01 Introduction

The Jain Academic Bowl (JAB) is based on an appreciation of knowledge of Jainism, the ability for quick response, and a friendly yet competitive spirit. Above all, please keep in mind that the tournament should be a positive experience while providing encouragement and enjoyment. A light-hearted attitude will make things run much better. Please be friendly and don't regard the other team as the rival. Alertness and intensity are respectable qualities but not arrogance or combativeness.

A detailed tournament schedule will be published and communicated to all participating teams approximately two weeks before the convention.

The JAB tournament is divided into three (3) types of Teams: Junior Team, Senior Team and Beginner Team

- Junior Team - Participants age 14 and under. (Birth date – July 2, 2006 or later)
- Senior Team - Participants age 21 and under. (Birth date – July 2, 1999 or later)
- Beginner Team – Participants age 14 and under. (Birth date – July 2, 2006 or later). The center participating should not have competed in the past two JAB tournaments consecutively. *(See exception to this rule for JAB 2021 in 04_JAB_2021_Beginner_Team_information document)*

A maximum of five (5) teams per center (or per valid Pathashala) can participate in the 2021 JAB competition, but only three teams can participate in the Beginner category. There cannot be 3 junior teams or 3 senior teams from the same Pathshala. For JAB 2021, if a center submits a total of 3 - Junior + Senior teams, they will be allowed to submit up to 2 Beginner teams. If a center submits a total of 2 - Junior + Senior teams, they will be allowed to submit up to 3 Beginner teams.

02 Team Competition Format: *(For JAB 2021, where applicable, Virtual guidelines will supersede any other rules & guidelines)*

1. Each team will consist of up to eight (8) contestants of which one will serve as a captain. Five players will be competing at any given time, and the other players will serve as alternates that can
be switched into the match between rounds. They will play as a unit. The captain can be changed for every match but must play the entire match for which he/she is the captain.

2. Five players will be playing the match. Alternate players may be substituted for other member only at the beginning of a round during the match and they must play the entire round. Substitution during the round is **NOT** permitted. Coaches will be given 1 minute to talk to their teams in between each round.

3. Each match will involve two teams playing head-to-head, and each tournament round may have up to five simultaneous matches.

4. The simultaneous matches in any one tournament round may use the same set of questions, but the questions will change from tournament round to round to ensure fairness.

5. Electronic lock-out buzzer/indicator systems will be used to increase the competitiveness and accuracy of response, with each team member having an individual indicator.

6. The semi-finals match will be decided by draw of lots. If any Pathshala is represented by two (2) teams in the Junior or Senior group, and both teams make it to the semi-final round, then they will have to play each other during the semi-final round. This will ensure that the final match will be played between two (2) different Pathshala teams.

03 General Guidelines:

- No recording of any type by any individuals is permitted without the express permission of the coaches of the teams being videotaped. However, JAINA and the JAB Administration team reserve the right of photography and videography of JAB for the sole purpose of promoting JAINA and JAB, unless expressly prohibited by the coaches of the participating teams being video graphed and/or photographed. Personal photography or videography is to remain private and may not be uploaded to website for general consumption.
- No chewing gums
- No applause during the match until the entire round is complete
- No mouthing words or whispering of any kind from audience
- Once the match starts, no one will be allowed to enter or leave
- If there is any disruption from an audience member, they will be asked to leave the room
- The moderators’ decision will be final and binding
- Moderators will be trained enough to speak slowly and clearly
- JAB participants will not be allowed to wear smartwatches or any smart devices while competing
- There will be no projection of questions for the games
- Fresh paper will be given to each contestant between each round. During the buzzer rounds, this paper should be confined to the contestant only since conferring is not allowed.

Each match will have three rounds of questions. Both teams will start with 100 points each.

04 Round 1 - Individual Team Round Rules

This round will have 10 questions per team worth 20 points each. Distribution of points for multi-part questions will be announced by the moderator prior to the reading of the question.

1. This round will be non-competitive i.e. each team will have 10 questions to themselves without using the buzzers.

2. Team members can confer with each other at any point while the question is being read and after, until time is called. (The second team may only confer through writing). For this round, only the
captain or whoever he/she designates (for example, by saying “I designate __ to answer”) can answer. Once the captain or designated player begins answering, his or her teammates may only confer with him or her through writing.

While one team is having the questions read to them, the other team must remain silent.

3. Seven (7) seconds will be given after the last word of a question has been said to the first team before the moderator will require a response. After 5 seconds, the moderator will say “Answer please”; two seconds later, the moderator will say “Time.” Once any part of the word “Time” is said, the responding team may not answer.

