



The Long Island Quiz Bowl Alliance
Rules of the Game for the New Four-Quarter Format
Edition I, Revision 1
May 2025

These are the official rules of the Long Island Quiz Bowl Alliance for general use, appropriate for events of both a casual and serious nature, and intended for use at LIQBA events and events that use the “New Four-Quarter” style of questions, such as the Quiz Bowl National Championships. Any person who wishes to use these rules may do so for whatever purpose desired, and permission need not be sought; any modification may be freely made to these rules, and they may be freely adapted into any other ruleset.

Why is this ruleset so long?

This ruleset is meant to cover nearly any possible situation, or “edge cases”, as well as provide very clear rectifications to such situations. As such, it is very long. It may expand in time as new situations arise, or such situations may be placed into a casebook.

Think of this ruleset as akin to the rules of a sport. They are very long and detailed, as are these.

Please note that Section 4.5 of these rules is currently tentative. We may make heavy modifications to the bounceback procedure in this section before April of next season based on player feedback and playtesting.

1. Definitions; Participants

- 1.1. An Event is a set of organized Quizbowl Matches, regardless of medium, and may take place over one, consecutive, or multiple non-consecutive days. Each Event shall have a single Tournament Director, or TD, who may designate committees to make rulings on their behalf.
 - 1.1.1. Unless overruled by the President of the LIQBA at Events directly run by said corporation, all decisions of the TD or their designee are final.
- 1.2. Each Match shall have a Moderator, who shall read the questions, keep an official score, and uphold these Rules to the teams in their game room.
- 1.3. Other Game Officials may be provided from time to time to assist the Moderator in some capacity as determined by the Tournament Director, such as a Scorekeeper, Timekeeper, Buzzer Master, or some other position determined necessary by the Tournament Director.
- 1.4. A Team consists of a roster of one to six Players, inclusive.
- 1.5. Each Team shall designate a Captain, who shall, when gameplay determines, provide answers gleaned from teammates collaborating with one another to the Moderator, and fulfill the duties laid out in these Rules.
- 1.6. An Active Player is a Player who is, under these rules, able to give answers to questions within a Match. Each Match consists of two sets of up to four Active Players, plus any number of Inactive Players, provided the total number of Active and Inactive Players on a given team does not exceed six, who may be substituted in and out as provided for in these rules.
- 1.7. Each Team may have an unlimited number of Coaches, but may have a maximum of two Official Coaches, designated prior to a Match by the Captain, who retain the power to lodge Protests, call Timeouts, make Substitutions, and may advise the team prior to a match, after a match, and at designated pauses in gameplay. Any other Coach shall be treated as a Spectator.
 - 1.7.1. Teams may freely have no Coach, and, therefore, no Official Coach; should a team not have a Coach, the Captain assumes all the responsibilities of the Coach.
- 1.8. Anyone in a Game Room who is not a Tournament Official, Moderator, designated assistant to a Moderator, Player, Captain, or Official Coach shall be considered a Spectator. Spectators shall be entitled to view Matches at the discretion of the Tournament Director, and may be charged a fee for this privilege. Spectators may not, on pain of immediate ejection from the game room by the Moderator:
 - 1.8.1. Make any distracting noise during a match;
 - 1.8.2. Signal in any way to any player for any reason, such that the player might gain an advantage;
 - 1.8.3. Lodge, or encourage the lodging of, any Protest, challenge or encourage the challenge of any Moderator decision, or "boo", jeer, or harass the Moderator;
 - 1.8.4. Act as a Player, Captain, or Official Coach in any way;
 - 1.8.5. Use flash photography;
 - 1.8.6. Record a Match without permission from the Tournament Director;
 - 1.8.7. Do anything else that the Moderator determines is detrimental to a Match.
- 1.9. A Question refers to a Tossup, Bonus, or Collaboration Question, as defined herein. A Clue is any clause or string of phrases within a question that provide a single point of knowledge. An Answer is a verbal response given by a player which can be ruled on to determine correctness or

lack thereof and on which points may be awarded or not. A Packet is the collection of questions used for a particular match.

- 1.10. Should unexpected circumstances make it impossible to follow these rules, the Tournament Director may adopt any reasonable course of action within the goals of these rules, the spirit of the competition, and the Policies of the LIQBA.

