

## Sixth Annual Green Eggs and Hammond Academic Tournament Rules

- All teams play simultaneously.
- All games start with zero points.
- Conferring is allowed on all questions. Answers should come from the captain, within 5 seconds.
- Each team plays 6 games against different teams within their own division.
- Each game is broken up into four rounds:
  - **Opening Category:** 10 related questions, 10 points for a correct answer, 0 points for a wrong answer. **Bouncebacks are allowed** (question is completed for the second team).
  - **Toss-Ups:** 10 unrelated questions, 10 points for a correct answer, 0 points for a wrong answer. **Bouncebacks are allowed.**
  - **Individual Category:** 10 questions for each team, two categories split 5/5 for each team; 10 points for a correct answer, 0 points for a wrong answer, +15 point bonus for all 10 questions correct, **no bouncebacks** (for instance, each team might receive 5 presidential math questions and 5 D.C. metro questions).
  - **Grab Bag:** 15 unrelated questions, +20 points for a correct answer, 0 points for a wrong answer. **Bouncebacks allowed.**
- **Protests must be noted at the time of the infraction (before the next question is read), but discussed at the end of that particular round (not at the end of the game).** If a conclusion can not be reached by the team captains, the reader and scorekeeper, and the coaches in the room, then at the end of the game, the reader will bring the protest to Hammond's Coach (Bob Jenkins) or one of the designated protest handlers in your area.
- In case of a bye, the present team will play against itself in the scheduled room. The reader will time the match at 15 minutes, and read at a normal, competitive pace. The school's combined total at the end of the 15 minutes will be its total score. Its opponent's score will be recorded as 350 points. If the team earns more than 350 points, they win. If not, they lose.
- **If no working buzzers exist in a room,** the questions in the competitive rounds will be read to one team at a time, alternating through the game. Bouncebacks will be allowed, but the question will not be re-read. If the team answering even numbered questions in the grab bag round is tied or behind by 20 points or less after Question 15, the first tiebreaker question will be read for that team. If the two teams are tied at the end of 15 or 16 questions, then whichever team scored the most points in the grab bag round is the winner.
- **Substitutions** are allowed at the end of the Toss-up round; no subs are allowed between teams.
- Teams may have up to four players, but may play short if within the strategy of your team.
- **Open food and drinks are not allowed in the rooms.** Please help keep our rooms clean.
- **The Coaches Round** will be played immediately following Game 6 in the Cafeteria. Teams of four coaches will compete, with an opportunity to substitute within a school's staff in the middle of the game. The same rules above apply, except all questions are competitive, and only two total bouncebacks will be allowed for each question.

### Playoffs

- Playoffs are a single-elimination for the top 16 teams. The top two teams from each division will win automatic bids into the playoff round. The remaining playoff teams will be wild cards from all divisions.
- Ranking of teams, within divisions, and then for playoff seeding will be determined by total wins, then total points, then total opponents' points (with higher totals implying tougher games, therefore a higher seeding).
- The playoff rounds will follow the same format as the preliminary rounds.