted if it is correct (for all the clues that had been read) and precise. If the response was correct but imprecise (and thus should have been prompted), the remedy of Rule 8.7.6 should be applied.
  - 10.7.5. If it is determined that a moderator improperly accepted a response as correct that should merely have been prompted, the acceptance of the answer shall stand.
  - 10.7.6. If it is determined that a moderator improperly rejected a response to a tossup question that should actually have been prompted, the moderator will read a replacement tossup to the affected team. Any player on the affected team may answer the replacement tossup. If the replacement tossup is answered correctly, the team shall be considered to have answered the original tossup correctly. (This might mean that the team is credited with answering the original tossup for power even if it did not answer the *replacement* tossup early enough to earn power.)
  - 10.7.7. If protest resolution involves replacing a tossup question, power points may only be earned (or an interrupt penalty assessed) if they would have been possible had no mistake been made. For instance, if a moderator reads a tossup question all the way to the end, rejects the first team’s response, and then inadvertently reveals the answer before the second team has a chance to respond, then power points cannot be earned by the second team on its replacement question (because the original question was read past its power mark). (In addition, in this hypothetical case, an interrupt penalty could not be earned on

the replacement question because the first team had already given a response to the original question.)

10.8. Should a Tossup be missing a Power Mark, its absence or its argued effect on the game is not protestable.

10.9. If the Event's schedule and format allow, the Tournament Director may delay Protest adjudication to have more time to research the issue. This may result in the teams playing subsequent matches, as per the schedule, and then being brought together to hear the final adjudication, and possibly engage in additional play if the adjudication requires it.

## 11. Sportsmanship; Conduct

11.1. All persons associated in any way with an Event held under these rules, including players, coaches, staffers, spectators, and tournament directors, are bound to follow these rules to the best of their knowledge. In addition, such persons are bound to behave honestly, responsibly, and ethically.

11.2. Tournament Directors shall retain the discretion to declare an action to be misconduct if, in their judgement, the action or conduct is dishonest, unethical, disruptive, unsporting, or otherwise in violation of any of these rules, the official AQBL Code of Conduct, any policy of the AQBL, or any rule placed in a tournament server's Announcements channel. Staffers may interpret these categories broadly.

11.3. When Questioned by a Staffer, Tournament Director, or Administrator, all participants are bound to honestly give any details requested to the best of their knowledge.

11.4. Specifically, the following actions shall be prohibited:

11.4.1. Unduly Delaying a game;

11.4.2. Filing frivolous Protests;

11.4.3. Attempting to fool or trick an opponent or staffer;

11.4.4. Using excessive Foul Language;

11.4.5. Making excessive or disruptive noise, spamming a game chat, posting excessive memes or other non-Quizbowl content in a game chat;

11.4.6. Excessively insulting others;

11.4.7. Discussing Politics of any sort or kind in a Tournament Server;

11.4.8. Placing a bet or wager of any sort or kind, monetary or otherwise, on the outcome of a match or tournament, unless such a wager is made between teammates;

11.4.9. After a protest decision or ejection has been rendered, Arguing with the Tournament Director regarding that decision;

11.4.10. If a Staffer, showing excessive favoritism to any team, though the present or past affiliation of a staffer shall not be sufficient grounds to allege such misconduct;

11.4.11. Cheating;

11.4.12. Using Ineligible Players;

11.4.13. Hacking the Tournament Server, or entering a chat where permission has not been granted, or modifying or attempting to modify any settings, roles, or permissions of the server, for any reason where authorization has not been granted;

11.4.14. Harassing others in any way, or other Code of Conduct violations;

- 11.4.15. Posting or sharing Explicit images;
- 11.4.16. Making Threats of physical or legal harm;
- 11.4.17. Impersonating another or being dishonest about who is on a roster;
- 11.4.18. Throwing or Fixing the outcome of any match;
- 11.4.19. Doxing, or the revealing of personal information, other than one's own, where such permission has not been granted, whether inside or outside of the Tournament Server.
- 11.5. A Tournament Director may, in an instance of misconduct, apply whatever sanctions he or she deems necessary, up to and including ejection of an entire team from an event, except that points shall not be added or deducted as a penalty for misconduct unless an entire match is retroactively changed to a forfeit. Moderators shall retain the power to, at their discretion, eject a person from a match for two instances of misconduct in a single game.
  - 11.5.1. Any punishment levied for Misconduct shall be proportional to the nature, frequency, and seriousness of the offense.
  - 11.5.2. At tournaments sponsored directly by the AQBL, no player or team shall be ejected without prior authorization from the Commissioner of the AQBL, and, upon an ejection, further sanctions may be applied by the AQBL after an event concludes.
    - 11.5.2.1. Sanctions are final and may not be appealed.