

Thank you for agreeing to officiate an OAAC event. Please be familiar with the rules of our game. There is an official's quiz at the end of the information.

From the OAAC Academic Bowl Rules - Specific rules for officials. Rules not dealing directly with officials have been removed.

I. EQUIPMENT

Equipment or Technical Malfunction

If a technical issue or equipment malfunction creates a situation that impacts both teams, e.g. the system wasn't cleared and neither team can buzz-in or there is a malfunction of the buzzer before an answer is given by either team.

- Determine the origin of the technical issue. If it is determined that the buzzer system is malfunctioning - that system should be switched out for a different system before continuing. Once the origin has been determined -
 - a.) Clear the system.
 - b.) The moderator will use a key word to indicate permission to buzz in. The Moderator will tell the students. "I will re-read the toss-up question. At some point in the question you will hear the word "pumpernickel" You may buzz in when you hear me say pumpernickel. If you buzz in before, your answer will be ruled invalid."
 - c.) The moderator will begin re-reading the question and insert pumpernickel into the question at a spot of their choosing.
- If the malfunction is discovered after an answer has been accepted. The question will be tossed out and a replacement question will be read for both teams. e.g. a student buzzer quits working and a student was trying to buzz but could not buzz in because of the malfunction.

II FROSHMORE ONLY~FROSHMORE ONLY

Power and Neg - The Depth of Knowledge (dok) point, the -5 and +5 are for Froshmore competitions ONLY. Froshmore Level ONLY
Depth of Knowledge point (DOK) - If a student answers a toss-up question on or before a designated point in that question they receive a 5 point bonus. The moderator will indicate the extra points by saying +5.

Neg 5- If a student buzzes-in before the toss-up question is completed by the moderator and misses the question 5 points are deducted from the score. The moderator will indicate the deduction by saying Neg 5.

If a student buzzes-in after the question has been completed and answers incorrectly there is NO point deduction.

III. GAME RULES

3 Count - Once the team member has been recognized, they must begin to state their answer within 3 seconds. The moderator will give their 3 count at the beginning of each game.

Blurt -- If a student answers before being recognized by the moderator, a blurt; a.) the first time a blurt occurs in a game a warning will be given. The warning will be for BOTH teams and all team members; b.) the second time any student answers before being recognized the answer will be ruled invalid, even if the answer was correct, and the opposing team will be given the opportunity to answer the question. The moderator will say, "That was a blurt. The answer is invalid."

Buzz-in – A buzz-in occurs when a team member presses the individual response device and activates the lock-out system. Buzz-in is required for a toss-up question.

Changed Content during Answer - The first answer given by the team member is the answer to be accepted by the moderator. A team member may not change their answer.

Conferring on a bonus question - Team members may confer with the other team members at the table on a bonus question. Team members may not confer with anyone not sitting at the table during a bonus question. This exclusion includes, but is not limited to, substitutes, supporters, and coaches.

Conferring on a toss-up or tie breaker question - Team members may not confer with each other or any other individual on a toss-up question.

Completed Question After the moderator has completed reading the question, team members must buzz-in before 5 seconds have expired. On a math or science computation question 15 seconds are given before a buzz-in is required. (see time for additional information)

End of the Game

- The team with the most points at the end of the game is the winning team. (Tournament ranking is based on the win/loss record first)
- If the score is tied the teams will enter a best of 5 tie breaker.
- If the score is still tied after the best of 5 tie-breaker the match will be determined by sudden-win.
- The team answering the sudden-win toss-up will be the winning team.

Incorrect Answer after Question is Complete - If a student buzzes-in after the question has been completed and answers incorrectly there is NO point deduction.

Incorrect Response - If the first team to buzz-in answers incorrectly, the opposing team may buzz-in and give an answer. If the rebounding team (second team to answer) is also incorrect, the correct answer will be given and the moderator will read the next question.

Interrupted Question (4-8) - If the toss-up question is interrupted the moderator will stop immediately. The student will be recognized and give their answer. If the answer is incorrect the moderator will finish the question by picking-up at a logical point and complete the reading of the question. If the student interrupts and answers correctly, 10 points are awarded for a correct answer. **(4-8 grade only – Froshmore interrupted question information, see Froshmore Only)**

Points awarded – 10 points are given for a correct response (4-8 grade – Froshmore point information, see Froshmore Only)

Stalling - a sound or phrase used to gain extra time before giving the answer to the question. A drawn out “Um-m-m-m” “Uh-h-h” “The Answer is” “I think that is”

- Simply saying ‘um’ or ‘uh’ before giving the answer is NOT considered stalling.
- The moderator will call stall if a stalling phrase is used to gain extra time.
- A called stall is the same as an incorrect response.

