

SCHOLASTIC BOWL ADVISORY COMMITTEE

The IHSA Scholastic Bowl Advisory Committee met at the IHSA Office, Bloomington, Illinois on Wednesday, May 1, 2019, beginning at 10:00 a.m. Committee Members present were: Scott Froelich, Coach Normal Community H.S.; Michael Oliver, coach, Chicago (DePaul College Prep); Robert Richardson, Superintendent, Brimfield H.S.; Charlie Taylor, Coach, Carlinville H.S.; Tammy Austin, Coach, Fairfield H.S.; Rob Grierson, Coordinator of Officials, Skokie. Others in attendance: Matt Hasquin, IHSSBCA President, Brad Fischer, Head Question Editor, Kraig Garber, IHSA Assistant Executive Director.

TERMS AND CONDITIONS RECOMMENDATIONS:

V.B – Seeding Meeting

Recommendation: The committee recommends changing the language regarding the online sectional seeding meeting to the following:

All seeding will be conducted online through the IHSA Schools Center. Each school shall have one (1) vote in the seeding process. Coaches shall not vote for their own team, therefore their school will not appear in the list of schools to seed. The link to seed the teams is located in the IHSA Schools Center in the Head Coaches Activity Tracker and will be activated at 11:00 a.m. on Tuesday, February 11. The deadline to seed teams is 12:00 Noon on Wednesday, February 12. Seeding will only occur at the Regional tournament level. Coaches will rank the top eight (8) teams in their Sectional through the online ballot. The best team will be given 8 points, next best 7, etc. The total of each team's points will be calculated by dividing the team's total points by the number of teams who completed an online ballot. No school participating in the online seeding process may vote for itself. Therefore, we will use one (1) less than the total number of schools participating in the online seeding process when calculating the average. Schools that do not participate in the online seeding process will not have their seeding points averaged by using one (1) less than the total number of schools participating in the online seeding process. The average for these schools will simply be calculated by dividing the team's total points by the total number of teams participating in the online seeding process. All ballots will be made public in Schools Center. The team with the highest average will be the number one (1) seed. Continue with this process until eight (8) teams are ranked.

The Sectional and the State Final shall not be seeded.

Rationale: This past year, it was recognized that schools that did not participate in the online seeding process could have an advantage in gaining a higher seed over those schools that did participate in the seeding process. This was based on how the seeding formula was set up. This adjusted language addresses this flaw in the formula in order to make the seeding process more equitable.

Approved by Consent

Rule 4-B-6 (Answers Requiring Additional Information); clarify the (3) second rule

Recommendation: Proposed Rule Clarification

4-B-6. A moderator must offer a player extra chances to give 'additional' necessary information to a toss-up or bonus part as long as the information provided is correct and relevant, but ambiguous.

4-B-6a. Both teams can be prompted on the same toss-up or bonus part.

4-B-6b. The reasons why a moderator may prompt for additional information are delineated in Rule 4-C-1.

4-B-6c. Answers to a prompt (initial or subsequent) must be started within three (3) seconds of the moderator's request. The moderator will call the three (3) seconds. The three (3) seconds is not cumulative across answers and prompts; it starts anew each time.

Rationale: *Codifies common practice. While Rule 4-B-1 states that “answers must be started within three (3) seconds,” the rules need to state that this applies to prompting as well.*

Approved by Consent

Rule 4-C-1g (Translations)

Recommendation: Proposed Rule Clarification

Existing Rule

4-C-1g. Translations: If an answer has an original name that is not in the English language, then the original-language name, a reasonably literal English translation of that name, and any commonly used or published English name will be acceptable.

Proposed Replacement Rule

4-C-1g. Translations: If the correct answer is a title, it must be either the title in the original language or, if that original language isn't English, any English title under which the work has been published, issued, or listed on an authoritative website.

Rationale: *As written last year, the Rule is far too permissive. A mis-recalled and therefore incorrect title with wording that does not match the printed answer could be ruled correct if the moderator suspects it was “a reasonably literal English translation.” Where does ‘reasonable literal translation’ end, and ‘incorrect’ begin? Moderators should not be expected to judge whether a player whose first language is not English is translating correctly from, perhaps, a third language that matches neither the work’s original language nor English. Moreover, we should expect all players, even exchange students, to know the correct English titles of works.*

Approved by Consent

Rule 4-C-4 (Anti-Prompting)

Recommendation: Proposed Rule Clarification

4-C-4. In rare cases a printed answer may include a moderator instruction to “anti-prompt”. This occurs when a question is seeking a general answer, but a clue in the question points to something more specific. The moderator will anti-prompt by saying, “Can you be less specific?” with the word, “anti-prompt.”

Rationale: *Rule 4-C-1, for prompting, states that the moderator will prompt with the word “prompt.” This was done to avoid a reveal of any particular reason why the answer may be judged incorrect if not clarified in a certain way. We should do the same for anti-prompting, so as not to reveal any particular reason why the answer is too specific or too narrow.*

Approved by Consent

Rule 4-F (Equipment Malfunction)

Recommendation: Proposed addition:

4-F-4. If a single buzzer fails to trigger the system, perhaps because it is broken or disconnected, and that player unambiguously uses a visual or auditory clue such as the word “buzz” (see Rule 4-A-3i), that player should be recognized by the moderator in the appropriate sequence and be allowed to answer. This rule applies if the player in question signals first, before anyone else on either team; or, if they are the first player from the second team to signal after the first team’s answer has been judged incorrect. Specifically, Rule 4-F-3 only applies if the entire system malfunctions; a lone buzzer can be replaced/reconnected and the match can resume.

