



30-20-10 Ruleset

These are the official rules of the Long Island Quiz Bowl Alliance for the 30-20-10 competition. Should anyone desire to host a similar competition, they may do so by obtaining a license to host a tournament under these rules. These rules may not be used without a license and are not appropriate for any event other than 30-20-10 and similar competitions.

1. Definitions

- 1.1. 30-20-10 is an online, asynchronous competition where teams attempt to answer 80 or 50, depending on grade level, sets of three questions, each of which has the same answer. The competition shall have a single Tournament Director, or TD, who is the designee of the LIQBA President. Unless overruled by the LIQBA President, all decisions of the Tournament Director or their designee shall be final.

2. Equipment

- 2.1. The competition requires a computer with access to the internet and the ability to connect to Classmarker.com, as well as a standard mouse and keyboard.
 - 2.1.1. Prior to the signing up for the competition, all schools should ensure that they can connect to said site without any technical issues or restrictions.
- 2.2. No other electronic equipment, including any other computer, portable electronic device, calculator of any kind, or any device that can assist in answering competition questions is permitted to be used during the competition.

3. Timing

- 3.1. The competition will take place over a given week, and may be completed at any time in the seven-day period when the competition is open.
 - 3.1.1. The period for completion will open at 12:00 AM Eastern Standard Time on a Sunday, and close at 11:59 PM EST the following Saturday.
- 3.2. The competition shall be timed for a total of two hours at the High School level and 1 hour 30 minutes at all other levels.
- 3.3. You must complete the competition in one sitting; that is, once you start the competition, you may not pause or return at another time and must finish the entire length of the competition.

4. Teams

- 4.1. Teams consist of any number of students presently enrolled in the same school.
- 4.2. Any number of students may play at once. Teams should designate a captain or typist to input answers into the system.

- 4.3. Schools may have more than one team; however, should a school have more than one team, each team must simultaneously take the test in separate rooms out of earshot of one another.
- 4.4. A team may have one or more Coaches. A coach is an adult affiliated with the school in some way who provides advice and administrative assistance to the Team. Coaches may not participate in the competition in any way, may not give or suggest answers, may not provide any guidance or “hints”, or do anything else other than assist the team on pacing and giving general encouragement.
- 4.5. A spectator is anyone who is not a student or coach, or anyone who is not actively participating in the competition. Spectators are prohibited from the room in which the competition is taking place while it is ongoing.
- 4.6. Players must compete at the appropriate grade level of the competition.
5. Gameplay
 - 5.1. The competition consists of a number of questions, each with three parts.
 - 5.1.1. At the High School levels, there will be 80 questions.
 - 5.1.2. At lower grade levels, there will be 50 questions.
 - 5.2. One part at a time will be visible on-screen. Should a team input a correct answer on the first part of a question, they will be awarded 10 points. As the succeeding two parts will have the same answer, the team will then be awarded 30 total points. Should a team input an incorrect answer to the first part, they will receive neither points nor a penalty and will move on to the next part. Similarly, if a team gets a question correct on the second part, they will be awarded ten points, and then, after inputting the same answer on the third part, will be awarded another 10 points for 20 points total. Should a team only get the third part correct, they will receive 10 points. If a team does not get any part correct, they will receive no points on that question. After the third part of a question is completed, the team will move on to the next question.
 - 5.3. Each question will have an Indicator to show what sort of answer, such as “A Last Name” or “A Country”, that is required. Teams must carefully follow the indicator to receive points.
 - 5.4. Each response must be spelled correctly in order to receive points. It is recommended that each team designate their best speller as the person to type in the answers.
6. Protests
 - 6.1. Should a team feel that an answer that was marked incorrectly when it should have been marked as correct, they may protest to the tournament director by sending an email within 6 hours of the time the team completes the competition.
 - 6.2. Valid grounds for protest include a factual error in the question or an alternate answer or spelling that should have been accepted.

6.3. There will be no other grounds for protest. In particular, spelling errors are not protestable.

7. Ethics

- 7.1. All participants are bound to not receive any assistance from any coach, parent, spectator, or anyone who is not a player. Participants are also bound to not use any source other than their own minds to determine any answer or part of an answer to any part or question.
- 7.2. Violations of any of these rules may be subject to having results invalidated and bans from future competitions of 30-20-10.