These rules were updated on August 1 2013. Rules for the 2013-2014 season.

“Mind Games”...The KSBI Oklahoma Academic Challenge is an academic tournament.

Mind Games team selection – Sixteen teams will compete in a single elimination tournament. Teams will be assigned a spot on the bracket through random draw.

The fall tournament will be open to 4 year colleges and universities. The first sixteen unique schools to enroll will be eligible to compete. If there are not sixteen unique universities, 2nd teams from 4 year schools and/or 2 year schools will be allowed to fill out the bracket. The spring tournament will be open to 2 year colleges. The first sixteen unique schools to enroll will be eligible to compete. If there are not sixteen unique universities, 2nd teams from 2 year schools will be allowed to fill out the bracket.

Mind Games High School Edition team selection – 32 teams will compete in a single elimination tournament. Teams will be assigned to a spot on the bracket through random draw. Teams must be located in the KSBI viewing area.

Definitions

1. Bonus Question – An additional question, in the same subject area, given to a team correctly responding to a toss-up question. Teams may confer on a bonus question.

2. Buzz-in – A buzz-in occurs when a team member presses the individual response device and activates the lock-out system.

3. Buzzer or Lock Out System – A buzzer system is an electronic system used in academic competitions. Each contestant has an individual response device. Once an individual response device has been activated the system will lock out all other responders until the answer has been ruled correct or incorrect.

4. Game – A game is the event played between two teams. A game has four rounds. The winning team will advance to the next level of competition.

5. Interruption - If a toss-up question is interrupted before the moderator has completed reading the question and answered incorrectly the opposing team will receive 10 dollars.

6. Invalid Answer – An answer ruled as ‘invalid’ is an answer that cannot be accepted due to blurring, conferring, or stalling. An answer that is invalid is scored as an incorrect answer.

7. Judges Panel – A team of two content/rules judges. The judges will have the final say in both rules and content questions. The judges’ panel may instigate a ruling if an answer given should be accepted or rejected or a rule is being incorrectly interpreted.

8. Moderator – The moderator reads the questions and accepts or rejects the answer presented by the team member. The moderator will defer to the judges panel if there is a question on correctness or procedure.

9. OERB Question – College edition only - Each team will receive a question based on an issue pertaining to the energy industry or energy sciences. The OERB question will be a part of the regular toss-up section in either the second or fourth round. The team to the right of the moderator will hear their question first. The question will be read only for that team. There will not be a rebound opportunity if the question is answered incorrectly.

10. Protest – A protest over question content or rules must be lodged by an active team member. If the protest occurs during the game it must be lodged before the next question is read. If the issue being protested occurs on the last question of the half or game the protest must be lodged immediately.
11. Round – There are four rounds to a game. Round one is a 30 second 10 question true/false flash round. Round two is a toss-up bonus section 12 questions or 6 minutes, whichever comes first. Round three is a 60 second 15 question true/false flash round. Round four is a toss-up/bonus section 11 questions or 5 minutes, whichever comes first.

12. Team – A team consists of three active members and up to two substitutes. A team may play with fewer than 3 members.

13. Team Captain – The designated team member who will give the answer to a bonus question.

14. Team Member – A member of a team must be an undergraduate enrolled at the college or university for which they are competing. The team member may not have already obtained a bachelor’s degree. A member from a 4 year college must be enrolled in at least 12 hours. A member from a 2 year institution must be enrolled in at least 6 hours.

15. Team Member – High School edition – A member of a team must be enrolled at the participating high school at the time of taping.

16. Toss-up Question – A toss-up question is a free response question. Any active team member from either team may buzz-in and respond to the question. Each team will be allowed only one attempt at a toss-up question. Team members may not confer on a toss-up question.

17. Stalling – A team member may not stall or use a stalling phrase to gain extra time before giving the answer to the question. “Um-m-m-m” “Uh-h-h” “The Answer is” “I think that is” used to gain extra time before giving the answer are all considered stalling phrases. It will be ruled as an incorrect response.

18. Ward Petroleum Question – HS Edition Only - Each team will receive a question based on an issue pertaining to the Oklahoma or Oklahoma History. The Ward Petroleum question will be a part of the regular toss-up section in either the second or fourth round. The team to the right of the moderator will hear their question first. The question will be read only for that team. There will not be a rebound opportunity if the question is answered incorrectly.

