**AGQBA Judge Guidelines**

Judges are to assist the moderator in ruling on answers given by the teams. You should be familiar with Quiz Bowl competitions before serving as a judge in a tournament. Please read the Moderator’s Guidelines, the rules and clarifications, and these guidelines carefully before judging an AGQBA tournament. Schools hold practice matches for their teams, and these are also valuable for training judges.

Judges will not be able to view the questions before the start of the game, unless this has been arranged by the local tournament host or moderator. Neutral judges may see the questions; judges representing a specific school may not. The moderators have had an opportunity to read the questions and should have dealt with any problems or mistakes before game play. Judges provide another set of ears and knowledge. Judges are there to make a final decision if there are any questions or challenges.

 The following information covers most situations that might require your judgment:

1. Improper procedures or violations of rules should be brought to the judges’ attention immediately. This type of challenge may be oral but should not interrupt the moderator during a question in play.

1. Judges should watch carefully for conferring on an alternate toss–up question by the second team when the moderator has compromised the question after the first team has answered.

1. If a team believes points were, or were not, awarded based on a faulty answer in the question set or another problem, the coach may challenge at the end of the quarter using a written challenge form.

1. If you know that the moderator has accepted a clearly wrong answer, inform the moderator immediately; for example, if the moderator accepts an incorrect mispronunciation. (We are aware that there are situations where hearing may be obstructed for the moderator and the judges may be in a better position to hear the answer given by the student.)

1. Before the Lightning (60-second) Round play begins, both teams will hear the three subject categories and their descriptions. They may then consult with their coaches and teammates and announce their choice of categories. After both teams have announced their selections, player substitutions may be made. Discussion concerning the choice of Lightning (60-second) Round may take no longer than one minute and must take place at the team table. Teams who take longer than the allotted time may lose their choice. Judges will be the official timers for this consultation. After the minute has elapsed if the team has not made a choice, judges will choose a category for the team. Judges’ decisions will be final.

1. Players may signal the coach that they want to challenge but must not interrupt the game. Challenges are accepted at the end of each quarter (except the second quarter) and should be resolved before going on. If a challenge form is being prepared, the coach must indicate this immediately at the end of the quarter. The challenge rules state this must be in progress within one minute of the end of the quarter. The coach may talk to the players and then present a written challenge on the AGQBA Challenge Form.
2. Only the coach may present a challenge. Teams with more than one coach should send only one coach per challenge. A coach from both teams should approach the judges when a challenge is being lodged. After the challenge and rebuttal (if appropriate and given at the SAME TIME) have been given to the judges, the coaches should return to their seats. Players, other participants, or spectators may not speak to the judges unless the judge specifically asks them to contribute to the discussion. The judges should consult and then speak with both coaches. Judges may request information from players, spectators, the moderator, or tournament director. The judge is not obligated to research a challenge. The challenging coach must present evidence proving their challenge.

1. If a quick, easy judgment cannot be made, the coach has a maximum of **five minutes** to prove their challenge. Any physical reference materials used must be in the room in the possession of the team issuing the challenge. Only recognized, up-to-date reference materials such as almanacs, encyclopedias, fact finders, textbooks, dictionaries, or anthologies may be used for proving a challenge. Lists and other quiz bowl preparatory materials published by question source companies or individuals are not considered acceptable reference materials. Electronic resources are allowed according to Section 5 of the Official Rules. Only one ADULT coach or designate may be on an electronic device at a time. Coaches may use the device or examine physical materials while the game is in play to expedite the challenge process.

1. With any challenge, judges should consider the copyright date of the materials presented. The most up-to-date reference is normally preferred. If there is a conflict between two acceptable reference materials, the question should be thrown out and another question used to replace it.

1. Challenges must be resolved quickly; the next game cannot begin until all rooms are finished **Do not drag out challenges. Make a decision that is quick but fair**. Contact the tournament records room if there is a rules question. If the concern is about the material, make your best attempt or invoke Point 9 above.

1. One of the judges in each room will also serve as the All-Tournament Team scorekeeper. These judges will be provided with an All-Tournament Team score sheet which contains blanks for the names of the players which the judge will fill in after asking or receiving the players’ names. The judge will simply use tally marks to indicate **toss-up questions** which have been answered correctly by the individual players. This judge may double check with the regular scorekeeper to ensure both score sheets have the same number of toss-ups correctly answered after Quarters 1, 2, and 4. The All-Tournament Team scorekeeper **should not** count bonus questions or Lightning Round questions. Only toss-up questions are counted. (Please make sure to list students’ first and last names on the form. Please PRINT the names on the form. This is extremely important for the tournament record keeper and for AGQBA records as well.) In the event of a challenge, make sure the student who actually answered correctly based on the results of the challenge gets a tally mark.

1. If a game goes to overtime, then tossups answered WILL count towards the All-Tournament team scoring, but will NOT count towards the team’s overall score. The official scoresheet will show something, for example, 260-260 with Team A winning Overtime 2-1.

**Refer to the AGQBA Rules of Competition for any other questions about challenges.**