4. Partial credit will be given for partially correct answers (fraction points of 0.5 and up will be rounded to the next whole number). If the responding team gives a wrong answer, a partially correct answer, or no answer, the second team will have the opportunity to answer for half credit.

5. If a partially incorrect answer to a multi-part question is given by the first team, the moderator will give a chance to the second team to answer before allotting any points to the first team or letting the first team know what part of their answer is incorrect. The second team will receive half credit for the first team’s missed parts only if correct answers are given for all parts.

If the second team has the chance to steal, the moderator will call on the other team and give two (2) seconds to answer before calling time.

Once the team member starts answering a question, no more than a five (5) second pause will be allowed during the answer.

There will not be any penalty for an incorrect response (it is wise to guess the answer in this round if the answer is not known).

6. For “Anagrams”, after the last word of the initial prompt has been read, the moderator will allow 15 seconds for a response for 20 points. At 15 seconds, the first clue will be given. After the first clue has been completely read out, the team will have 5 additional seconds to answer for 15 points. At 20 seconds, the second clue will be given. After the second clue has been completely read out, and the team will have 5 additional seconds to answer for 10 points. If a team gives an incorrect answer to an anagram question at any point, they will receive no points for the question. If a team answers correctly when the moderator has only said “Clue Number 1” and not any part of the clue, they will receive 20 points. If a team answers correctly when the moderator has only said “Clue Number 2” and not any part of the clue, they will receive 15 points. The second team will not be able to steal the Anagrams question.

7. The individual round questions can be a lengthy and may have several parts to the question.

8. The questions for this round will be similar in format for the two competing teams to ensure fairness.

9. The moderator will read all questions slowly and spell out difficult words.

10. In the first round, extra information will be handled as follows: If a question has 5 parts and 6 parts are given which are all correct, then the question will be treated like it is answered correctly. However, if one of the 6 parts is incorrect, then it will be treated like the contestant answered only 4 parts correctly. The incorrect part will be treated as part of the 5th response, thereby making that part incorrect.

05 General Rules for “Buzzer” Rounds 2, 3, and Tiebreaker

1. These rounds will be competitive: Any team member can buzz in to answer and the first person to buzz in will have to answer the question.

2. The same buzzer system will be used in all matches. This is the 10 player buzzer system available at www.buzzersystems.com and the details are provided in the Jain Academic Bowl section on the Jain eLibrary website – https://jainlibrary.org/JAB/index.php
3. If required, the questions in the buzzer rounds will be prefaced with the number of parts e.g. This is a 3-part Question and specific language e.g. Answer in Indian Language only.

4. If a contestant buzzes in accidentally before the moderator has said anything, it will not be counted as a buzz. However, once a moderator starts reading a question and a contestant buzzes in, even accidentally, the contestant will be required to answer the question.

5. Contestants can buzz at any point during the reading of a question and immediately after. If there have been no buzzes three (3) seconds after the last word of a question is read, the moderator will call “Time” for that question, give the answer, and continue with the next question. If the first team answers incorrectly, the moderator will give three (3) seconds to the second team before calling “Time” for the question. The three (3) seconds will start after the entire question has been read. If the entire question was read in its entirety before the first team had buzzed, then the three (3) seconds will start as soon as the moderator announces that the first team has answered it incorrectly.

6. As soon as someone buzzes in to answer a question, the moderator will stop reading immediately and call on that contestant to answer the question. The moderators are trained to stop immediately when they hear a buzz and will say no more than a syllable after a buzz.

7. After the moderator has called on the contestant, five (5) seconds will be given to respond. After three (3) of the five (5) seconds, the moderator will say “Answer please”; two seconds later, the moderator will say “Time.” Once any part of the word “Time” is said the responding team may not answer and the team will be penalized as if an incorrect response had been given.

8. Once the team member starts answering a question, no more than a five (5) second pause will be allowed during the answer.

9. Any incorrect part of an answer, even by mistake, cannot be corrected unless the contestant did not completely say the word. In that case only, a contestant may switch the word if they realize they started to say the incorrect word.

10. If there is any extra information given, the answer will be treated as incorrect even if the correct answer was part of the extra information.

11. Minor mispronunciations are allowed at the moderator’s discretion, as long as the mispronounced word does not have a different meaning in Jain terminology.

12. Moderators will be trained to complete the question in buzzer round for the 2nd team without prompting until someone buzzes in

13. Microphones must be kept in the middle of the table after each question so that all participants can easily reach the microphone. Reaching for the microphone will count as part of the time allotted.

