



Rules and Regulations

<adapted from NAQT-style Rule Guide>

ENVIRONMENTAL MIND GRIND RULES AND REGULATIONS

Enclosed are the Rules and Regulations of the Environmental Mind Grind (EMG) competition put on by Abbotsford Mission Recycling, an Archway Community Services program, that works in partnership with the City of Abbotsford and the District of Mission.

Please note that the words “host” and “moderator” are used interchangeably throughout the booklet to represent the individual in charge of the reading of quiz questions and other event announcements.

During the event, the judges will be visibly labelled as such and are the ones responsible for determining the validity and acceptance of any given answer.

If a denunciation occurs, the final decision rests with the Environmental Mind Grind Coordinator who is responsible for the over-seeing of the event in its entirety.

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Please address any questions or concerns to:
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A. Judges

- a. All decisions made by the game show judges are final.
- b. The term “judges” refers to designated members from the EMG Staff.
- c. The judges may consult with other game officials at any time to determine the correctness of an answer or the proper application of these rules. If the judges and other game officials disagree, the final decision rests with the Environmental Mind Grind Coordinator.

B. Game Play

- a. The rounds will be played “double elimination” style.
- b. The competition consists of 8 to 9 rounds.
- c. A game consists of 7 questions.
- d. Each participating team is guaranteed to play a minimum of 2 games at the event.
- e. After a question is asked, the team to first buzz in has an opportunity to answer.
 - i. If the team answers correctly, they receive a point.
 - ii. If the team answers incorrectly, one person from the opposing team has the opportunity to answer. If the opposing team answers correctly, they receive a point.
 - iii. If both teams answer incorrectly, no points are given and the host will replace that question with another from the “Sub-Ins” question sheet.
- f. The team with the most points at the end of seven correctly answered questions advances to the next round.
- g. If a game has commenced, the upcoming teams for the next game – as posted – must be waiting in the main area.

C. Equipment

- a. Matches should be played with a lockout system (“light”), which is electronic equipment that determines which team signals first. Should no working lockout system be available, tournament officials may require players to signal by other means (such as slapping the table). This will be determined before the competition begins or when such need arises, such as a malfunction with the lockout system.
- b. One or two designated “lockout” watchers will be posted in the seating area of the match; if there is a disagreement as to which team signalled first, the final decision will rest with the majority (between the (3) judges, lockout watchers and (1) host).
- c. **Each team is responsible for monitoring whether their own signaling device is operating properly throughout a match.** If a signaling device malfunctions, only the current question or the just completed question can be replayed, subject to the judge’s ruling that the malfunction affected play of that question.
- d. Matches should use a clock and timer clearly visible to both teams.

D. Participants

- a. All participants are presumed to be responsible individuals and will be treated as such. Players and schools are responsible for any liability arising from their conduct while at the tournament.
- b. A team consists of any number of players who meet all eligibility rules. **However, no more than three of a team's players may be actively competing at any one time with one 'alternate' available for substitution if the need arises** (see point 'd').
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- c. No player may play for two different teams in the course of a tournament.
- d. A team may substitute one player before a round.
- e. A coach (teacher advisor) is a person who acts in a recognized advisory role to a particular team. A coach may not be a player for any team in the tournament. A person may act as a coach for any number of teams.

E. Questions

- a. Each game uses tossup questions worth 1 point each.
- b. **Once a team has indicated its intention to answer, the timer will start and the player will have 20 seconds to finish answering.**

