

Scholar Bowl Advisory Committee – Held on May 21, 2025

Board Action - September 18, 2025

1. Recommend an item be added to the area meeting agenda to discuss modifying the high school team competition limits from current dual/tournament format to 20 competition dates. This proposal would also necessitate modifying language in Bylaw 4.4.2a and Manual 2F, and 2G
2. Recommend an item be added to the area meeting agenda to discuss modifying junior high team competition limits from current dual/tournament format to 12 competition dates. This proposal would also necessitate modifying language in Bylaw 4.4.2b and Manual 2F, and 2G
3. Recommend changing language in Rules L.1.a, L.1.b, L.2.a, and L.2.b to read:
Change L.1.a to “Games won / record after prelims (bye or forfeit victory = win)”
Change L.1.b to “Average points from prelim games played. A bye or forfeit victory does not count as a game played. A forfeit loss shall count as a game played with a score of zero. Total points scored do not include overtime points.”
Change L.2.a to “Games won / record after prelims (bye or forfeit victory = win)”
Change L.2.b to “Average points from prelim games played. A bye or forfeit victory does not count as a game played. A forfeit loss shall count as a game played with a score of zero. Total points scored do not include overtime points”
4. Recommend changing language in Rule L.1 and Rule L.1.f.ii to read:
Change L.1 to “**ADVANCEMENT**: Use these steps in ORDER to determine which teams advance to the semifinals after the preliminaries at districts and at state. If still tied, move to the next step.”
Change L.1.f.ii to “A three-way tie ~~for third or fourth place advancement~~ would be determined by a one question round robin play-off (using unused toss-up questions and/or extra questions). Order for the play-offs is determined by random draw for letter (A vs B, then winner vs C). The play-off would continue until advancement is clarified or until there are no questions available. Once questions are exhausted, a coin toss/random draw will determine the team(s) to advance.
5. Recommend changing language in Rule I.6 to read:
Change I.6. to “DECISIONS/PENALTIES: The panel of judges shall make all decisions and rulings, and shall determine all penalties. The panel may take a “judges panel time-out” as necessary to confer. ~~If the decision of the panel is not unanimous teams shall have an opportunity to complete a protest card for tournament administration.~~”
6. Recommend changing language in Rule D.6 to read
Change D.6 to “Emergencies: A game may continue in the event a player has to leave the game room due to unforeseen or unavoidable circumstances, such as illness or family emergency. A timeout should be taken to allow the situation to be discussed with the moderator, and for a substitution to be made if a substitute is available. If a substitute is not available, the game may still continue on an emergency basis. This allowance does not allow a game to start with less than four players per team. ~~If this player is unable to return to the team for the next contest, and no substitute is available, further games in the event shall be forfeited.~~”
7. Recommend changing language in Manual section 5.F to read:

DISTRICT TOURNAMENTS: The tournament series for Scholar Bowl consists of eight district tournaments for each class. All district tournaments will be held on the Saturday of Standardized Calendar Week Number 41, and MUST follow the schedule below.

TIME SCHEDULE:

7:45 a.m.: Moderators' meeting.

8:00 - 8:30 a.m.: Team arrival and check-in

8:30 ~~a.m.~~ - 8:50 a.m.: Informational meeting for teams/coaches and drawing for prelims. Note: Teams must have 4 players present from the district eligibility roster at the time of the prelim draw in order to participate in the tournament.

9:00 a.m.: First round games begin.

10:00 a.m.: Second round games begin.

11:00 a.m.: Third round games begin.

12:00 - 1:00 p.m.: Lunch break.

1:00 p.m.: Round 1 of final rounds begin. (Semis for tournaments with 4 or more teams)

2:00 p.m.: Round 2 of final rounds begin. (Finals for tournaments with 4 or more teams)

Teams must be prompt. Each round of the tournament will begin at the designated time. Teams not ready to compete at the designated time will forfeit. A forfeit will be determined by the judges in the room where the team arriving late is scheduled to compete. The only exception will be if the late arriving team's preceding game was an overtime game, to the extent that the team was unable to report to its next game. However, the tournament has been designed to allow for overtime games.

*	Denied
**	Tabled
***	Approved as Amended
****	No Action
	All Others Approved