

BC ROMAN CATHOLIC CHALLENGE

COMPETITION RULES – Updated November, 2023

1. Games are played with two, four-member teams competing. An alternate team member may replace a team member at the beginning of the game, or at half time. Substitutions at any other time may be made only in cases of emergency. Up to two alternates may be available for a team. Due to sickness or other unforeseen misfortune, teams may play with as few as three players.
2. Each team must have a designated captain.
3. Notepaper and pens/pencils will be provided for each player to write on during the game. Nothing may be written on the papers except during the game.
4. Games consist of two ten-minute halves, with a one-minute break in between. At the half time break, teams change sides, and doors may be opened briefly to allow latecomers to enter.
5. A timekeeper will be appointed to time the games and two scorekeepers will record the game points: one on a large score sheet visible to the audience (but if possible, not visible to the teams) and one on the separate official score sheet.
6. The game begins when the MC presents the first TOSS-UP QUESTION to both teams. The first player to ring the buzzer is recognized by the MC, and given the opportunity to answer.
7. The recognized team member must answer toss-up questions immediately; no consulting is allowed between team members during this time. If anyone on the team speaks during this time, other than the member who has been recognized by the MC, the team loses the opportunity to answer and the question is offered to the opposing team. If the question has been read initially in its entirety, it will not be repeated.
8. If the response to the TOSS-UP QUESTION is correct, the team receives 10 points, and has the opportunity to answer a BONUS QUESTION worth 10 points. Team members may confer with each other on a BONUS QUESTION. The captain must answer the question in approximately 10 seconds. The MC may allow additional time or ask for the answer in a shorter time depending on the complexity of the answer.
9. A team member who buzzes in after the toss up question has been completely read, and *incorrectly* answers the question, receives no penalty, and the question is offered to the opposing team to buzz in and answer the question. The question will not be repeated.
10. If an individual team member buzzes in before the TOSS-UP QUESTION has been completely read, and answers *incorrectly*, 5 points are deducted from the team's score. The complete question is then reread to the opposing team, who has the opportunity to buzz in with the answer. If the second team also buzzes in before the question is completely read and answers incorrectly, there will be 5 points deducted from their score. Teams having the opportunity to answer a TOSS-UP QUESTION after the first team has lost five points for interrupting, are advised to wait until the whole question is read, as their team is guaranteed the chance to answer.
11. QUESTIONS will be read only once, *unless* the MC or judge determines that the mispronunciation of a word, or the reading of a phrase, did not adequately present the question. Questions will be reread for the opposing team in the case when the other team has interrupted a TOSS-UP QUESTION, and have answered incorrectly.

12. All answers to TOSS-UP and BONUS questions must be given in question form. Those which are not presented in question form are considered incorrect, and, if the question is a TOSS UP, will be offered to the opposing team.
13. Answers that require a specific Commandment, Mystery of the Rosary, etc. must be given in full form, and not simply referred to by its number.
14. If an answer is partially correct, the MC or Judge has the option to ask the player or team to be more (or less) specific or complete.
15. If a question arises regarding the correctness of an answer, the judge is asked to make the decision. All judges' decisions are final.
16. If clarification is needed from the judge, the team coach or if the coach is not present, the team captain must speak to the judge at the end of the game or at half-time. Team members, parents, and other members of the audience must present their questions through the coach or team captain.
17. If the timer indicates that the round is over *while* a TOSS UP QUESTION is being asked, the question is discarded. If the timer goes off after the question has been completely asked, the game continues for the duration of that question. If the timer indicates that the round is over while a team member is *answering* a TOSS UP QUESTION, they may continue, and if they answer correctly, the team is given a BONUS QUESTION. If a BONUS QUESTION is being read when the timer indicates that the round is over, then the MC finishes the question, and the team has an opportunity to answer.
18. The MC and the Timekeeper have the option to stop the timer during a game if there is a situation which uses up game time excessively. Such instances may include a prolonged discussion with the judge or an unruly audience.
19. Tied Games: If a game should end in a tie, the MC will ask three toss up questions from the unused toss up or bonus questions, to break the tie. Bonus questions will not be awarded in this situation. If there are no questions remaining in the game packages, MCs may re-read questions from the list which were answered incorrectly by both teams, or send somebody to collect some from the administration centre.
20. Two score keepers will be present at each game. One will record the score on a black or whiteboard out of sight of the competing teams, and one on the official score card. These scores will be compared at half time.
21. The MC and Judge are not to give detailed explanations, or prolonged editorial musings during the game. This allows things to continue at a lively pace. Ideally the MC should finish the complete set of TOSS UP QUESTIONS *before* the final buzzer rings.