14. At no point during these rounds can contestants confer with team members. If a team discusses an answer, the moderator will treat it as if a contestant from the team buzzed in and gave a wrong answer (i.e. the team will lose points and will be locked out from further answering that question).

15. If any discussion occurs before or after a buzz or a team is seen to communicate with the audience, that team will be penalized as if a member had buzzed in and given an incorrect answer.

16. The score, along with a running total, will be kept so that both teams can see them during the match.

17. The tournament will be conducted predominantly in English with only common words or central ideas expressed in Indian/Jain language.

18. Pencils and blank paper will be provided for each match to write down choices, lists, or other notes during any question.

19. Notes are not allowed for future questions, and a clean sheet will be given between rounds.

20. No communication devices will be allowed

21. The JAB competition is closed book, closed notes, and basically closed everything except minds.

22. We encourage you to watch the following short You Tube presentation of a JAB Tournament. Please click on following link:
06 Round 2 - Category Buzzer Round Rules

1. This round will have 15 questions based on 3 or 4 given categories, each of which will be announced before the group of questions pertaining to it.

2. This round will be competitive where the contestant who buzzes in first will have a chance to answer first. The contestant who buzzes in is not allowed to confer with other team members.

3. The correct answer will gain the answering player's team 20 points. The team will lose 20 points if the answer is incorrect or no answer is given after a buzz. Once a player has buzzed in, it is in his or her interest to at least guess the answer.

4. If the buzzing contestant does not answer or answers incorrectly, his or her team members can no longer buzz for that question. The second team does get a chance to answer that question.

5. The other team's members will hear the rest of the question (if it was not read in its entirety) and can choose to answer. To answer, one of them must still buzz in. They cannot answer as a team. It is in the second team's best interests for players to wait until the full question is read to buzz, as the first team is no longer able to buzz in.

6. The second team will gain 10 points for a correct answer and lose 10 points for an incorrect answer. If no players from this team buzz, the team will have no gain and no loss in points.

7. It is important to note that the individual who buzzed in first will have to answer the question. There can be no discussion with team members before or after a player buzzes in; the team will be penalized by losing 20 points if the team members discuss or give input to the individual who is supposed to answer. If there is any discussion between team members on the team that did not first buzz in, that team will be penalized 10 points.

8. The questions here will be short—speed and anticipation are critical.

07 Round 3 - Grab Bag Buzzer Round Rules

1. This round will have 15 questions.

2. This round will again be competitive where the contestant who buzzes in first will have a chance to answer first. The contestant who buzzes in is not allowed to confer with other team members.

3. They will gain 20 points for a correct answer and lose 10 points for an incorrect answer or no answer.

4. If the buzzing-in contestant answers incorrectly or does not answer, the other team gets to hear the rest of the question (if it was not read in its entirety) and can then choose to answer. However, to answer one of them must still buzz in—they cannot answer as a team. It is in the second team's best interests for players to wait until the full question is read to buzz, as they are no longer competing with the first team.

5. The second team will gain 10 points for a correct answer and lose five (5) points for an incorrect answer. The second team will have an option to pass the question without answering for no gain or no loss in points.

6. These general questions tend to be a bit long, allowing certain people to clue into the correct answer even before they are read in its entirety if they happen to know more about that subject.

7. It is important to note that the individual who buzzed in first will have to answer the question. There can be no discussion with team members before or after a player buzzes in. If there is any discussion between team members before anyone has buzzed in that team will be penalized by losing 10 points. If there is any discussion between team members after a person on their team buzzes in, that team will be penalized 10 points. If there is any discussion between team members on the team that did not first buzz in, that team will be penalized 5 points.
08 Winning Criteria and Tie Situation for Preliminary Rounds and Semi-Finals:

If a tie exists, the winning team in the preliminary round matches and semi-final round matches will be decided using following criteria in the order they are listed:

1. If a tie exists between two teams at the end of a preliminary round match or a semifinal match, a tiebreaker round following the same rules as the Category Round will ensue. This round will contain eleven (11) questions. If a tie still exists, additional tiebreaker rounds will be played until a winning team emerges.

2. If multiple teams have the same game record (ratio of wins to losses in preliminary matches) after the preliminary round, the team(s) with the highest cumulative score from the preliminary matches will advance to the semifinal stage. Points earned in any tiebreaker rounds will not be counted.

3. If a tie still exists, tiebreaker points (if any) will be considered if all tied teams played the same number of tiebreaker rounds.

