

## SANKOFA HISTORY CHALLENGE

### A KMT Community Development, Inc. Program

#### 2010 COMPETITION RULES

##### PARTICIPATION

1. This tournament is open to middle school students, high school students, church groups, community groups, and Boys and Girls Clubs.
2. Participants may compete on only one team.
3. All teams must be exclusively composed of middle school *or* high school students.
4. Each team must pay a registration fee of \$35.00 prior to December 1<sup>st</sup> (early registration) in order to participate. After December 1<sup>st</sup>, the registration fee is \$45.00.
5. The deadline for registration is January 15.

##### GENERAL

1. The name of this event is ***Sankofa African-American History Challenge***.
2. Teams will consist of no more than six players. Exactly four members must compete at a time. The remaining team members can be used to replace team players between rounds or in case of an emergency prior to or during competitions.
3. Once the team roster has been submitted on site, roster changes are not allowed. Violations of this rule may result in a game forfeiture.
4. Prior to the competition, each team will designate a captain. The captain will introduce the members of the teams, the coaches, and the sponsors before the competition begins. Once a match has begun, only the captain may question the moderator regarding scores, sequence of play, and general information. No interruptions will be permitted once the moderator has asked a question.

5. At minimum, there will be a moderator, a chief judge, and a timekeeper at every level of competition.
6. Personnel from any participating entity (i.e. church, school, Boys and Girls Club) may not serve in any official capacity during the competitions with the exception of serving in the role of coach or sponsor.
7. After the competition has begun, teams will not be allowed to refer to any written material. Teams caught with any written material will be disqualified.
8. Dates and location of competitions will be specified in writing no less than one month in advance of the competition. Any team that fails to appear at the competition site at the designated time will forfeit the match.
9. Depending on the number of participating teams, single-elimination, double-elimination, or round robin format will be used to provide each team with as many opportunities to compete as possible. The decision as to the format of the competition will be made by the Tournament Director. If circumstances arise that require a rule change, the Tournament Director will make this change and notify all participants.
10. DURING ALL LEVELS OF COMPETITION, ALL PARTICIPANTS ARE RESPONSIBLE FOR RULES AS WRITTEN.

#### **QUESTIONS AND COMPETITION**

1. During the 2009 competition, all questions will be drawn from the Black Americans of Achievement board game. Multiple choice, true/false, and either/or questions will not be used.
2. The selection of questions will be controlled by the competition officials.
3. Questions will be selected in random order beginning with section one and moving to section two (and so on) as each section's questions are exhausted.

4. Middle school teams will be responsible for sections 1-3. High school teams will be responsible for sections 1-5.
5. To determine seeding, the Tournament Director will draw numbers in advance of the competition.
6. If needed, byes will be awarded in the order of paid registration.
7. A coin flip will determine which team receives questions first.
8. Questions will be read as printed.
9. If a word in a question is confusing, the captain may ask the moderator to spell the word or repeat the question.
10. The order in which team members will answer questions is determined by the final roster.
11. An answer to a question given *after the time has elapsed* will not be considered valid.
12. If, after time has elapsed, the answer given is correct, then a new question will be administered to the opposing team.
13. If the moderator is interrupted by a member of the team to which the question is being addressed, the moderator will immediately stop reading the question and the interrupting team or player will be required to provide an immediate answer.
14. If either the chief judge or moderator believes that a particular answer to a question may be accurate but is incomplete, no indication of "correct" or "incorrect" will be given. If a complete answer is not provided within the time limit, the opposing player or team is given the opportunity to provide the complete answer.
15. Competitors may be asked to spell an answer if they are unable to pronounce it properly.
16. Teams will be held responsible for the direct answer to the question, not for the ancillary information included with answers.

17. If a response provides more information than is included in the correct answer, the moderator or chief judge may determine whether the answer is acceptable or not and may ask for clarification from the person answering the question or rule the answer incorrect.
18. If more than one answer is given by a team, only the first answer is accepted. If two answers are given at the same time, the answer will be ruled incorrect.
19. Each match will be audio recorded by tournament officials.
20. The score for each match will be recorded in order to provide an official record.
21. No other audio or video recording is permitted including the production of a written record of the competition.