2. Equipment

- 2.1. Each match shall be played using a Buzzer System or Buzzer, an electronic lockout system fit for the purpose that places a button or switch of some kind in front of each Active Player, and, whereupon an Active Player activates such button or switch, it makes a signal to the Moderator and Players that identifies an Active Player as the first to press such button or switch in a given timeframe, and prevents any signals from anyone who was not the first to activate such button or switch.
- 2.2. Such a Buzzer System must be, in all cases except as contained herein, a physical piece of purpose-built equipment, wired or wireless, determined as suitable for the purpose by the Tournament Director.
 - 2.2.1. Once a Buzzer System is set up in a game room, it must be used by all Players, shall be the sole method for buzzing in, may not be challenged or objected to by any person, and it must be assumed that it has been approved by the Tournament Director for use, unless:
 - 2.2.1.1. The system is defective in a way that is not immediately repairable and compromises the integrity of the Match, as determined by the Moderator, in which case a replacement or virtual Buzzer System shall be procured;
 - 2.2.1.2. A Player rejects the use of a particular Buzzer System for religious reasons, in which case they may, in collaboration with the Tournament Director, devise some alternate method of buzzing in, but the Tournament Director is solely responsible for making a final determination if such a method is acceptable.
 - 2.2.2. All Matches *must* use a Buzzer System of some kind, as determined by the Moderator. No Matches where the sole method of signaling is not through an electronic or mechanical device fit for the purpose may be conducted, except as noted in Rule 2.2.1.2. Should no Buzzer System be available, and a Virtual Buzzer System be impossible to use, such a match will be delayed until a suitable Buzzer System can be procured.
- 2.3. The Buzzer System shall be Cleared, or Reset, by the Moderator or a designee at appropriate times; such an action will deactivate any signals and render the Buzzer System to its normal state.
- 2.4. Before a match, each team may perform a Buzzer Check, where each team activates their buzzers in sequence to determine if they are functioning properly, and may object to their use should they not be functioning properly, in which case they may be replaced at the determination of the Moderator.
- 2.5. The only materials that may be used by Players and Coaches, Active or Inactive, Official or not, during a Match, including all stoppages in gameplay, are a piece of plain or lined paper, loose or in a notebook of some kind, and a writing implement that contains no electronic elements. Such a piece of paper must be blank at the beginning of a match as determined by the Moderator. No

prepared notes, study aids, et cetera may be used or seen by a Player during a Match, and may not be used by any Coach, except for pre-printed, otherwise blank Scoresheets.

- 2.6. Players and Coaches may not use any personal electronic devices during a match, except that Official Coaches may do so to research a protest. All such devices, including cellular telephones, tablets, computers of any sort or kind, smart watches, smart glasses, other wearable technology devices, or anything else that is determined to violate this rule by the Moderator, shall be turned off or placed on silent mode and removed from sight.

- 2.6.1. Such a prohibition does not include medically necessary devices that do not render an advantage to a Player during a Match, such as hearing aids or electric wheelchairs.

3. Match Execution

- 3.1. Each Match shall consist of four Quarters, each separated by a thirty-second Timeout period.

- 3.1.1. The first Quarter shall consist of ten Short Tossups, worth 10 points for each correct response, as described in Rule 4.2.

- 3.1.2. The second Quarter shall consist of five Long Tossups, worth 10 or 20 points each as described in Rule 4.3, and five associated Bonuses of four Parts, worth a maximum of 50 points each, as described in Rule 4.4.

- 3.1.3. The third Quarter shall consist of two sets of five Collaboration Questions, worth 30, 20, or 10 points, as described in Rule 4.5.

- 3.1.4. The fourth Quarter shall consist of fifteen Short Tossups, worth 20 points for each correct response, as described in Rule 4.2.

- 3.1.5. All the questions described in Rules 3.1.1-3.1.4 shall comprise the Regulation Play of one Match. The team with the higher score shall Win, and the team with the lower score shall Lose. Should the score be tied at the end of a Match, Short Tossups will be read until a player answers a question correctly, upon which their team shall Win and the opposing team shall Lose.

- 3.2. Each team may have no more than four Active Players competing in a Match at any given time. Should a Team desire to make a Substitution, such a move may be ordered by a Captain or Official Coach in between Quarters or before Overtime and at no other time.

- 3.3. After each Tossup is answered, correctly or otherwise, the Moderator or their designee shall reset the Buzzer System, such that all active players are able to buzz in should they desire to do so.

- 3.4. After each Quarter, the Moderator shall read the Official Score, and shall reconcile discrepancies with unofficial scores as needed.