Students with a speech impairment - If a student on your team has a stutter or stammer issue or has a type of speech impediment that could delay an answer, the coach will notify the host site and other schools in attendance in advance. Moderators are instructed to give additional time to those students before a stall is called.

Time - The clock begins when the moderator says the last word in the question. The clock is set for five (5) seconds for a regular toss-up question or fifteen (15) seconds for a computation question.

- For math or science computation questions ONLY- fifteen (15) seconds are given for computation before time is called. The moderator will say “This is a math (or science) computation question.
- If neither team attempts to answer the question, the timer will say “Time” at the end of the allotted five or fifteen second time span.
- If the moderator is interrupted while reading a question the time does NOT start. The timer begins timing ONLY when the moderator has finished a question.
- If a team member buzzes and the allotted time has expired at the same moment, a tie, the advantage goes to the student.
- If the time keeper is from a participating school, they will not give answers or act as a team member in any manner. Such action by a timer could cause the disqualification of the time keeper’s team.

V. OFFICIALS

Additional staffing guidelines and training instructions are available in The Book.

Moderator or Moderator/Judge- one moderator for each competition room. The moderator will read the question recognize the student on a toss-up question and tell the student if the response is correct or incorrect. The moderator may be a trained student if one of the other officials is an adult.

- The moderator will determine the correctness of a question if it is challenged. If there is not a chief judge, the moderator may, if necessary, leave the room to confer with officials from the other competition rooms. If there is not a judge, the moderator has the final word on the decision about the protest.
- The moderator will treat all teams with courtesy and fairness.
- The moderator will be familiar with the questions and the rules of the game.
- The moderator will maintain the security of the questions at all times.
- The moderator/chief judge is the head official of the game.

Judge or Chief Judge - If there is a chief judge; the judge will work with the moderator to conduct the meet. The chief judge may be a trained student if another official in the room is an adult.

- If the moderator requests the judge to do so, the chief judge will recognize the student by calling the students name. If students from opposing teams have the same name, the chief judge will say the team name first followed by the students name.
- The chief judge will, with the assistance of the moderator, rule on all protests.
- The chief judge will treat all teams with courtesy and fairness.
- The chief judge will be familiar with the questions and the rules of the game.
- The decision of the chief judge is final.
- The chief judge will maintain the security of the questions at all times.

Time Keeper – one time keeper (timer) for each competition room. The time keeper will sit next to either the chief judge or moderator and starts the clock when the moderator finishes reading the question.

- The clock begins when the moderator says the last word in the question. The clock is set for five (5) seconds. The time keeper may be a trained adult or a trained student.
- FOR MATH QUESTIONS ONLY- 15 SECONDS ARE GIVEN FOR MATH AND SCIENCE COMPUTATION QUESTIONS. THE MODERATOR WILL SAY, "THIS IS A MATH (OR COMPUTATION) QUESTION."
- If neither team attempts to answer the question, the timer will say "Time" at the end of the allotted time.
- If the moderator is interrupted while reading a question the time does NOT start. The timer begins timing ONLY when the moderator has finished a question. If a team member buzzes and the allotted time has expired at the same moment, a tie, the advantage goes to the student.
- If the time keeper is from a participating school, they will not give answers or act as a team member in any manner. Such action by a timer could cause the disqualification of the time keeper's team.

Score Keeper – one scorekeeper for each competition room. The scorekeeper will sit at the officials table.

- The scorekeeper may be a trained adult or a trained student.
- The scorekeeper will keep an accurate accounting of the score.
- The scorekeeper will be familiar with the score record before the tournament begins.
- A scorekeeper from a participating school will not give answers or act as a team member in any manner. Such action by a scorekeeper could cause the disqualification of the scorekeeper's team.
- If a separate individual is not available to keep score, coaches will act as official scorekeepers. They should compare scores and reconcile differences at the end of each quarter.

VI. OAAC QUESTIONS

Acceptable Answers - The information required to be given as an answer for the answer to be correct will be in bold and underlined. Any additional information given by the student to answer the question must be correct information.

