

Matchwits Tournament Rules

MATCHWITS
is a production of
KTSC-TV/Rocky Mountain PBS



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General Qualifications

1. All high schools participating in MATCHWITS must be Colorado accredited high schools. All high schools must be located in the southern Colorado region (KTSC viewing area). Public high schools, private high schools and home schools may enter the competition.
2. High schools participating in MATCHWITS must have competition entry approval from each high school's principal, or from other authorized school personnel.
3. All participating high schools will be placed in the MATCHWITS tournament based on the Team Selection Criteria. Entries received after the entry deadline will not be guaranteed a position in the tournament.

Team Selection Criteria

Applicants must be authorized representatives of Colorado secondary schools serving grades 9-12 in the KTSC viewing area. Application does not guarantee placement in our final roster of competing schools. Competing teams are selected based upon a number of criteria designed to deliver a balance of teams that will make for an exciting season.

All decisions are final and are based upon the following:

RECENT PARTICIPATION. To ensure the broadest participation possible, preference may be given to schools that have not participated recently.

DEFENDING CHAMPION. The previous season's champions, provided that their entry is received prior to the deadline, will be placed into the Matchwits tournament to defend their title.

ENROLLMENT. Schools of varying sizes will be represented. Every effort will be made to balance the roster with schools of various sizes and to pair schools of like size in the opening round of competition.

SCHOOL TYPE. Both public and private schools will be represented as evenly as possible.

COACHING STAFF. Only schools with a coach/faculty sponsor currently in place, or soon to be named, will be considered. Selection of a coaching staff should be considered the first priority when submitting your application.

PROMPTNESS in returning the application form. Applications received after the deadline are placed on “stand-by” status. They will only receive consideration after all other criteria have been applied to on-time applicants, and usually only if there are openings in the roster.

Every year our call for applications is met with a rather large response and, regrettably, we cannot accept every school that applies. We encourage any school that might not be accepted this year to continue to apply for consideration in future years. Applicant schools will be accepted to compete once every two to three years depending on the number of new applicants. However, it is important to understand that out of fairness to all potential applicants this arrangement cannot be guaranteed regardless of your school’s past competition history and/or track record.

Game Format

The MATCHWITS Tournament is a single elimination tournament. Any school bested, in score, by a challenging school, will be eliminated from further competition in the MATCHWITS tournament for the remainder of the current season. The time limits listed may be changed due to programming restrictions. If that is the case, schools will be notified of the change. Questions will not be repeated except at the discretion of the host.

Round One
10 points
Toss Up
Time Limit - 7 minutes

All questions are in toss up style. The first player to buzz in will answer the question. There is no conferring among team members for any toss-up question. If the player that buzzed in is incorrect, the question is then passed on to the other team. Again, the first player to buzz in answers the question. If, at any time, a player interrupts the question and is incorrect, his/her team will lose 5 points. The question will then be read in its entirety to the opposing team. As before, the first player to buzz in will answer the question.

Within this round will be audio and video questions. These questions will come at random points throughout the round. There will be no finite number of audio or video questions per game. Questions asked in this instance will directly relate to the audio clip that can be heard or the video clip that will be viewed.

Round Two
10 points
Speed Round
Time Limit – 1 minute, 40 seconds per set of questions (100 seconds)

The team with the lowest score at the end of Round 1 will go first in the Speed Round. The first team will be offered a set of questions from three categories. The team will confer and, through the team captain, announce the category of questions they have chosen.

The team will be given 1 minute, 40 seconds to answer as many of those questions as possible. Teams may confer during the speed rounds with the team captain giving the team's answer. If a team does not have an answer the captain may say, *pass* or *don't know*. When the time bell sounds the round is over. Any answer given after the time bell will not be accepted.

Once the first team has been given its set of questions the second team will be asked to select a category of questions from the remaining two categories, then the above process will be repeated.

Round Three
10 points
Head to Head Round
Time Limit - 6 minutes

The Head to Head Round will have individuals compete against each other. Two players, one from each team, will be asked a toss-up question. The player that buzzes in first will have the opportunity to answer first. If the answer is correct, that player's team will earn 10 points. If the answer is incorrect, then the opposing player will have a chance to answer the question. Again, a correct answer is worth 10 points. The next toss-up question will be asked of the next set of players, one from each team. This process will continue throughout the round on a rotation basis.

Example: Each team has three players we'll call A, B, and C. Player A from Team 1 will oppose Player A from Team 2. Once the question is asked and answered then a question will be asked of Player B from Team 1 and Team 2, etc. This will continue (A, B, C) until the completion of the round.

Tie Breaker Round
10 points

The Tie-Breaker Round is a sudden death round. The host will ask a toss-up question. The team that buzzes in first will have five seconds to confer on the answer. At the end of the five seconds the captain will give the answer. If the answer is correct, the game is over and the team will be declared the winner. If the answer cannot be given or the answer is incorrect the opposing team will have a chance to answer the question in the same manner. If neither team gives a correct answer, the host will move on to another question to be answered in the same manner. This will continue until a correct answer is given.