Game Rules

Game Format

“Mind Games”....The KSBI Oklahoma Academic Challenge will be played in four rounds. The questions will become more difficult as the game progresses. Round one is a 30 second 10 question true/false flash round. Round two is a toss-up bonus section 12 questions or 6 minutes, whichever comes first. Round three is a 60 second 15 question true/false flash round. Round four is a toss-up/bonus section 11 questions or 5 minutes, whichever comes first.

Scoring – Points are equal to a dollar amount. There are different dollar amounts for each section (round) of the game.

College Mind Games

1. Round One – Quick Flash true/false – 10 points ($) per correctly answered flash question.
2. Round Two – Toss-up 25 points ($) per correctly answered toss-up.
3. Round Two – Bonus 10 points ($) per correctly answered bonus.
4. Round Three – Flash Round – 10 points ($) per correctly answered question.
5. Round Four – Toss-up 50 points ($) per correctly answered question.
6. Round Four – Bonus 25 points ($) per correctly answered question.
7. OERB – correct response the team will receive 10 points but $250 per correctly answered OERB question.
8. Interrupt with incorrect response – 10 points ($) to the opposing team
9. Semester Championship game will increase Round Two point/dollar amounts to $40 for a toss-up and $20 for a bonus and Round Four to $60/$30.
10. Grand Championship game will increase Round Two point/dollar amounts to $40 for a toss-up and $20 for a bonus and Round Four to $60/$30. The winning team will receive a $1,000 bonus.

High School Mind Games

11. Round One – Quick Flash true/false – 10 points ($) per correctly answered flash question.
12. Round Two – Toss-up 10 points ($) per correctly answered toss-up.
13. Round Two – Bonus 5 points ($) per correctly answered bonus.
14. Round Three – Flash Round – 10 points ($) per correctly answered question.
15. Round Four – Toss-up 20 points ($) per correctly answered question.
16. Round Four – Bonus 10 points ($) per correctly answered question.
17. Ward Petroleum – correct response the team will receive 10 points but $250 per correctly answered Ward Petroleum question.
18. Interrupt with incorrect response – 10 points ($) to the opposing team
19. Championship game will increase Round Two point/dollar amounts to $20 for a toss-up and $10 for a bonus and Round Four to $40/$20.

Toss-up Question

1. Toss-up questions are free response questions. Any active team member may buzz-in, be recognized and answer a toss-up question.
2. If a student answers before being recognized by the moderator it is considered a blurt; a.) The first time a blurt occurs in a game a warning will be given. The warning will be for BOTH teams and all team members b.) the second time any student answers before being recognized the answer will be ruled invalid and the opposing team will be given the opportunity to answer the question.
3. If the first team to buzz-in answers incorrectly, the opposing team may buzz-in and give an answer.
4. If the toss-up question is interrupted then answered incorrectly the moderator will continue reading at a logical point in the question.
5. If a toss-up question is interrupted and answered incorrectly, at any point in the question, 10 dollars will be awarded to the opposing team and the question will be completed for the opposing team.
6. Team members may not confer on a toss-up question. Any answer given after conferring will be ruled invalid.
7. The first answer given by the team member is the answer to be accepted by the moderator. A team member may not change their answer.
8. The moderator may ask for more specific information to clarify the given answer.
9. After the question is completed, team members must buzz-in before 3 seconds have expired.
10. Once the team member has been recognized, they must begin to state their answer within 3 seconds.

Stalling

11. A team member may not stall or use a stalling phrase to gain extra time before giving the answer to the question. "Um-m-m-m" "Uh-h-h" "The Answer is" “I think that is” used to gain extra time before giving the answer are all considered stalling phrases.
12. An 'Um' or 'Uh' stated by the student before the answer is given is only a stall if it is a prolonged sound used in order to gain more time. The moderator and or judge will make the decision about a stall or not a stall.
13. The moderator or judge will call stall if a stalling phrase is used to gain extra time.
14. An answer given after a ‘stall’ has been called will be ruled as invalid.
15. If the stall occurs when a question has been interrupted the opposing team will be awarded 10 dollars.

**Toss-up Question Protest**

16. If an active team member feels the response they gave was a correct response but was ruled incorrect by the moderator the team member may lodge a protest. **or**
17. If an active team member feels the response given by the opponent was an incorrect response but was ruled correct by the moderator the team member may lodge a protest.
18. A protest over question content or rules must be lodged by an active team member.
19. Coaches and substitute team members may NOT lodge a protest.
20. If the toss-up answer was ruled incorrect, the protest must be lodged before the next question is read.
21. A protest must be lodged before the next question is started.
22. Protests will be handled by the judges’ panel.
23. If the first team buzzing in gives an incorrect answer and the moderator gives the correct answer before letting the second team have a chance to answer. The second team will get the 10 points for the miss (if the question was interrupted), but the replacement question (for the second team ONLY) and possible bonus will come during the break at the half or end of the game.
24. If a technical issue creates a situation that impacts both teams, e.g. the system wasn’t cleared and neither team can buzz in. The moderator will go directly to the next question. If all 36 questions have been read during the game a substitute question will be added to the end. If fewer than the allotted number of questions has been read the moderator will read the next question in the queue a replacement question will not be asked.