4. If a tie still exists, the teams in question will play a tiebreaker round as mentioned in 08-1 in a round Robbin format (each team will play every other team in question). If two (2) teams are tied, those teams will play tiebreaker rounds until the tie is broken. If three (3) or more teams are tied, each tied team will play every other tied team in tiebreaker rounds.

5. If a tie still exists (multiple teams win the same number of tiebreaker matches), then the team(s) with the highest cumulative score from the tiebreaker rounds will advance.

6. If a tie still exists, 08-4 and 08-5 will be repeated until the tie is broken.

09 Rules to Protests and Disputes:

1. A protest can be logged ONLY by the contesting team’s captain. The captain may confer with other team members before lodging a protest.

2. At any time, there should be no communication, verbal or non-verbal, between coaches and team participants. If moderator sees a coach signaling, gesturing or even whispering loud enough to be overheard by participants, the moderator will ask the coach to leave the room.

3. While the contest is going on, if there is a possible protest, the captain who wants to protest MUST raise his/her hand IMMEDIATELY after the answer is declared right or wrong by the moderator and announce and say, “PROTEST” for that answer.

4. If the protest is not declared IMMEDIATELY after the answer is declared right or wrong by the moderator and BEFORE the next question is read by the moderator, the protest for that right or wrong answer CANNOT be declared anymore. The team members will normally have 3-5 seconds between each question to discuss and lodge a protest.

5. If a protest is declared, the moderator will write down the answer given, for which the protest is declared.

6. Elaboration of said protest can be done ONLY after completion of a given round within a given match. Any discussion of the protest arising out of the individual round WILL BE done after the entire Individual round is completed. Any discussion of the protest arising out of the category round MUST wait until after the Category round and any discussion of the protest arising out of Grab Bag round MUST wait until after the Grab Bag round.

7. In case of a protest, the captain of the team can decide to consult with the team members and the coach prior to approaching the moderators. Only the coach will be allowed to discuss the protest with the captain one-on-one, without the manual, as long the discussion does not last more than a few minutes. The captain can decide to withdraw protests if desired and those protests can be used in subsequent rounds. Only the captain of the team will be allowed to discuss the protest with the moderators. The moderators may choose to discuss the protest with an Admin team member. The decision of the moderators WILL BE final and binding. A maximum of four (4) protests per match can be filed by a team. Each protest that is won by the team or withdrawn will be given back to the team for use in subsequent rounds and will
not be counted against the four (4) protest total for that respective team. During a round, more than four (4) protests will be allowed, but each team can only carry a maximum of four (4) protests to the moderator table for discussion. The moderator has the discretion to revisit an unprotested question at the end of round, if they feel the need

10 Notes:

1. Any error in calculating scores will of course be corrected as needed. The coaches and or captains should alert the moderators if they notice a discrepancy. Audience members are not permitted to discuss scoring issues and that will be considered a disruption.
2. There will be an admin team member seated alongside the moderator table, so they can hear the moderator questions and contestant answers.
3. The assistant moderator will repeat each question and answer before the moderator moves on to the next question for the benefit of the audience.
4. If at any time a moderator decides to throw out a question, a new question will be inserted as a make-up question. We have requested that all teams provide an extra question for each round in case it is needed.
5. A compilation of about 800 questions on the JAINA JAB site done by Pāthashālā students is available as a study guide. Coaches are responsible for verifying these questions with the JAB manual.
6. In the event a buzzer system fails or is unavailable, we will resort to raising hands and vocal "beeps" with judgment calls based on who responded first.
7. The JAB Administration Committee reserves the right to modify any of the above Tournament Rules based on circumstances and available resources at any time before the start of the game.
8. We have tried to correct the discrepancies in the JAB manual to the best of our abilities, but if they still exist, please notify the JAB Admin team so they can be corrected for next time.

11 JAB Competition Material (JAB Manual):

Jain Academic Bowl Manual also known as Compendium of Jainism is compiled using all Jain Pathashala textbooks and reference books of Jaina Education Material.
The JAB manual contains 6 sections:
- Basics
- Philosophy
- Conduct
- Rituals
- History: Sect and Literature
- Stories
It is a 400-page manual and all JAB questions will be created using this manual and all answers should conform to the manual.

For Junior & Beginner Team, Chapters B.11, B.12, B.13, B.14, C.5, C.8, C.9, E.1, E.2 are excluded from the competition.

For Senior Team, No Chapters are excluded, the entire manual is included for the competition.

The latest version of JAB manual, version 2020, will be used for JAB 2021 tournament

You can download the soft copy of the manual in docx (Word file) and pdf file from the following link. This link also contains all JAB tournament related information.
https://jainelibrary.org/JAB/.index.php