Team Rules

1. Each competing high school must be chaperoned to and from KTSC-TV by a faculty sponsor as selected by that school. Teams not accompanied by a faculty sponsor will be required to forfeit the scheduled game and not be allowed to continue in the tournament.
2. The faculty sponsor will be responsible for the welfare of the high school team while traveling to and from KTSC-TV, Pueblo, Colorado and while the team appears on MATCHWITS.
3. All participating high schools shall provide their own transportation to and from KTSC-TV, Pueblo, Colorado and will pay for their own expenses.
4. Each team is encouraged to bring a “support group” made up of classmates and/or family members to encourage their team.
5. Each high school will have one team represent the school on MATCHWITS. Each team will be made up of 3 players plus 1 or 2 alternate players from grade levels 9 - 12.
6. Of the 5 game players, one player should be selected by the team as team captain. The player selected as team captain will remain in that capacity for the duration of that school’s participation in MATCHWITS for the current season.
7. Selection of high school team members is solely the responsibility of each high school; KTSC-TV will not be a part of any high school team selection process. Once the team has been selected and announced to KTSC-TV a school may not substitute any other team member with another student from their school without first contacting KTSC-TV.
8. Each high school team will be allowed, during speed round question and a tie breaker question, to hold a team conference. A team conference is a conference among all team members, whereby players may discuss an answer to a question before the team captain responds with that answer.
9. The team’s alternate player/s may be inserted into the game between Rounds Two and Three if that team chooses to do so. This is the only time a player substitution may be made.

Individual Player Rules

1. If a regularly scheduled player cannot appear on MATCHWITS, that player shall inform the faculty sponsor so that the faculty sponsor can summon the team's alternate player. The faculty sponsor is to notify the MATCHWITS producer as soon as possible that the alternate player will be activated and for whom the alternate player will be fill in for.
2. Each individual player shall respect his/her school's rules and regulations that pertain to student behavior while students are away from the school while participating in school activities. Game players shall respect the authority of the faculty sponsor.
3. Foul or abusive language by any team member will not be tolerated before, during or after the MATCHWITS game. Use of such language could result in the expulsion of that player for the remainder of the MATCHWITS competition.
4. All players are to dress appropriately for the MATCHWITS competition. T-shirts and hats of any kind will not be allowed. Rocky Mountain PBS requests that team members refrain from wearing white shirts or blouses or clothing with tight or narrow stripes. White does not show up well on television. Players are not to wear any clothing with any type of advertising whether commercial, political or non-profit. If any clothing worn by an individual player is deemed inappropriate by the producer and/or judge, that player will be asked to remove the clothing or be eliminated from that individual game to be replaced by the alternate player.

Team Captain Responsibilities

A team captain shall be responsible for the following duties:

1. Announcing that his/her team is ready to play the game when asked so by the MATCHWITS host.
2. Stating the team's answer of whether or not that team wishes to return at a later date to participate in another MATCHWITS game.
3. Announcing the Speed Round and Tie Breaker Answers
4. Accepting any award or prize offered to the team or the team's high school.

Judges/Judging

Judges will be selected and paid by KTSC-TV. For individual games faculty sponsors will be allowed to sit near the judge's table to facilitate quick resolution of any disputes or discrepancies. Faculty sponsors will not be allowed to interfere with the judge during the game unless a dispute or discrepancy arises. Faculty sponsors will be expected to conduct themselves in a professional manner.

The judge and/or the producer reserve the right to ban any faculty sponsor based on unprofessional conduct.

The decisions of the judges and/or producer will be final.

Disputes/Discrepancies

Disputes and discrepancies will be voiced or written by the faculty sponsor to the judge or floor director as soon as the discrepancy is noted. If the dispute is determined to be valid by the judge play will stop at that point *or* between rounds and the discrepancy will be corrected. Play will then resume.

Once a round is completed and the next round begins, the previous round will become final. This will continue until the completion of the game. In the case of a tie breaker the third round is final once the tie breaker question is asked.

Once the game is complete each school will have 2 minutes to make any protests related to the game. When the 2 minutes is complete the game will be final and no protests will be accepted.

If the host asks a player to repeat his/her answer, the player must repeat the original answer to the question. Changing the answer could result in a penalty that *may* include forfeiture of the game.

If a member of the team's audience interjects any response to a question, that team will be penalized 5 points and the other team will be allowed the opportunity to answer the question correctly. This would include, but may not be limited to, any hand signals, mouthing or whispering of answers. Should this happen a second time to the same team, the game is forfeited and the school may be prevented from entering MATCHWITS competition in future years.

Weather

Inclement weather will sometimes force the postponement of a scheduled MATCHWITS taping session or prevent schools from attending a taping session. Usually, this possibility can be anticipated. Individual schools should contact the producer as soon as possible so that an emergency communication plan can be put into place. Conversely, if inclement weather prevents the KTSC-TV production crew from getting to the KTSC-TV studio the producer will contact the affected schools as soon as possible.

In either case, postponed games will be rescheduled as soon as possible to avoid interference with the Rocky Mountain PBS broadcast schedule.

Other Stuff

Faculty sponsors/coaches will be informed of any changes in these rules as soon as possible. These changes will be announced either via e-mail, phone or in person. Every effort will be made to inform schools of these changes prior to game day, but it may become necessary to inform schools of changes upon their arrival to KTSC-TV on game day.

Each team will be briefed on the rules and other logistics by the producer upon arrival to KTSC-TV for the initial game in the current season's tournament. Team members and coaches are encouraged to clarify the rules with the producer at that time.

The KTSC-TV production staff makes every effort to ensure a fair game, but mistakes are made from time to time. Once the production crew is aware of the mistake every effort will be made to correct the problem. As with any television production there are a number of elements that must come together to make a quality production. Once in awhile television production equipment fails. Every effort will be made to resolve the problem in a timely manner. If, for some reason, correcting the problem results in a long delay teams may be asked to reschedule/resume their game at another time and date.

