

Jones County Junior College

2019 Bobcat Math League

(Revised 8/11/19)

Description, Rules and Regulations

Rules Committee: Jessica Bunch, Corey Jones, Bob Stevens

Regular-Season Competition

Description:

The teams in the league will be divided into divisions. Each team will play every other team in their division at least once in a head-to-head match. Teams may also have a non-division opponent. The format and rules are described below. The regular season will be over a specified 5-week period.

Players:

1. Each team will have a roster of 15 players whose names will be submitted to the league commissioner prior to regular season play. Players not on this list will be ineligible for regular season play.
2. Each week the coach will choose from their official team roster 8 players to participate in the 1st half written test and then 4 players for the 2nd half. The players in the second half may include some, all, or none of the players that participated in the 1st half.
3. Team members should be regularly enrolled and current students of the high school for which they are competing. **EACH PLAYER MUST BE ONE OF THE PLAYERS ON THE REGULAR SEASON ROSTER.** Failure to meet this condition could result in forfeiture of some or all of a team's scores and/or disqualification from post-season play.

Regular season match format:

Each of the regular season head-to-head matches will consist of 2 halves.

1st Half

1. 8 players from each team's roster will be administered a 10 question written test. A time of 30 minutes will be allotted for this test.
2. Each question will be worth 1 point.
3. The sum of the 6 highest scores of the 8 participating players will be the team score for the first half.

2nd Half

1. 4 players from each team's roster chosen by the coach will participate.
2. 12 toss-up questions with a bonus question will be verbally asked by a moderator.
3. The format (procedure and scoring) will be the same as that used in the post season competition.
4. Each team's score will be announced at the beginning of the 2nd half, after question 4, and then after every question beginning with question 8.
5. In the event of a tie score at the conclusion of the second half, each team will be awarded a ½ win and a ½ loss.

Note: A team may challenge a question (**at most one time**) if the moderator deems their team's answer incorrect. If a decision by the moderator/judge can be made promptly and the decision is in favor of the challenging team, the challenging team will be awarded 5 points and the opportunity to answer the 2 point bonus questions. If the moderator/judge rules against the challenge, the toss-up question and possible bonus question will be offered to the other team. If a decision cannot be made promptly, the decision will be deferred to the end of the match. The toss-up and bonus question will be offered to the other team. At the end of the match, if a decision is reached in favor of the challenging team, the challenging team will have 5 points added to its total score and the other team will have any points obtained from the challenged question and subsequent bonus question removed. The challenging team will be offered a bonus question. If the moderator/judge is unable to make a decision about the challenge, a conditional bonus question will be offered to the team. The matter will be turned over to the rules committee for a decision.

After all the matches for a given week in the league are completed, the test questions and players' answers from the 1st half paper-and-pencil test will be made available for review. A team may formally challenge any specific question/answer on the 1st half test. The challenge must be communicated to the Rules Committee by 8 AM of the 1st Thursday following that week's matches. If there are no challenges by that time, then results will be official at that time and any challenges after that time will be disregarded. Decisions on any challenges made before Thursday 8 AM will be decided no later than Thursday 3 PM at which time the weekly results will be official.

If the buzzer system malfunctions and is no longer able to be used, the format for the rest of the 2nd half will be as follows:

- i. After hearing the question read by the moderator, the players for both teams will write down on paper their answer to the question and then turn their paper face down.
- ii. Upon the moderator's prompt, each player will reveal their answer by holding their paper up with the answer toward the moderator.
- iii. The team having the most players answering the question correctly will be awarded credit for the toss-up.
- iv. If both teams have the same number of players answering the question correctly, then neither team will be given credit for the toss-up. The match will proceed to the next toss-up.
- v. The bonus question will be offered to the team receiving credit for the toss-up. All 4 players will participate in answering the bonus. The procedure for answering will be the same as for the toss-up. To receive credit, at least 2 of the 4 eligible players must answer the bonus question correctly.