- Leading articles such as "the," "an," and "a" are not required e.g. Tale of Two Cities is an acceptable answer for (A) Tale of Two Cities. However, if an article is given, it must be the correct one. An answer of The Tale of Two Cities would be incorrect.
- Plural/Singular answers are acceptable unless otherwise delineated in the question e.g. orangutan and orangutans are both acceptable answers.
- Last names will be considered a complete answer unless there is more than one person within the topic area with the same last name. e.g. If the question asks about a U.S. president and the student answers Roosevelt, the moderator will prompt for additional information. The student would then need to add the correct first name to make the answer correct.

Bonus Question – A question, in the same subject area, asked when a team correctly responds to a toss-up question. A bonus question is ONLY for the team answering the toss-up correctly. Active team members may confer on a bonus question. A bonus question is worth 10 points. There is not a rebound on bonus questions.

Tie Breaker Question(s) – A series of 5 questions asked after the game has ended with a tie score. The team with the most correct answers at the end of the tie breaker will be awarded 10 points to break the tie.

Toss-up Question – A toss-up question is a free response question. Any active team member from either team may buzz-in and respond to the question. Each team will be allowed only one attempt at a toss-up question. Team members may not confer on a toss-up question. Toss-up questions are built in pyramid format with decreasing difficulty as the question progresses. A toss-up question is worth 10 points. If the question is missed by the first team to buzz-in, the opposing team may rebound the question.

Prompt – If a moderator requires additional information from the student to clarify an answer, the moderator will say "Prompt".

- **The prompt should not indicate if the answer being prompted is correct or incorrect.**
- **If the prompted information needs additional clarification, the moderator will again say "Prompt"**
- **If the required information is still not correct after two prompts, the answer will be ruled incorrect and the game will proceed as in any incorrect answer.**

Question preview at a host site – When the questions are received. The sealed packet of questions should be given to the head moderator for preview. Once previewed, the questions should be placed in a secured (locked) location until tournament time. Questions sent to a tournament site are NOT practice questions. The questions are to be used for tournament play only.

VII. PROTEST

Protest – Over Question Content - A protest concerning question content must be lodged by the team coach at the end of a quarter. Once the new quarter begins, protests over questions in the previous quarter are inadmissible.

Protest -- Over Procedure - If there is a procedural error, the coach may indicate so by standing. The protest will be addressed by the moderator and/or chief judge immediately.

Toss-up Question Protest

What to protest - A coach may protest the answer given to a question if...
the response their team gave was a correct response but was ruled incorrect by the moderator.

or
If the response given by the opponent was an incorrect response but was ruled correct by the moderator.

When to protest - Question protests must occur at the end of each quarter. If a protest is not raised at the end of the quarter, all right to protest questions from the quarter that has just finished are relinquished upon the start of the next quarter or when the Moderator, after giving the final score and asking if there are questions, says "This ends the game." A protest over a question in the first quarter must be lodged at the end of the first quarter. A protest over a question in the second quarter must be lodged at the end of the second quarter. A protest over a question in the third quarter must be lodged at the end of the third quarter. A protest over a question in the fourth quarter must be lodged before the Moderator ends the game.

Ruling on the protest - The moderator will determine if the protest is valid.

If there is a chief judge, the moderator may confer with the judge. The chief judge will give the final ruling. The judge has the final word on the decision about the protest.

If there is not a chief judge, the moderator may, if necessary, leave the room to confer with officials from the other competition rooms. If there is not a judge, the moderator has the final word on the decision about the protest.

Outcome of the protest - -If a protest is upheld

Correct response ruled incorrect for a toss-up - If the team giving the correct answer, but ruled incorrect, was the first team to buzz in, a replacement question from the same subject area, if possible, will be read for that team only.

If the team giving the correct answer, but ruled incorrect, was the second team to buzz in, a replacement question from the same subject area, if possible, will be read for that team only. There will not be a rebound opportunity as the first team to buzz in missed the question initially.

Final Ruling - The ruling of the room official is final.