- 3.5. Each Team may take one Timeout of thirty seconds per Match. Such a Timeout may only be called for by a Captain or Official Coach, and may only be taken in between tossups during quarters 1 and 4, after a bonus and prior to the next tossup in Quarter 2, and not at all during Quarter 3.

- 3.5.1. Attempts to call a Timeout at any other time, or by any person not authorized to do so in these rules, shall be ignored. Calling for a timeout while a question is being read shall be treated as illegal conferring if during a tossup or misconduct if at other times.

- 3.6. No Player or Coach shall request to check the score at any time other than a timeout or between quarters, and no Player or Coach shall request to check Buzzers, unless one appears to have malfunctioned at the discretion of the Moderator.
- 3.7. After the 30 seconds between quarters has elapsed, the Moderator shall continue the Match as soon as practicable. Attempts by teams to delay a Match further without a valid reason, as determined by the Moderator, shall constitute misconduct.
- 3.8. Should the Moderator be reading a word-for-word repeat of a question, any player or coach may freely inform the Moderator of the error, or the Moderator may determine this on their own. The clock shall be stopped and a suitable replacement question will be procured at the discretion of the Moderator.
- 3.9. Buzzes considered as Accidental may be ignored at the discretion of the Moderator; but no buzz shall be considered Accidental more than 6 words into a Question.
- 3.10. The Moderator must read the appropriate questions in the Packet verbatim and may not provide teams any additional substantive information beyond the clues presented in the question while a question is live.
4. Questions
 - 4.1. There shall be four types of Questions: Short Tossups, Long Tossups, Bonuses, and Collaboration Questions.
 - 4.2. Short Tossups are relatively short questions, of varying difficulty, where any player may buzz in at any time while the question is being read and attempt to give an answer.
 - 4.2.1. No player may give an answer to a tossup except for an active player who has buzzed in while the tossup is live; that is, while it is being read and the five seconds after the entire tossup has been read.
 - 4.2.2. Should a player buzz in and give an answer that has been evaluated as Incorrect by the Moderator, the buzzers will be reset and question will continue to be read from the point of the buzz; however, no player from the team that gave the incorrect answer shall be permitted to buzz in, and any buzz from that team will be ignored. No points shall be deducted for an incorrect answer.
 - 4.2.2.1. No question shall be “restarted” for any reason.
 - 4.2.3. Should a player buzz in and give an answer that is ruled correct by the Moderator, that player shall be awarded points as appropriate, the buzzers will be reset, and the next tossup will be read.
 - 4.2.4. When a Player Buzzes In, the Moderator shall stop reading the Tossup immediately and Recognize the Player who Buzzed In; this recognition may consist of any motion or utterance by the moderator indicating who buzzed in, such as stating the player’s name, pointing at the player, or even nodding at or looking at the player.
 - 4.2.4.1. A player does not need to wait to be recognized to begin an answer, but they should ensure that they are the one who rang in successfully on pain of being called for conferring.
 - 4.2.5. From the moment at which a Player buzzes in, they have 5 seconds to begin a response; should no response be started, as determined by the Moderator, by the 5-second limit, the

Moderator shall call Time, treat the nonresponse as incorrect, ignore anything said after time is called, and continue the match as per Rule 4.2.2.

4.2.5.1. Ties are in favor of the player.

4.2.5.2. Should a player be afflicted with a stutter or other speech impediment, the Moderator may use their discretion as to if an answer is being attempted, and, once five seconds has elapsed, may stop the clock and allow the Player to complete a response on their own time, at the Moderator's discretion.

4.2.6. From the moment the Tossup has been read in full, players have 5 seconds to buzz in and give a response. Should no player buzz in within the time limit, the Moderator shall call Time, reveal the answer, and proceed to the next question.

4.2.6.1. Ties are in favor of the player.

4.2.7. Should neither team give a correct answer, the Moderator shall reveal the answer and continue the match as appropriate.

4.2.8. Conferring is not permitted while a Tossup is live. Conferring is defined as any verbal, written, signed, or analogous communication by an Active Player or Coach which would convey information pertinent to the possible answer of a question. An instance of conferring shall be treated as an incorrect answer by the team that conferred, as per Rule 4.2.2.

4.2.8.1. The following shall not be considered conferring:

4.2.8.1.1. Notwithstanding those considered Misconduct, Non-substantive gestures or exclamations, including but not limited to waving hands, raising a buzzer, uttering brief interjections of surprise or encouragement ("Aw darn!" "Buzz in!" "You got this!")

