

Quick Recall Competition Rules

1. Competition in the quick recall category is between 2 teams of 4 students from each school. Exactly 4 students must compete at all times.

For substitution, each team may have a number of alternates limited only by the number of students whose names are listed on the district entry form. Substitutions are permitted during a time-out, at the half of a match, or just before an over-time period.

Matches begin promptly, no match is delayed for a tardy team member. Teams not ready to participate at match time may forfeit the match, based on the decision of the chief official.

2. A match consists of two (2) fifteen-minute halves, or fifty (50) questions per half, whichever comes first.

There are no multiple-part, multiple choice, or yes/no questions.

3. A buzzer system with lockout is used during matches. If two lights on the same team are lit, the team captain designates which one of the two members, whose lights are lit, will respond. If lights are lit for both teams, the question is thrown out.

4. Each half begins with a toss-up question. Toss-up questions are worth one (1) point. On a toss-up question, any member of either team may buzz in. The first student to buzz-in is recognized by the spotter. The toss-up question must be answered immediately after the contestant is recognized by the spotter. A contestant may buzz-in and interrupt the reading of a toss-up question, but if he/she hesitates after being recognized or gives an incorrect answer, the interrupted question is read in its entirety solely for the opposing team, whose members may buzz-in and answer in the prescribed manner.

Contestants have up to five (5) seconds to buzz-in, and must answer immediately after being recognized by the spotter

There is no penalty for an incorrect answer. If a toss-up question is not answered correctly by either team, another toss-up question is asked.

There shall be no oral or written conferring among team members in answering toss-up questions. Conferring on toss-ups is an infraction of the rules and will cause the question to be offered to the opposing team.

Toss-up questions are read in their entirety but answered incorrectly are not reread. Such questions may be answered by the opposing team in the prescribed manner.

5. The team of a contestant who correctly answers a toss-up question is awarded a bonus question. Team members may confer, but the answer must be given by the team captain. Teams are given ten (10) seconds to begin the answer to a bonus question. A bonus

question is worth one (1) point. After a bonus question is asked, the next question read is a toss-up.

6. Answers given prior to recognition by the spotter, after expiration of time, by the wrong person, after a hesitation, or after oral or written conferring (on a toss-up) should be ignored by the moderator and/or judge. Answers given in the manner above are not counted.
7. EACH team is allowed one (1) time-out per HALF. A time-out not used in the first half is not carried over to the second half. A time-out not used in the second half may be used in an overtime period.
 - A. Only the coach may call a time-out. The length of the time-out is 60 seconds. (1 minute)
 - B. A time-out must be called after a bonus question, and before the reading of the next toss-up question. A time-out may not be called between a toss-up and a bonus question.

NOTE: A time-out may also be called between 2 toss-up questions, as in the case where both teams miss a toss-up question and the next question is a toss-up.

- C. During the time-out a coach may substitute team members or talk to them. While a time-out is called by one coach, both coaches may take advantage of the time-out period. Coaches are responsible for informing officials of substitutions.
- D. A match timer is charged with timing the time-out period. At 45 seconds, the timer provides a warning that 45 seconds has elapsed. The timer calls time at 60 seconds and the match resumes. The officials resume play immediately, even if a substituted player has not been seated, or if the coach is in the way.
- E. Inquiries may not be raised during a time-out. Time-outs are for coaches to talk to their teams and/or make substitutions, not for indicating inquiries. Coaches must hold inquiries until the end of the half.

8. The officials for quick recall competition are a judge, moderator, spotter, timer, and scorer.

The judge, after conferring with the other match officials, resolves all issues regarding scoring, correctness of answers, and other rule interpretations. Inquiries must be presented at the end of the half in which they occur. All inquiries must be in writing and submitted by the team coach within 3 minutes of the half's end.

9. Ties are decided in an overtime which continues the toss-up/bonus format. The first team to score five (5) points is the winner. A play-off begins with a toss-up question.
10. The format for the competition is a double elimination tournament bracket.

11. The drawing for placement in the bracket takes place prior to the competition, in the manner prescribed by the coaches.

Inquiry Procedure

A coach may file an inquiry in quick recall in only 2 areas: procedure or answer. All inquiries must be in writing; no contest official is to respond to any inquiry that is not written.

- Procedures:
- 1.) Questions read inaccurately
 - 2.) Challenges relating to the timing of the match
 - 3.) Responses by incorrect individuals
 - 4.) Application of rules

- Answers:
- 1.) Answer stated in the questions set is incorrect
 - 2.) Correct alternate answer is not accepted by the judge
 - 3.) Incomplete or partial name is accepted by the judge when the question requires a full name
 - 4.) Correct answer was not the first response given

Issues must be presented at the end of the half in which they occur. Following each half of a match, a coach may consult with his/her team members concerning possible inquiries. Any inquiries regarding the just completed half of competition must then be lodged in writing by the team coach and presented to the match judge within 3 minutes.

All inquiries are ruled upon directly after the half in which they occur by the match judge. If after consultation with the other match officials, the judge cannot render a decision, the judge sends the inquiry to the chief official for a ruling. **Decisions of the chief official are final and cannot be appealed.**

If the judge's decision is not to the mutual satisfaction of both coaches, then either coach may request a ruling from the chief official. At such point, the coach not lodging the original inquiry has 3 minutes to present a rebuttal in writing on the reverse side of the original inquiry form. **The coach filing the original inquiry may not amend his/her original inquiry.** Inquiries sent to the chief official are decided at the end of the match.