F. Answering

- a. To receive credit for a correct answer, a response must indicate accurate (correct) and precise (unambiguous) knowledge of the correct answer. The judge's question sheet will also list acceptable alternate answers. The minimal information for a correct answer is underlined (**e.g. the sum of all CO2 emissions that are directly and indirectly associated with your activities.**). The judges will accept only the first answer given by a player, except for multiple answer questions and situations enumerated below.
 - i. Anything a player says following the first response will be ignored unless it is acting to make the first answer more specific.
 - ii. Modifying words before the first noun of a response are, of course, considered as an answer with the noun.
 - iii. Extraneous information preceding a response is disregarded unless the judges determine that the extraneous information was given in an unsporting attempt to delay the game, in which case the response is treated as incorrect.
- b. If a player gives an answer that demonstrates accurate, relevant knowledge, but is ambiguous, the host or judges will prompt by saying something like "more information, please." Unless otherwise noted by the question, the host will not state what type of information is sought by the prompt. A host may prompt more than once so long as each additional clarification by the player demonstrates correct, but still ambiguous, knowledge.
- c. If a question has multiple answers, a player may give multiple responses so long as there is at most a 1-second pause in between.
- d. Multiple responses are permissible when called for by the question.
- e. In rare cases, an otherwise acceptable answer may be ruled incorrect when it creates ambiguity with another plausible answer.

- f. If a team does not correctly answer a question within the allotted time, the **opposing team** will be given the opportunity to answer for the same amount of points.
 - i. The host will read the correct answer if neither team correctly answers.
 - ii. If the host determines that a response was given in an unsporting manner (e.g., to delay the game or insult an opponent), the moderator shall issue a warning or ejection to the player and shall also rule the response incorrect.

G. Protests

- a. Protests may be lodged only by an active player or by the official coach at the end of a question period or game. All protests about events in the first half must be lodged before the second half begins. All protests about events in the second half must be made within 5 minutes of the end of the game and before the protesting team leaves the game room. **The only protest that may be lodged while the clock is running is that the judges have just accepted an answer from a player other than the one who has signaled.**
- b. The person making the protest should briefly explain the nature of the protest to the judges, host, and other game officials, and a representative of the other team. Protestable matters include, but are not limited to: (1.) the acceptability of an answer, (2.) the execution of game procedures, (3.) scoring errors, (4.) insufficient prompting, (5.) excessive underlining, and like factors that have a concrete and quantifiable effect on the game.
- c. If a question contains a verifiable factual error which mislead a player into giving a reasonable response, the response given will be accepted as correct only if the information available when the player signaled uniquely identified the given response. Otherwise, the question will be replaced as if the host had prematurely revealed the answer. In the case that this will leave the two teams tied, a tie-breaker round will be issued.
- d. If a question contains a verifiable factual error which misleads a player into giving no response (leading either to an unanswered question or a question answered by the opposing team), the question will be replaced.
- e. **If the host is reading a question when a team signals their intention to answer, the host shall stop reading and the team member who indicated their intention to answer will be given the opportunity to answer.**
- f. **If a player gives an incorrect response to an *interrupted* question before the question has uniquely identified any answer (including the correct one) the response will be treated as incorrect.** Players may not protest that they gave an answer that was “correct when they buzzed” if their answer was not uniquely specified by the clues at the time that they signaled.
 - i. **The opposing team will then be given a chance to answer the question and the host will read the question out in its entirety.**

H. Time

- a. The tournament director may declare that a team has forfeited a match should it fail to appear in time, or if the team is otherwise unable or unwilling to compete in accordance with the Environmental Mind Grind Rules and Regulations.
- b. A game consists of seven questions that will determine the winner without the need of a tie-breaker. If a question is unanswered by either team, the host will replace that question with another one.
- c. The clock starts when any given team member signals their intention to answer a question with a 20 second time limit to finish answering.
- d. When the clock sounds the end of time and the team has not answered the question no points are awarded and the **opposing team** is given a chance to answer the question with the same time limitations.

The Environmental Mind Grind Rules and Regulations Booklet was created in accordance with the beliefs held by the staff and sponsors of the Environmental Mind Grind who promote an environment of good sportsmanship; continuous environmental learning and awareness; and fair play.

These guidelines are set in place to protect the interests of the participants and spirit of the Environmental Mind Grind Competition.