Rationale: *This additional language covers a situation not explicitly covered in the existing rules. The proposed remedy for this situation seems more appropriate than discarding the question.*

Approved by Consent

Rule 3-E-3 (Time-Outs)

Recommendation: Proposed Rule Clarification:

3-E-3. A time-out must be called after both teams have answered a toss-up incorrectly, or after the bonus has been completed; and before the category of the next toss-up question is read.

Rationale: *Time-Outs should only be allowed “between cycles” – like other quiz bowl codes.*

Approved by Consent

4-C-1g: CASE #1 with four sub-cases

Recommendation: Add the following case to the case book.

The moderator asks the following question:

“What is the name of Marcel Proust’s seven-volume novel of his experiences growing up?”

The printed answer is: In Search of Lost Time

If Player 1 from Team X rings in and answers: “À la recherche du temps perdu”

The moderator should properly state, “Correct” because this is the exact title in French.

If Player 1 from Team X rings in and answers: “Remembrance of Things Past”

The moderator should properly state, “Correct” because it was published under this name.

If Player 1 from Team X rings in and answers: “Towards the Research of Times Lost”

The moderator should properly state, “Incorrect”. Although it could be argued that this is a reasonably literal translation, the work has never been published with that English title.

If Player 1 from Team X rings in and answers: “Recuerdo de las cosas pasadas”

The moderator should properly state, “Incorrect”. Although this is a correct Spanish translation, and although it may have been published in Mexico as this, it’s neither original nor English.

Rationale: This case helps further define/clarify the rule on translations.

Approved by Consent

4-B-3: CASE #1 with seven sub-cases < rewritten to reflect last year's rule change >

Recommendation: Add the following case to the case book.

The moderator asks the following question:

"Who wrote the lyrics for "Embraceable You", with music composed by his brother?"

The printed answer is: Ira Gershwin

If Player 1 from Team X rings in and answers: "Ira Gershwin ... no, I mean George Gershwin"

The moderator should properly state, "Correct" because the correction is ignored.

If Player 1 from Team X rings in and answers: "George Gershwin ... no, I mean Ira Gershwin"

The moderator should properly state, "Incorrect" because the correction is ignored.

If Player 1 from Team X rings in and answers: "George ... no, I mean Ira Gershwin"

The moderator should properly state, "Incorrect" because, not only is the correction ignored, even though "George" is only a partial answer, it's neither correct nor prompt-able.

If Player 1 from Team X rings in and answers: "Gershwin ... that is, Ira Gershwin"

The moderator should properly state, "Correct" because it's not a correction, rather it's a self-prompt. Because no part of the player's initial answer was 'corrected', the repeat is allowed.

If Player 1 from Team X rings in and answers: "Geo ... Ira Gershwin"

The moderator should properly state, "Incorrect" because, the syllable uttered at the start is an obvious start to an incorrect answer, and not a "preliminary word" such as "um ..." or "err ...".

If Player 1 from Team X rings in and answers: "Gershwin ... no, I mean Hammerstein"

The moderator should say, "Prompt" and not reveal that the correction is being ignored.

If the player responds with, "Ira" the moderator should properly state, "Correct."

If the player responds with anything else, the moderator should properly state, "Incorrect."

If Player 1 from Team X rings in and answers: "George Gershwin the music and Ira Gershwin the lyrics." The moderator should properly state, "Correct" because the player has not made a correction, they've provided a second piece of correct information, without pause, which Rule 4-C-2 permits either on an early buzz, or as additional information that comes from the question.

Rule 4-B-3 (corrections, if attempted, are ignored), Rule 4-B-4 (preliminary words), and Rule 4-B-5 (consider the entire answer) must always be top-of-mind for the moderator as they make decisions; they each provide guidance, but the moderator's own knowledge, listening skills, experience, and professional judgement also have an impact. Even the expression on the player's face as they answer can be a factor as the moderator rules on the answer given. As always, the moderator's decision can be appealed. As always, the moderator can either explain their reasoning and deny the appeal, or hear the appeal and either affirm

or change their initial decision. As always, the elastic clause (“shall include, but are not limited to”) in Rule 4-H (moderator error) can be invoked in appeal, and the question discarded and replaced.

Rationale: This added case further defines a rule that was changed last year.

Approved by Consent

Administrative Recommendations:

1. **Question Source:** The committee supports the recommendation to allow Brad Fischer to continue to serve as the Head Editor for the IHSA State Series Questions for the 2019-20 school year. The committee is aware of the potential conflict of interest that arises because Brad’s wife is the coach of a team that participates in the State Series. Along with his bid to act as Head Editor in 2017-18, Brad provided a written assurance that he will keep the questions confidential, and the committee feels that bringing the potential conflict to light serves to further ensure that no infractions occur.

Approved by Consent

Other items of discussion that did not receive action:

1. Classification of computer science/computer technology/coding questions. Math or miscellaneous?
2. The committee discussed ideas for continued efforts to educate all coaches on their IHSA responsibilities (especially as they pertain to IHSA State Series Requirements).
3. The committee discussed potential changes to rule 4-H-1g & 4-H-1 regarding moderator errors on bonus parts.
4. The committee discussed playing 5th – 7th place games at the State Finals.