**FEDERACIÓN DE LOS CÍRCULOS DE ESPAÑOL DE ALABAMA**

**CULTURE BOWL RULES AND GUIDELINES - 2019**

**ONE TEAM PER SCHOOL**

**Please read the following rules and regulations carefully before the competition. Should you have any questions, please contact the Officer in charge at** [**fceacultura@gmail.com**](mailto:fceacultura@gmail.com) **for clarification. Questions will relate to the theme country/ countries.**

**I. Participant Qualifications:**

* Participants must be members of the Alabama Federation of Spanish Clubs.
* Participants must be enrolled at the school they represent.
* There may be only one team representing a school.
* Each team consists of four members, one designated as captain, plus two alternates, if desired.
* Team members may be made up of any Spanish Level I – IV.
* All team members must be registered prior to the competition.
* Once play begins, these six team members may not be changed.
* The Culture Bowl Officer must receive registration by the officially established deadline. See entry form for deadline.
* Incomplete or late information will disqualify a team for competition without exceptions.

**II. Information source:**

* Go to: [www.avl.lib.al.us](http://www.avl.lib.al.us)
* Click on “student resources”
* Choose “high school”
* Scroll down and choose “Britannica High School”
* In the search bar type the name of the country; Venezuela, Colombia, Ecuador, ​Peru, y Bolivia for recommended articles
* From the available selections, choose the country you wish to review.

**III. Set Up/Scheduling:**

* Team captains must sit in a designated area to assist in calling their teams at their competition times.
* Team is randomly paired for each round of play.
* In the event of a forfeit or an uneven number of teams and/or rounds, the pairing of teams may be redone in order to keep the number of “byes” as even as possible.
* Teams must report to the designated meeting room at their scheduled time in order to compete. If a team is not present within five minutes of the appropriate time, that team will forfeit the round.
* All members will be required to remain in that room (or area) until eliminated *and* formally dismissed from the competition by the Judge. If you leave the area prior to formal dismissal, your team may forfeit the match and competition for your team will conclude.
* Only the two teams and their alternates competing in a given round may be present in the bowl area. No other observers will be allowed to enter the bowl area.
* The Judges will go over all rules and regulations with competitors prior to competition.

**IV. Play:**

* The competition is conducted in double-elimination style tournament play.
* Team members may not confer, verbally or nonverbally, on questions.
* Contestants will not be allowed to have paper, books, notes, tape recorders, video camera, cell phones, or

any other aids during the competition.

* Each round will consist of 10 toss-up questions.
* One point is awarded for each correct answer. There is no penalty for incorrect answers.

**THE FIRST RESPONSE GIVEN IS THE ONE THAT COUNTS.**

* A player may interrupt the reading of a question to answer it. Players will be given three (3) seconds to answer the question once they have been recognized.
* Team members must be recognized by the Score-keeper/Judges prior to giving an answer. The first failure to wait for recognition will result in a warning. Additional offenses will be penalized by the loss of one point each time an infraction occurs.
* If a player gives an answer before being recognized, the answer is ignored and the question is offered to the other team.
* When a recognized player answers incorrectly, the Judge will repeat the question in its entirety (unless it is already read in its entirety) for the opposing team. That team will have five (5) seconds after the reading to buzz in with their answer.
* Timing on a toss-up question begins at the conclusion of the reading. If neither team buzzes in, after five (5) seconds the Judge will give the answer, and then continue with the next question.
* The first team to score six points or to score the highest number of the ten points available wins the round.
* If a score is tied at the end of a round, a tie-breaking question is asked. The first team to answer correctly wins the round.
* The answers provided on the game are the official answers. If a team member wishes to challenge, he/she should signal the Judge preferably by raising his/her hand and waiting to be recognized by the Judge.
* Challenges must be made and resolved before the next question begins. The Judges may elect to dismiss the disputed question and replay with a different one.  Judges will have the final word and their ruling will stand as official. After a round is completed, there can be no protest of the results.
* A team member or an entire team may be disqualified for unsportsmanlike conduct.
* The play will continue until the Culture Bowl is completed.

**V. Bowl Officials:**

* **Moderator** – Conducts the competition; enforces all rules and sees that the sources used in making the questions are brought to the Bowl area; reads all questions; resolves all challenges by researching the validity of the disputed answer.
* **Timer / Scorekeeper** - enforces time-limit rules; keeps the official team score.
* **Chamber officials** – signal and escort the teams as they enter the Bowl area to compete. (The officer in charge of Culture Bowl will assist Chamber Officials)