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These are the competition rules for the 2019 NAQT Individual Player National Championship Tournament (IPNCT).

A. General Rules

1. Unless modified by rules specific to the IPNCT, standard NAQT rules apply. NAQT's current rules may be found at <https://www.naqt.com/rules>
2. In particular, all NAQT rules related to bonus questions, teammates, and the captain of a team do not apply.
3. IPNCT matches have only tossup questions.
4. All IPNCT matches are untimed and will end when all players have buzzed out or when all tossups allocated for the round are exhausted (unless tiebreakers or supplemental tossups are required). characterized by eight to ten players competing to answer tossups. (In the case of tournament no shows, some rooms may have fewer than the expected number of competitors.)
2. Group matches will consist of either 48 or 72 tossups, depending on the round.
3. As under NAQT's standard rules, the first correct response ends a tossup.
4. Unlike NAQT's standard rules, different players may continue to signal and provide incorrect response.
5. A player can **buzz out** by accumulating a certain number of points in a group match.
 - a. A player who has buzzed out will no longer participate in the current match.
 - b. That player will receive a higher ranking for that room than any player who subsequently buzzes out (and higher than any player who does not buzz out at all).
 - c. A player buzzes out by having a cumulative point total that equals or exceeds the round's stated threshold. The threshold is 60 points for 48 tossup matches and 90 points for 72 tossup matches.
 - d. It is possible for all players to buzz out (or for no players to buzz out).
 - e. As an exception to 5.d, if a group match is an elimination round (i.e., not all players continue on to the next round), then the number of players that may buzz out is limited to one fewer than the number of players that will advance. Once that limit is reached, no additional players may buzz out: All will hear the rest of the tossups in the round (and then be ranked according to the criteria below).
6. The players in a group match will be ranked.
 - a. All players

- d. Ties in total points and power tossups will be broken in favor of the player who reached (or exceeded) the (tied) final score at the earliest point in the match.
- e. As an exception to 6.c and 6.d, if the