If... What if situations

- If the first team buzzing-in interrupts and gives an incorrect answer and the moderator gives the correct answer before allowing the second team have a chance to answer, a replacement question will be read for the second team ONLY.
- If a technical issue or equipment malfunction creates a situation that impacts both teams, e.g. the system wasn't cleared and neither team can buzz-in or there is a malfunction of the buzzer before an answer is given by either team.
Determine the origin of the technical issue If it is determined that the buzzer system is malfunctioning - that system should be switched out for a different system before the continuing. Once the origin has been determined -
 - a.) Clear the system.
 - b.) The moderator will use a key word to indicate permission to buzz in. The Moderator will tell the students. "I will re-read the toss-up question. At some point in the question you will hear the word "pumpnickel!" You may buzz in when you hear me say pumpnickel. If you buzz in before, your answer will be ruled invalid."
 - c.)The moderator will begin re-reading the question and insert pumpnickel into the question at a spot of their choosing.
- If the malfunction is discovered after an answer has been accepted. The question will be tossed out and a replacement question will be read for both teams. e.g. a student buzzer quits working and a student was trying to buzz but could not buzz in because of the malfunction.

Bonus Question Protest

If the response the team gave was a correct response but was ruled incorrect by the moderator a protest may be lodged.

or

If the response given by the opponent was an incorrect response but was ruled correct by the moderator a protest may be lodged.

When to protest - Question protests must occur at the end of each quarter. If a protest is not raised at the end of the quarter, all right to protest questions from the quarter that has just finished are relinquished upon the start of the next quarter or when the Moderator, after giving the final score and asking if there are questions, says "This ends the game." A protest over a question in the first quarter must be lodged at the end of the first quarter. A protest over a question in the second quarter must be lodged at the end of the second quarter. A protest over a question in the third quarter must be lodged at the end of the third quarter. A protest over a question in the fourth quarter must be lodged before the Moderator ends the game.

Ruling on the protest - The moderator will determine if the protest is valid. If there is a chief judge, the moderator may confer with the judge. The chief judge will give the final ruling. The judge has the final word on the decision about the protest.

If there is not a chief judge, the moderator may, if necessary, leave the room to confer with officials from the other competition rooms. If there is not a judge, the moderator has the final word on the decision about the protest.

Outcome of the protest - -If a protest is upheld

An incorrect response initially ruled correct but determined to be incorrect, the team answering the bonus will not receive the points.

If the team gave the correct answer, but was ruled incorrect points will be awarded

Final Ruling - The ruling of the room official is final.

This information is the first page of Round One for every tournament.

Officials Checklist and reminders:

- 1.) Review this checklist and reminders document and the rules flow chart. _____
- 2.) Pencils and fresh scratch paper for each participant _____
- 3.) Timer instructions _____
- 4.) Identify the head coach for each team. _____
- 5.) Identify the team captain. _____
- 6.) Review the pumpernickel rule _____

Accept only the answer to the bonus question that comes from the captain.

The captain may defer to another team member to give the answer to the bonus question.

If you want them to indicate a deferral in a specific way – tell them at the beginning of the match. “If you are going to defer on a bonus question please do so by”

Coaches may use an ipad or table to keep score (I've sent out an excel score sheet) They may not use their ipad, phone or other technology to look up answers, send or received text messages or emails or to make calls during competition.

- Before you begin, remind students that on a toss-up question they must buzz-in and be recognized before giving the answer and that they may NOT confer on a toss-up. You may only confer on a bonus question.”
- When you read a toss-up question – identify the subject, then read the question.
- If the team member buzzes-in before the question is completed and the answer is incorrect, say ‘incorrect, I will finish the question’ then finish reading the question.
- If you have finished reading the question when the first team buzzes-in and gives an incorrect response say ‘incorrect,’ look at the second team call them by team name and say ‘_____ I have finished the question’
- If the time has expired, their response should be to immediately buzz-in to be recognized. If there is still time (5 seconds for a regular question 15 on a math computation) they have the remaining time to buzz.
- If the toss-up question is not answered correctly by either team, give the correct answer. Do NOT read the bonus question, go on to the next toss-up. **If you need a replacement question for this subject you may use the unused bonus.**
- The first time you read a bonus question for each team say ‘Here is your bonus question, you do not need to buzz-in. Remember you may confer on this question and I will take the answer from the team captain.’
- There is NOT a penalty for buzzing during a bonus question.