**Bonus Question**

25. A correct answer on a toss-up question will result in a bonus question to the team answering correctly.
26. The bonus question will be in the same subject area as the correctly answered toss-up question.
27. The team may confer on a bonus question with the answer being given by the team captain or an active team member designated by the captain.
28. Once the question has been read, the team will have 5 seconds to confer before giving the answer the bonus question.
29. A bell will sound at the end of 5 seconds.
30. Moderator will ask for the answer at the sound of the bell. An immediate answer must be given by the captain.
31. The Captain may defer to another team member.
32. There is no penalty for an incorrect or early answer to a bonus question.
33. There is no rebound on a bonus question.
34. The bonus question is a part of the question unit. If a toss-up is answered correctly the bonus must be given even if the time for the half or the game has expired.
Bonus Question Protest

35. If an active team member feels the response they gave was a correct response but was ruled incorrect by the moderator the team member may lodge a protest.
or
36. If an active team member feels the response given by the opponent was an incorrect response but was ruled correct by the moderator the team member may lodge a protest.
37. A protest over question content or rules must be lodged by an active team member.
38. Coaches and substitute team members may NOT lodge a protest.
39. If the protest occurs during the game it must be lodged before the next question is read.
40. If a protest occurs at the end of the half or the end of the game, the protest must be lodged immediately.
41. Protests will be handled by the judges’ panel during a break. Game play will continue as normal and the ruling on the protest will be announced either after break or at the end of the match depending on when the protest occurs.

Flash Round

42. The team going first in the opening Quick Flash segment will be determined by coin toss before the game begins.
43. Only the answer given by the team captain will be accepted by the moderator.
44. The correct response to a flash round question is either True or False.
45. If a team answers yes or a variation of yes, it will be interpreted by the moderator as True.
46. If a team answers no or a variation of no, it will be interpreted by the moderator as False.
47. If the moderator has completed a question when time runs out, the team will be allowed to give their answer. It must be an immediate response.

Flash Round Protest

48. Protests will not be allowed during the timed portion of a flash round.
49. After the correct responses are given by the moderator, a team may protest a flash round question.

OERB and Ward Petroleum Question Section

50. The OERB and Ward Petroleum question will be a multiple choice question.
51. The team on the moderator/hosts right will go first.
52. Only one team will have the opportunity to answer the question.
53. Team members may confer on the OERB Bonus Question.
54. Regular toss-up time constraints apply to the OERB and Ward Petroleum question.
55. There is no rebound on the OERB and Ward Petroleum Questions.
56. Both teams will have the opportunity to answer their own OERB or Ward Petroleum question.

End of the Game

57. The team with the most points at the end of the game is the winning team.
58. If the score is tied the teams will enter a sudden-win tie breaker.
59. Toss-up questions will be asked until one team answers a toss-up correctly.
60. The team answering the sudden-win toss-up will be the winning team.
Other

Multimedia display/play as soon as the moderator announces the subject category of the question.

The moderator will announce both the subject area and question number before reading the question.

Articles such as “the,” “an,” and “a” are not necessary (e.g. Tale of Two Cities is an acceptable answer for The Tale of Two Cities). However, if an article is given, it must be the correct one.

Plural/Singular answers are acceptable unless otherwise delineated (e.g. Orangutan and Orangutans are both acceptable answers).

Category breakdown

Literature

American

British

European (Non-British)

Other World

Recent events and publications

History

American

European

Other World

Oklahoma (HS)

Recent discoveries

Science

Geology / Earth Science

Astronomy

Physics

Mathematics

Chemistry

Biology

Meteorology

Technology

Recent events and publications

Fine Arts

Music Appreciation / Music Theory / Music History

Broadway / Musicals

Opera

Dance

Architecture

Painting

Sculpture

Recent events and publications

Humanities

Linguistics

Philosophy

Religion

Mythology

Psychology

Economics

Sociology
Law (Non-Supreme Court Cases)

Recent events and publications

Geography

Current Events

Pop Culture