#### **REGULATION GAMEPLAY**

1. Each team will receive ten consecutive questions in two formats: team and individual. In each format, answers must be given within ten seconds. One point will be awarded for each correct answer.
2. Questions 1-4 will be administered as team questions and teams will be allowed to confer prior to offering an answer.
3. Questions 6-10 will be administered as individual questions. In roster position order (i.e. position one, position two...), individual members will move to a designated position and receive one question. No conferring with teammates is allowed.
4. Each team will designate who will answer questions 9 and 10.
5. For each incorrect answer, the opposing **team** will be given an opportunity to offer a correct answer for a point.
6. Both teams will be administered ten consecutive questions (four team questions and six individual questions) as set forth above.

7. Once both teams have been administered its ten questions, the team with a two-point advantage wins.
8. If no two-point advantage is established, the competition format will change to an overtime format.

**a. OVERTIME FORMAT**

- i. In overtime, each team will receive five consecutive individual questions in roster order. The fifth question will be administered to a member of the team's choosing.
- ii. The team with a **one-point advantage** after both teams have received its five questions wins.
- iii. If a one-point advantage is not established after the first overtime game, additional overtime games will be played until a one-point advantage is established.
- iv. All other regulation rules apply during overtime.

**PROTESTS**

1. A protest may be initiated by the team's captain orally during the match. The protest may be one of three types:
  - a. a challenge as to the accuracy of an answer provided during the match
  - b. a claim that a rule violation occurred during the match
  - c. a judge misinterprets a rule that changes the outcome of a match.
2. The protest must specify which question or rule is being violated. When the chief judge receives the protest, the clock will stop immediately.

3. The chief judge will review the protest and, if necessary, the audiotapes. If the judge rules that the protest is valid and this changes the outcome of the match, then the revised outcome will be considered the official outcome.
4. Should the judge determine that the official outcome is revised by the protest, then the team not submitting the original protest will have five minutes from the time of the judge's decision to file a counterprotest. The chief judge will review the counter-protest and make a final ruling, which cannot be protested.
5. All protests filed must be adjudicated before the competition can proceed. A team filing a protest or counter-protest not considered valid may be assessed a one-point penalty at the discretion of the chief judge.
6. Once the next game has begun, no protest will be accepted pertaining to the previous game.

### **Sample Game**

Captains approach judges' table and flip a coin. "Team A" wins and decides to receive the first ten questions. "Team B" then selects its seating position.

Teams exchange handshakes.

#### **Game begins with Team A's questions**

Team A introduces its team members, coaches, sponsors, and volunteers. Team B does the same.

Team A receives team question 1 and answers correctly.

Team A=1, Team B=0

Team A receives team question 2 and answers correctly.

Team A=2, Team B=0

Team A receives team question 3 and answers incorrectly; Team B answers correctly.

Team A=2, Team B=1.

Team A receives team question 4 and answers correctly.

Team A=3, Team B=1.

Team A position 1 receives question 5 and answers correctly.

Team A=4, Team B=1.

Team A position 2 receives question 6 and answers correctly.

Team A=5, Team B=1.

Team A position 3 receives question 7 and answers correctly.

Team A=6, Team B=1.

Team A position 4 receives question 8 and answers correctly.

Team A=7, Team B=1.

Team A decides that position 1 will receive question 9; position 1 answers incorrectly, Team B answers correctly.

Team A=7, Team B=2.

Team A decides that position 1 will receive question 10; position 1 answers incorrectly; Team B answers incorrectly.

Team A=7, Team B=2.

**Team B receives its ten questions**

Team B receives team question 1 and answers correctly.

Team A=7, Team B=3

Team B receives team question 2 and answers correctly.

Team A=7, Team B=4

Team B receives team question 3 and answers correctly.

Team A=7, Team B=5.

Team B receives team question 4 and answers correctly.

Team A=7, Team B=6.

Team B position 1 receives question 5 and answers correctly.

Team A=7, Team B=7.

Team B position 2 receives question 6 and answers correctly.

Team A=7, Team B=8.

Team B position 3 receives question 7 and answers correctly.

Team A=7, Team B=9.

Team B position 4 receives question 8 and answers correctly.

Team A=7, Team B=10.

Team B decides that position 2 will receive question 9; position 2 answers incorrectly, Team A answers correctly.

Team A=8, Team B=10.

Team B decides that position 1 will receive question 10; position 1 answers incorrectly, Team A answers incorrectly.

Team A=8, Team B=10.

**Team B wins.**