- **When the time for conferring has expired** (10 seconds – 15 on math or science computation) **call for the answer.** Say, ‘Captain?’ or ‘answer please’(or something similar). If they do not give you an immediate answer say ‘time’ and give the correct answer.
- There is no limit to the number of team members a team substitutes.
- On a toss-up question, do not give the correct response until you have given both teams an opportunity to answer the question.
- Leading articles such as "the," "an," and "a" are not required (e.g. Tale of Two Cities is an acceptable answer for The Tale of Two Cities). However, if an article is given, it must be the correct one.
- Plural/Singular answers are acceptable unless otherwise delineated.
- Last names are acceptable, except where there is more than one common person in the same field. Prompt for more information by saying – ‘more’ or ‘more specific’.
- **Questions requiring additional computation time (15 seconds) have computation in the subject line - MATH COMPUTATION: or SCIENCE COMPUTATION: or BONUS COMPUTATION:** (If it needs it and we forgot it, add it!)
- **Math or Science questions that do not require computation and receive regular question time (5 for toss-up and 10 for bonus) do not have computation in the subject line - MATH: or SCIENCE: or BONUS**
- Explain the addition of the word Computation to the timer and the team at the beginning of the tournament. After the first question containing COMPUTATION: You may choose to say only Computation if you wish.
- Give your stall count before the game starts. A stall count is the amount of time allowed for the student to begin their answer once you've called on them. "My stall count is _ _ _." Fill in the blanks with your count. Do you count 1, 2, stall? 1, 2, 3, stall? Do you say stall on the upbeat of the 3rd second or the downbeat? My preference is you count 1(1001), 2(1002), 3(1003) with stall being called on the downbeat of 3. (Down beat being the end of the 1003 with 100stall. You do not have to say the 1000 or the second 1, 2 or 3 out loud. You do need to make some type of physical indication - head not, hand count (like a basketball referee counting the backcourt) even a foot tap. But do something so the student can see the seconds slipping away. This also helps with consistency. Neither team can say the other team received more time before a stall was called. When an immediate answer is expected 1 second is adequate time to allow before a stall is called.

The logo features a stylized, ornate letter 'O' with intricate scrollwork and flourishes. To the right of the 'O', the text 'AAC Officials' is written in a classic, serif font.

OAAC Officials

A successful academic bowl requires trained officials. Ideally, each competition room should have a moderator, a chief judge, a timer and a scorekeeper. At minimum, each competition room should have a moderator/judge and a timer/scorekeeper. A trained high school student can serve as an official but should have an adult in the room with them if at all possible. Trained junior high students may serve as timer or scorekeeper. The following guidelines and suggestions will be helpful in training academic bowl officials:

1. Officials should have a copy of the bowl rules.
2. Your team practice session is a good method of practice for officials.
3. All officials should take the open book exam to become familiar with the rules and format of academic bowl.
4. Ask only dependable individuals to be officials. Always have a few extra on standby.
5. Hold a mock bowl for officials training. Use training officials for both team members and officials.
6. Officials can be, parents, teachers, older students (student council, high school bowl teams, etc.), administrators, community leaders (check with civic groups, Rotary, Lions, Chamber of Commerce, Kiwanis, church groups, extension homemakers, retired teachers), run a story in your local paper, sometimes help comes from unexpected places.

DO NOT MAKE EYE CONTACT WITH THE STUDENT BEFORE CALLING THE STUDENT'S SCHOOL AND NAME. EYE CONTACT COULD BE SEEN AS RECOGNITION AND CAUSE THE STUDENT TO ANSWER BEFORE HE/SHE HAS BEEN RECOGNIZED.

There should be at least one knowledgeable adult in each competition room. When choosing officials, emphasis should be placed on fairness and dependability. If at all possible, allow groups of officials time to practice as a team.

An official's most important job is preparation. The official should be familiar with the rules of the game before a round begins. Practice whenever given the opportunity. The process of academic bowl should be challenging and fun for students, coaches, parents and officials. The official's job is to be the facilitator for academic competition. Courteous and professional behavior is expected at all times. The students are guests. However, that does not mean unsportsmanlike conduct should be taken in stride. Students, coaches and parents must know that proper behavior is expected of them during academic competition. A stern warning will normally cause the behavior to stop. If the behavior continues, the offender must leave the room. If the person refuses to leave, ask the tournament manager for help. All participants are expected to operate under the OAAC Code of Conduct. A written report concerning the violation of the conduct code must be submitted to the tournament director.

