Official Rules:

(Last updated as of October 3, 2026. Rules are subject to future potential updates and additions)

Game Rules and Objectives:

- In each game, the objective is to score the most points to win that game round.
- Schools can bring up to two teams (an A team and a B team). Each team must have at least 3 players but a maximum of 5 players.
- The top 5 individuals with the highest individual total scores (a sum of their points earned in both the individual and group rounds) will be awarded medals.
- There are always 10 questions per game, and 1 extra tie-breaker question in case of a tie.
- The top team with the highest overall score will be awarded a trophy.
- Questions have a time limit of 30 seconds. After that time limit, no more attempts to buzz can be made. “Time” will be called when the time limit has been reached. The time limit will reset when a new question is asked.
- Players can buzz in to answer and score points for their team.
- The game will be played in a bracket style, single elimination.
- In case of having an odd number of teams due to unintended events or last-minute changes:
    - One team will have a bye in the first round.
    - Then, if we end up with a bracket that works, we continue bracket style; if not, round-robin style will be played in the semifinal rounds.
    - Example: 7 teams show up(6 teams will play games and 1 team will have a bye. In the next round, there will be 4 teams, and we can continue bracket style)
- Question readers are expected to read precisely and clearly and clarify any mistakes while reading the question.

Scoring and Rankings:

- During game rounds, one point will be awarded for each correct answer during 1v1 rounds, and two points will be awarded for each correct answer during team rounds.
- Individual players will be ranked based on the sum of their individual points during team rounds and 1v1 rounds.
    - In case of a tie:
        - If the individuals are from different teams, the individual with the highest z-score based on individual averages from their respective team members will be placed above.
        - If the individuals are from different teams and have the same z-score based on their teams' individual averages, then their points from their respective individual rounds will be compared. The person with the highest individual round points will be placed higher.

        - If individuals are from the same team, then the z-score of their individual round scores compared to other players in the same individual round will be compared. The person with the higher z-score is placed higher.
        - If individuals from the same team have the same z-score for individual round scores compared to the same category of individual round players, then their exact individual round scores will be compared, and the person with the most points wins.
- The winning team will have the most points total from all of their players.
    - In case of a tie
        - The total scores of the team during the group rounds will be compared.
        - If the teams scored the same during the group round, the average of the individual players during the 1v1 rounds will be compared.
        - If this somehow still leads to a tie, the most points scored in a group round game will be compared.
        - The highest value wins.
- In case of a tie during a game, a bonus question will be added to the game, and players will have unlimited buzzing chances (without any penalty, while still following the buzz-in rules) until a correct answer is reached to break the tie.

Buzzing and Answering Questions:

- During 1v1 rounds, players each only have one chance to buzz in to answer a question. In group rounds, teams have two chances to buzz in an answer, but both buzzes cannot come from the same player.
- The player/team member who buzzes in first will be called on (either by name or buzzer number) and then will be allowed to answer.
- During 1v1 rounds, correct answers when buzzed in are worth 1 point, but during team rounds, they are worth 2 points.
- During 1v1 rounds, if a player buzzes in and answers incorrectly, the next player has the chance to buzz in until the time runs out
- During 1v1 rounds, no negative points will be awarded for an incorrect answer. However, during group rounds, -1 point will be awarded for incorrect answers.
- Some questions may ask for a specific unit; in that case, the player answering does not have to provide a unit. (ie, it is asked “how many feet are in 3 yards?”, a player can simply answer “9”, instead of “9 feet”; however, “9 feet” will still be acceptable.
- Some questions may require a more specific answer or require two answers. If a student doesn’t give a clear answer the first time, the question reader may ask, “Please clarify?” The student must immediately clarify within 3 seconds to be able to clarify their answer and correct it. If a student fails to clarify their answer, they have answered incorrectly.
- Questions cannot be repeated, but a question reader may ask a student to repeat their answer if they were unable to hear it.
- Answers may be given in percentages, terms of pi, fractional forms, whole numbers, coordinates, decimal forms, and can usually be rounded to the nearest tenth or hundredth. Answers must follow standard rounding rules.

Calculators:

- The only calculators allowed are 4-function calculators or scientific calculators
- Calculators will be stored in bins during non-calculator halves of games and will be accessible to players during the calculator halves of games.
- The question readers and event volunteers can check a calculator if they have a legitimate reason to believe it violates competition rules
- Calculators may not have programmable functions, graphing functions, or be computing/graphing calculators.
- Calculators must not be on a phone, and calculating functions must be the only function the device serves (no calculators on iPads, phones, etc)

Behavior:

- Ideally, it should be impossible to cheat, but if any player is found cheating, they are disqualified from the rest of the tournament, which can harm a team's score. Don't cheat.
- Audience members, if there is room for them, should not be disruptive. They must not give answers or make noises that disturb the pacing of the game. Audience members may record and photograph silently, and avoid flashing. Also, be considerate that not all players or volunteers may want to be recorded or photographed.
- Please be respectful and courteous to other players. Bullying will not be allowed.
- Please wear appropriate clothing according to the dress code of the school of the team dress code. Team shirts are allowed, but teams will have to make them on their own.
- Students and players cannot be coached mid-game. It is forbidden.
- Please silence phones, ringtones, and all alarms in the game rooms. Players cannot access their phones while playing a game.
- During group rounds, students are allowed to confer with other players on their team. However, it is suggested that players whisper to avoid the other team hearing their answers.