4.2.8.1.2. Informing the Moderator that the other team is Conferring ("Hey! They're Conferring!");

4.2.8.1.3. If the Buzzer System is not cleared and a Player or Coach requests it to be ("Clear!" "Reset!");

4.2.8.1.4. A brief indication of an intent to Protest ("Protest!");

4.2.8.1.5. The raising of a procedural complaint;

4.2.8.1.6. Should a Player's Buzzer malfunction while a tossup is live, making a noise of some kind to indicate that they desire to buzz in ("BUZZ!" "*smacks table*"). The decision of a Moderator that such a player has buzzed in before or after someone else who successfully used the buzzer system or suffered the same malfunction is not protestable.

4.2.8.2. Moderator judgement as to whether Conferring occurred is not protestable.

4.2.8.3. Attempting to "buzz in for" a teammate counts as conferring.

4.2.8.4. Other actions that count as Conferring or are treated in the same way may appear throughout these Rules.

4.2.9. Should the Moderator accidentally reveal an answer to a Tossup while it is live, the tossup will be thrown out and a replacement Tossup of the same difficulty level will be read immediately to all teams who were allowed to buzz in before the error was made.

4.3. Long Tossups are the same as Short Tossups in all but length and in the respects listed herein. All the rules from the Short Tossups section apply, as well as the following:

- 4.3.1. Long Tossups are Powermarked, defined as a non-verbal symbol placed within the question text. Should a Player ring in before the first word after the Powermark is begun to be read, and give a correct answer, they shall be awarded 20 points instead of 10. Should a Player give a correct answer otherwise, the player shall be awarded 10 points.
- 4.3.1.1. The accidental lack of a powermark in a tossup is not protestable.
- 4.3.1.2. Whether a Player buzzed before, at, or after the Powermark is at the discretion of the Moderator and is not protestable.
- 4.3.1.3. Every time a Long Tossup is answered correctly, a Bonus Question is awarded to that Team.
- 4.4. Bonuses are Questions with four Parts. The total value of a Bonus always adds up to 50 points, or 5 for the first part, 10 for the second, 15 for the third, and 20 for the fourth.
- 4.4.1. The Moderator shall read each bonus part individually, and one at a time. After the reading of one part, the team that was originally awarded the bonus, the Controlling Team, has 5 seconds to attempt a response. Should the answer given be Correct, the team shall be awarded the points, and the next part will be read to the Controlling Team.
- 4.4.1.1. Should the answer given be Incorrect, the non-Controlling Team shall be offered the opportunity to take 5 seconds to attempt a correct answer, called a Bounceback. Should that answer be correct, the non-Controlling Team shall be awarded the points, and the Controlling Team shall be read the next part as in 4.4.1. Should that answer be incorrect, the Moderator shall reveal the answer to the part and read the next part to the Controlling Team.
- 4.4.2. Conferring between Active Players only is freely permitted and strongly encouraged during Bonuses.
- 4.4.2.1. The non-Controlling Team is permitted to engage in conferring while the Controlling Team's bonus is being read, though the conferring must be quiet enough so as to not be audible to the controlling team, at Moderator discretion.
- 4.4.3. Only the Captain's answer shall be evaluated by the Moderator for both original responses and bouncebacks. Such a response should be given by stating the word "Final" or "Direct", followed by the answer. A Captain may "defer" to another player on the team by saying "Defer to [Name]", and that person shall be immediately prompted for a response.
- 4.4.4. An answer may be given at any time during the Bonus, cutting off the Moderator.
- 4.4.5. The Captain has five seconds to begin a response on either an original response or a bounceback, after which the Moderator shall call Time and treat the response as incorrect.
- 4.4.5.1. Ties are in favor of the Player.
- 4.4.6. Should an answer to a bonus part be accidentally revealed by the Moderator, that part shall be thrown out and an equivalent part from a replacement bonus shall be read. Should this occur on a part that is not the first, the answers to the preceding parts shall be revealed by the Moderator prior to asking the replacement part.
- 4.4.6.1. Should the controlling team answer that part incorrectly, it shall be offered to the non-Controlling team under the normal rules for a Bounceback.