Suggestions and problems should be sent to, OAAC, Inc. Attn: Gail Bliss, Drawer B, Carnegie, OK. 73015. Immediate questions? contact Gail Bliss (580) 654-1852. e-mail gbliss@carnegienet.net



Official Certification

Official Certification

Academic Coach, initial each stage of certification.

1. The official will read the competition rules and bowl officials guidelines. 5 points _____
2. The official will complete, with 80% accuracy, the officials test. 5 points _____
3. The official will participate in a practice session with an academic team. 10 points _____
4. The academic coach will submit the official's name for certification.

Upon completion of the first four steps, the official will receive a certificate of training and an official's card.

Additional points may be earned for additional recognition.

1. Participating in practice sessions with the academic team 5 points per session _____
(may accumulate up to 20 points through practice sessions)
2. Participating in proofreading sessions prior to actual competition. 10 points _____
3. Officiating a district academic bowl. 20 points _____
4. Officiating a regional academic bowl. 20 points _____
5. Officiating an area academic bowl. 20 points _____

Upon accumulating 100 points. The official will receive an achievement pin.

Additional recognition for each 100 points.

20 points per 100 may be accumulated through practice sessions.



Certification Test

1. Which official is the chief official of the game? _____
2. How many players are on a team? _____
3. What does it mean when a coach stands during the competition? _____
4. When may substitutes enter the game? _____
5. Once a toss-up question has been read, how much time is allowed for a team to buzz-in and be recognized? _____

6. ..On a math or science computation? _____
7. Is there a limit to the number of students on a team roster? _____
8. Who has the advantage if time and a student buzzing in "tie"? _____
9. When may a coach lodge a protest concerning the correctness of an answer? _____
10. What occurs when a student answers before being recognized? First time? _____ Second? _____
11. What amount of time is given to confer on a bonus question? _____
12. May students confer before answering a toss up question? _____
13. What is the pumpernickel rule? _____
14. What is the procedure when the score is tied at the end of a regulation game? _____
15. When can a coach protest the correctness of question? _____
16. If after the first team responds incorrectly the moderator inadvertently gives an answer to a question without allowing the opposing team an opportunity to answer. What is done to correct the situation? _____
17. Can a scorekeeper be an active player in a round? _____
19. How long should a moderator wait before calling a stall? _____
20. If, after a protest, the chief judge determines an answer first credited as being correct is actually incorrect and a substitute question is given who is allowed to answer? _____



Code of Ethics

Participants in activities sponsored by the Oklahoma Association for Academic Competition, Inc. shall abide by the following Code of Conduct:

The Academic Coach will:

1. treat his/her own players and opponents with respect.
2. exhibit and encourage a respect for fair competition.
3. exhibit the type of behavior he/she wishes his/her own players to emulate.
4. discipline team members exhibiting unsportsmanlike behavior.
5. abide by the judgement and interpretation of the rules by the official with the realization that errors can happen that are beyond the control of the officials and must be dealt with in an appropriate manner.
6. exercise self-control at all times.
7. remember he/she is a representative of his/her school and community.

The Player will:

1. treat teammates, opponents and officials with respect.
2. abide by the judgement and interpretation of the rules by the officials.
3. exercise self-control at all times.
4. will exhibit good sportsmanship at all times.

The Official will:

1. be familiar with competition rules and procedures.
2. conduct the competition in compliance with OAAC guidelines.
3. will exercise self-control at all times.
4. will treat participants and coaches with respect.
5. will exhibit and encourage a respect for fair competition.

If an Academic Coach fails to exhibit proper conduct they may receive:

1. expulsion from the competition.
2. a written warning and/or suspension for OAAC sponsored activities.
 - a. suspension will be in effect until the coach is reinstated by the OAAC Board of Directors.

If a player fails to exhibit proper conduct they may receive:

1. expulsion from the competition. If the expulsion comes during a game, a substitution may not be made until a normal substitution point.
2. The student's school district will be responsible for any disciplinary action taken against the student.

Spectators will:

1. treat teams, coaches, opponents and officials with respect.
2. abide by the judgement and interpretation of the rules by the officials.
3. exercise self-control at all times.
4. exhibit good sportsmanship at all times.

Spectators behaving in an unsportsmanlike manner will:

1. be asked to leave the competition room.
2. upon continued disruption of the tournament, be reported to school officials.