Division/Team play:

1. The season will consist of head-to-head competition. The division winner will be the team with the most wins at the end of the regular season.
2. In the event of a tie at the end of the regular season for total number of wins, the following division title **tie-breakers** (in the priority order given) will be utilized:
TWO TEAMS TIED
 - i. Better **head-to-head** record
 - ii. Better **regular season** cumulative points.
 - iii. Better **regular season** 1st half cumulative common test points.
 - iv. Better **head-to-head** cumulative 1st half common test points(all 8 players) + 2nd half points total.
 - v. Better **regular season** cumulative points(all 8 players)
 - vi. Better **regular season 1st half cumulative points** for top player on team. If still tied, then top 2 players, top 3 players, etc.
 - vii. Better **head-to-head 1st half cumulative points** for top player on team. If still tied, then top 2 players, top 3 players, etc.
 - viii. If still tied, the teams will be declared Co-Division winners. Both teams will qualify for the playoffs. A random draw will determine their seeding order.
3. In the event that, due to ties in each of the divisions, more than 6 teams “qualify” for the playoffs. Then the procedure used to seed teams making the playoffs will be implemented. (Procedure described later in rules.) The top 6 will qualify for the playoffs.

THREE OR MORE TEAMS TIED

The first step in the process of breaking the tie is to eliminate **all but 2 teams** using the ordered scheme below. The teams eliminated (all but 2) will be determined by the following:

- i. Least number of division wins.
- ii. Loser in a head-to-head match.
- iii. Least **regular season** cumulative season points total
- iv. Least **regular season** cumulative season points total (all 8 players)
- v. Least **regular season** cumulative season points for top player. If still tied, then top 2 players, top 3 players, and finally top 4 players.
- vi. Random draw.

Once 2 teams remain, the tie between these 2 teams will follow the scheme outlined previously for breaking a tie between 2 teams. Note: The scheme to break a tie outlined under **TWO TEAMS TIED** will always be used to break a tie between any 2 teams at any stage of the tie-breaking process.

- Important Notes:**
1. Teams that have committed to play in the Regular Season League matches will be expected to play **all** matches. Any committed team (say, Team A) that fails to participate in a regular season match without receiving a waiver from the Rules Committee will be disqualified from league play and all division records (wins, losses, points) will be amended for all other teams in the division to what their records would be if Team A had not played any matches in the league year. Team A will not be eligible for any post-season play. Also,
 2. If a referee of any league match deems a team in violation of any integrity issue(s) during a league match, the matter will go before the Rules Committee. Their decision could result in possibly some or all of the following: forfeiture of points, forfeiture of a match, league and/or playoff disqualification. Their decision is final.
 3. There will be a season ending **Most Outstanding Player** (MOP) given to the player with the highest percentage of correct answers in the regular season paper tests administered in the 1st half of each match. To be eligible for this award, a player must have played in at least all but one of their team's regular season matches.

III. Post-Season Playoffs

This will consist of 4-6 teams competing with the final match being the **MATH SUPER BOWL**. The winner of this match will be the **Bobcat Math League Champions**.

The regular season division winners will advance to the postseason playoffs to be held at Jones College. The remaining teams in the Final Playoff Round (Wild Card teams) will be filled by the non-division winning regular season teams with the highest number of wins in the regular season. In the event of a tie, the 1st tie-breaker will be total cumulative points if the teams played the same number of regular season matches. If not, total cumulative points will be disregarded. If still tied, ties will be broken using the relevant "Division/Team Play" tie-breakers. NOTE: IN COMPARING TEAMS FROM THE SAME DIVISION, PREFERENCE WILL BE GIVEN TO THE TEAM WHO FINISHED HIGHER IN THEIR DIVISION IN THE FINAL REGULAR SEASON STANDINGS.

Teams:

1. The regular season division winners and the qualifying wild card teams will comprise the competing teams.
2. The participating players for each round may include none, some, or all of the players who participated in a previous round. Each team's coach will choose 4 players to participate in each round.
3. The division winners will be the top seeds with the order determined using the relevant criteria outlined in division team play. Using the same criteria, the wild card teams will comprise the remaining seeds.

Questions:

1. TOSS-UP QUESTIONS

- i. Team members will be given 20 seconds for response time from the time the moderator finishes reading the toss-up question.
- ii. When wishing to answer a toss-up question, a player must press a buzzer and wait to be recognized by the moderator. The player must wait until the moderator finishes reading the question before pressing their buzzer. If the player presses their buzzer prior to this time, their buzzer will be temporarily de-activated.
- iii. No blurting out of answers will be permitted. When recognized, the player who hit the buzzer must respond immediately.
- iv. If none of the teams respond correctly within the time limit, the moderator will continue by asking the next toss-up question.
- v. Response time will be displayed on the scoreboard.
- vi. No team consultations during a toss-up question will be permitted. Failure to observe this rule will disqualify the team on the question and play on the question will pass on to the opposing team.
- vii. The clock will be stopped if the moderator accidentally gives an answer to a toss-up question after the first team to buzz in fails to answer or answers incorrectly. The moderator will explain that another toss-up question will be offered to the other teams since they did not have an opportunity to answer. The clock will start when the moderator finishes reading the question.
- viii. The team will not be penalized if the answer to a toss-up question is incorrect or if no answer is given.

