

## **Gameplay Rules**

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## A. General Information

- 1. The official NAQT rules are maintained at <a href="https://www.naqt.com/rules/">https://www.naqt.com/rules/</a> This version is current as of August 1, 2024.
- 2. These rules are intended (but not required) for use by tournaments using questions provided by NAQT.
- 3. Tournaments not using NAQT questions may use these rules at no charge provided that...
  - a. The rules are identified as NAQT rules.
  - b. Any variations from these rules are announced before the tournament begins.
  - c. The tournament is not advertised as using NAQT questions.
- 4. If you would like to use these rules under other circumstances, please write to naqt@naqt.com.

## **B. Tournament Officials**

1. Each tournament will have a single **tournament director**, who may, at their discretion, designate agents or committees to make rulings. All decisions of the tourname, who34naqt.mod ag

- 2. Whenever a player answers a tossup question correctly, their team earns the chance to immediately hear a bonus question (except in overtime).
- 3. A tossup-bonus cycle consists of the gameplay that begins with the start of a tossup and concludes when either...
  - a. Both teams fail to correctly answer the tossup (having been given the proper opportunity to do so), or
  - b. The bonus earned for answering the tossup is completed. (This does not apply during overtime.)
- 4. These rules may specify that a replacement question (tossup or bonus) be read to correct some mistake or in the course of resolving a protest.
  - a. If the result of a replacement question (including any points from a bonus question that might be earned) could not change the winner of the game, then the tournament director may (but need not) decide to omit the replacement question.

been provided to the moderator, the moderator shall acquire supplemental question(s) from the tournament director.

- o. 6.11.52:0957:10:02 0.0:40:02:6:11:2 539:54:17:nn:85:49:242ce007 Tc(c.)3.
- d. If a bonus question is earned by answering a replacement tossup correctly, that bonus question is not itself

- 6. When the clock sounds the end of time, the half or game shall end with the conclusion of the current tossup-bonus cycle. In particular:
  - a. If the moderator has just finished a bonus question or an unanswered tossup question and has not yet begun the next tossup, then the half or game is over. A tossup is considered to have been begun when the first syllable of the actual question is read. Preliminary statements (e.g., "Here's the next tossup" or "Tossup 23") do not count as having started the tossup.
  - b. If the moderator is reading a tossup question, then they shall continue reading it, giving both teams a chance to answer as applicable, and their full time allotment to signal. If the tossup is answered correctly, that team will earn a bonus question. If the tossup goes unanswered, then the half or game is over.
  - c. If the moderator is reading a bonus question, then the half or game shall end when that bonus has been completed.
  - d. A team will be read its entire bonus question, even if time expires during the bonus or before the bonus is begun.
- 7. The team with more points at the end of the game wins. If the score is tied...
  - a. An off-the-clock overtime period consisting of three tossup questions will follow. These tossup questions are scored normally (including power points and interrupt penalties). Bonus questions are not used in overtime. These tossups will be read from the original set (if unread tossups remain) or may be obtained from the tournament director.
  - b. If the score is still tied after three tossups, the moderator will read tossup questions until the score changes. These tossups will be read from the original set (if unread tossups remain) or may be obtained from the tournament director. The game ends immediately if a team receives an interrupt penalty.

8.

- a. The clock shall be stopped...
  - i. At the end of a half.
  - ii. When a timeout is called (see Rule F.9).

- d. Game officials will also ignore any attempt to call a timeout by a team that has already called one. Repeated or disruptive attempts to call additional timeouts may be considered game-delaying tactics and result in warning or ejection.
- e. If a team wants to stop the clock for any reason other than an emergency or to lodge a protest, it must use its timeout. This includes instances in which the team wants to verify the score or ask a question about the rules. The moderator should interpret requests along these lines as calling for a timeout.
- 10. The timepiece used by the game officials is the official time.
- 11. The timeliness with which the clock is started at the beginning of a half or with which it is started, stopped, and/or paused at other points in the game is not protestable unless a discrepancy exceeding 5 seconds is alleged.
- 12. If a player stutters while answering, time shall not be called as long as continuous effort to answer is maintained. If stuttering continues for more than 3 seconds, the moderator shall pause the clock until the player has completed answering (and resume it to evaluate the answer.) Players who frequently stutter are encouraged to disclose their condition to the tournament director and moderator in advance.
- 13. Once a player has begun answering, any pause of 1 second ends the response.
- 14. If the moderator is unable to determine whether an event happened before or after the expiration of time (whether to

- 8. Each tossup question is worth 10 points. In addition, tossups have **power marks** (denoted by an asterisk). A player earns 15 points for a correct answer to a tossup if the player signals before the moderator has completed the first syllable after the mark. The moment of judgment is when the player signals, not when the moderator stops reading. Ties between the player and the moderator are decided in favor of the player. The determination of whether a tie occurred is not protestable, and the effect on the game of a moderator failing to stop reading immediately is not protestable.
- 9. There is a 5-point **interrupt penalty** ("neg five" or "minus five") if the first team interrupts a tossup with an incorrect response. A subsequent incorrect interrupt by the second team does not result in another penalty. The second team may still earn 15 points with a sufficiently early signal. Players may earn 15 points on power tossups at any point in the game, including overtime.
- 10. If a player who has not signaled gives a response...
  - a. If no other player has signaled, the response shall be treated as illegal conferring (see Rule K.2) by the player who gave it.
  - b. If the player who responds is not on the same team as a player who did signal, the moderator will ignore the

## H. Bonuses

1.

- i. If the replacement tossup is answered correctly, the player who answered the original tossup (whose answer should have been prompted) shall be considered to have answered the original tossup correctly, in the place they answered the original tossup. (This might mean that the player is credited with answering the original tossup for power even if the replacement tossup was not answered early enough to earn power. It also might mean the player is credited with answering the original tossup correctly even if the replacement tossup was answered by someone else.)
- ii. If the replacement tossup is answered incorrectly or no answer is attempted for the replacement tossup, the player who answered the original tossup shall be considered to have answered the original tossup incorrectly, in the place they answered the original tossup. (This might result in the assessment of an interrupt penalty, and it might result in points earned by the other team standing.)

The same applies if a moderator should have prompted by asking a specific question (Rule I.4.b) but instead gave a non-specific prompt that led the player to not give an acceptable answer.

i. If it is determined that a rejected response to a bonus question should actually have been prompted, the remedy of Rule H.8 will be applied. The same applies if a moderator should have prompted by asking a specific question (Rule I.4.b) but instead gave a non-specific prompt that led the team to not give an acceptable answer.

j.