Jain Academic Bowl 2021

**JAB Beginner Team: Rules, Formats and Guidelines**

**Topic Link**

- **01 Introduction**
- **02 Team Competition Format:**
- **03 General Guidelines:**
  - **04 Round 1 - Individual Team Round Rules**
  - **05 General Rules for “Buzzer” Rounds 2 and 3**
  - **06 Round 2 - Category Buzzer Round Rules**
  - **07 Round 3 - Grab Bag Buzzer Round Rules**
- **08 Winning Criteria and Tie Situation:**
- **09 Rules to Protests and Disputes:**
- **10 Notes:**

### 01) Introduction: Beginner Team:

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. The main goal of the tournament is to impart a positive experience while providing encouragement and enjoyment. In order to allow new centers participating for the first time, be able to experience such enjoyment, we have created a JAB Beginner category.

**What is a JAB Beginner Team:** A Pathshala center that has not participated in Jaina JAB tournament for at least 4 consecutive years, which means that they should not have participated in either one of the past 2 JAB tournaments, can submit a team of students & their coaches, who would have similarly not participated in Jaina JAB tournaments in past 4 years. Such a team can participate as a Beginner Team.

A Beginner Team can participate in Beginner category for two (2) consecutive Jaina JAB tournaments.

Beginner Team participants should be 14 years old or under. They should be born on or after July 2, 2006 or should be no more than 14 years old by July 1, 2021.

A light-hearted attitude will make things run much better. Please be friendly and do not regard the other team as the rival. Alertness and intensity are respectable qualities but not arrogance or combative ness.

Since JAB 2021 is virtual, we are making one exception to the criteria for a Beginner team. A center that has participated in Jaina JAB Tournaments can submit a team of students who have never participated in JAB before. Participants should be born on or after July 2, 2006 or should be no more than 14 years old by July 4, 2021. The entire team must be comprised of participants meeting these criteria.

A maximum of five (5) teams per center (or per valid Pathshala) 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 has to 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 members only at the beginning of a round during the match and they must play the entire round. Substitution during the round is NOT permitted.

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 matches will be played amongst Beginner teams only. Each team will play a minimum of two and a maximum of three matches. At the end of all the matches, the participating Beginner teams will be ranked as number 1, 2, 3..., based on the total points scored during their individual matches. There will be no semi-final or final tournaments for Beginner category. All the Beginner teams will be recognized during the awards ceremony.

7. For JAB 2021, a Center can bring maximum five (5) total teams, with no more than three (3) teams in the Beginner category.

8. Beginner team competition will start at 9:00AM on the day of registration. So, they need to come the night before.

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 websites 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 match starts no one will be allowed to enter or leave
- 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 Rules- Individual Team Round**

1. 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.

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

3. 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.

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

5. Ten (10) 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 7 seconds, the moderator will say “Answer please”; three seconds later, the moderator will say “Time.” Once any part of the word “Time” is said, the responding team may not answer.

6. 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.

7. 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.

8. If the second team has the chance to steal, the moderator will call on the other team and give four (4) seconds to answer before calling time.

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

10. 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).

11. 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, and the team will have 5 additional seconds to answer for 15 points. At 20 seconds, the second clue will be given, 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. The second team will not be able to steal the Anagrams question.

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

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

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

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://jainelibrary.org/JAB/index.php

3. Contestants can buzz at any point during the reading of a question and immediately after. If there have been no buzzes eight (8) 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 Five (5) seconds to the second team before calling “Time” for the question. The five (5) 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 five (5) seconds will start as soon as the moderator announces that the first team has answered it incorrectly.

4. 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.

5. After the moderator has called on the contestant, eight (8) seconds will be given to respond. After five (5) of the eight (8) seconds, the moderator will say “Answer please”; three 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.

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

7. Any incorrect part of an answer, even by mistake, cannot be corrected.

8. 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.

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

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

11. 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.

12. 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).

13. 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.

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

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

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

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

18. No communication devices will be allowed!

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

20. We encourage you to watch following short You Tube presentation of a JAB Tournament. Please click on following link:

www.youtube.com/watch?v=UVL52Zdfdvg&feature=relmfu

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) 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 the 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 each team’s individual round. 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 their team. 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.

8. 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 totals for that respective team.

9. The moderator has the discretion to revisit unprotested question at the end of round if they feel the need to do so.

**09) Notes:**

1. Any error in calculating scores will of course be corrected as needed.

2. There will be an admin team member seated near 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 Päthashälä 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.