2. BONUS QUESTIONS

- i. A correct answer on a toss-up question gives a team the opportunity to answer 2 bonus questions.
- ii. No team consultations during a bonus question will be permitted.
- iii. The player on the team that correctly answered the toss-up question will not be eligible to answer the corresponding bonus question(s). He/she should not write while the bonus questions are being asked and answered.
- iv. If the 1st bonus question is correctly answered, then a 2nd bonus question will be asked. If the 1st bonus question is not correctly answered, then there will not be a 2nd bonus question asked.
- v. The player correctly answering the 1st bonus question will not be eligible to answer the 2nd bonus question. He/she should not write while the bonus question is being asked and answered.
- vi. Team members will be given 20 seconds to respond to the bonus questions from the time the moderator finishes reading the question.
- vii. The team will not be penalized if the answer to a bonus question is incorrect or if no answer is given. Bonus questions are never passed over to the opposing teams.

4. SCORING

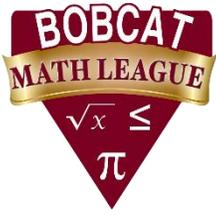
- i. The team answering a toss-up question correctly will receive 5 points.
- ii. Bonus questions are worth 2 points.
- iii. The team with the most points at the end of each round of play is credited with the win.
- iv. In the event of a tie at the end of any play-off round of competition, the winner of that round will be determined by the first correctly answered tie-breaker question. There will be no limit in the number of tie-breaker questions asked when determining the winner of a play-off round of competition.

5. CHALLENGES

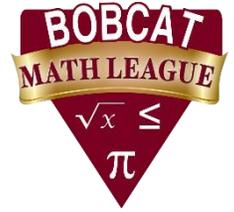
- i. Each team will be allowed 2(two) challenges per match. If a team thinks that the moderator mistakenly deemed an answer they gave as incorrect, or the answer their opponent gave as correct, the team may challenge by a player asking to be recognized and then indicating that he/she believes the answer is correct/incorrect. **The challenge must be made before the next question is asked.** The judges will rule on the challenge. Based on the ruling, points will then be appropriately added or removed.
- ii. Important note: After each question and PRIOR to the following question, judges will have the right to confer with the moderator on issues related to the player's answer and/or the moderator's reading of the question or ruling on the player's answer. The result of this conferral could be acceptance/non-acceptance of the player's answer or the question being disallowed.
- iii. All player challenges and/or judges' overrules on a particular question must occur **BEFORE** the start of the reading of the next question. **Once a question has begun to be read, all decisions on prior questions will be deemed official.**
- iv. Judges' decisions are final.

6. OTHER COMMENTS

- i. Competitors' cell phones must be turned off during all times of competition.
- ii. No reference materials or computational aids – calculators, notes, publications, etc. – will be permitted. Any infraction of this or any of the regulations above will mean team disqualification.
- iii. Any help from advisors or any outside source will serve as grounds for disqualification of a team.
- iv. Please do not record our competition questions. This includes writing, audio, and/or video recording. Your cooperation in this matter is greatly appreciated.



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Rule Clarifications/Amendments

Please note the following clarifications/amendments to the challenge rule for regular season and playoff buzzer matches:

- A team may challenge at most one time per match.
- The challenge must be initiated by a participating player.
- The challenge must occur prior to the beginning of the reading of the following question.

The following "rule" has been implemented in answering a toss-up question :

- Upon completion of the reading of a toss-up, both teams will have 20 seconds to be recognized and then immediately answer the question. If one team answers incorrectly, then the other team will have the remainder of the 20 seconds or five seconds, whichever is greater.
- In the event that one team "buzzes in" before the moderator completes the question and then that team answers incorrectly, the other team will be able to have the rest of the question read and then receive the full 20 seconds to respond.