- 4.4.6.2. Should an answer be revealed after the Controlling Team has given a response but prior to the beginning of the Bounceback procedure, only the non-Controlling team shall be able to answer the replacement part.
- 4.5. Collaboration Questions are bonus-like questions that are given to a single team to answer with three parts with the same answer, with each part worth 10 points.
 - 4.5.1. There shall be two groups of five collaboration questions in each match, labeled "A" and "B". These shall be, at the determination of the question writer, of fairly equal difficulty, and may be of random categories.
 - 4.5.2. At the beginning of Quarter 3, the team with the lower score shall be assigned Group A, and the team with the higher score shall be assigned Group B.
 - 4.5.3. One part to the question shall be read at a time. After the first part is read, the Controlling Team will be offered 5 seconds to formulate and give an answer, similar to the rules for Bonuses. Should they give a correct response on the first part, they shall be awarded 30 points; 20 on the second; 10 on the third.
 - 4.5.4. Should the Controlling Team fail to give a correct response on the first or second parts of the question, the answer will not be revealed and the next part will be read.
 - 4.5.5. Should the Controlling Team fail to give a correct response on the third part of the question, the Opposing Team shall be awarded the opportunity to answer the question within five seconds for 10 points, also called a Bounceback. Should they also answer it incorrectly, the question will go Dead, the answer will be revealed by the Moderator, and the Moderator will proceed to the next question.
 - 4.5.6. After all five Collaboration Questions are read to the first team, the five Group B questions shall be read to the other team under the same procedure as above.
 - 4.5.7. Should an answer to a Collaboration Question part be accidentally revealed by the Moderator, that part shall be thrown out and an equivalent part from a replacement Collaboration Question shall be read. Should this occur on a part that is not the first, the text of the preceding parts shall be read by the Moderator prior to asking the replacement part. Should this occur on a part that is not the last, the Moderator will continue reading from the Replacement Question instead of the original Question.
 - 4.5.7.1. Should an answer be revealed after the Controlling Team has given a response but prior to the beginning of the Bounceback procedure, only the non-Controlling team shall be able to answer the replacement part.
- 4.6. In general, should a question need to be replaced for any reason, it must be of the same type, but not necessarily of the same category. The Moderator and Tournament Director have final judgement over what question is suitable as a replacement for a given situation, and this cannot be protested.
- 5. Time
 - 5.1. All Matches shall be timed to a total of 35 minutes, excluding Overtime.
 - 5.2. Should all questions in regulation gameplay be completed, the Match shall end, even if there is time remaining on the clock.
 - 5.3. The clock shall commence at the beginning of the first tossup, and shall not be stopped, except...
 - 5.3.1. For thirty seconds at the end of a quarter;

- 5.3.2. For thirty seconds during a timeout;
- 5.3.3. For whatever length of time is necessary to determine the correctness or lack thereof of a response;
- 5.3.4. If a player afflicted with a stutter requires more than five seconds to respond;
- 5.3.5. To determine the outcome of a Protest;
- 5.3.6. Should some problem or unexpected circumstance arise that necessitates the stopping of the clock, as per Moderator discretion;
- 5.3.7. In an emergency.
- 5.4. Once time expires, the Match shall end:
 - 5.4.1. If in Quarter 4, at the end of the current Tossup, once teams have been allowed to answer normally;
 - 5.4.2. If in Quarter 3, the quarter shall be completed, and
 - 5.4.2.1. If the team with the higher score has a margin of 105 or more points on the team with the lower score, the Match shall end;
 - 5.4.2.2. If the team with the higher score has a margin of 100 or less points on the team with the lower score, 5 tossups from Quarter 4 shall be read off the clock, as well as any additional overtime necessary;
 - 5.4.3. If in Quarter 2, the quarter shall be completed, Quarter 3 shall be played in its entirety, and Rules 5.4.2.1 and 5.4.2.2 shall be followed;
 - 5.4.4. If in Quarter 1, the Tournament Director shall have the discretion on how to proceed.
- 5.5. Whatever clock is used by the Moderator is the only official time.
- 6. Answer Evaluation
 - 6.1. Whenever a player gives an answer to the Moderator, the moderator shall make a ruling determining if that answer is Correct or Incorrect.
 - 6.2. In order to receive points, the answer must both be accurate and precise. Such accurate and precise answers are generally listed to the Moderator, though the Moderator retains discretion to accept an answer not listed as accurate and precise, so long as it comports with every clue in the question at the point which the player buzzed in, subject to Protest.
 - 6.2.1. Should an answer be “too specific” (for example, an answer of “Ukrainian Refugees” to a question whose stated answer is “Refugees”), the response will only be accepted if it comports with every clue in the question at the point which the player buzzed in, subject to Protest.
 - 6.3. The first answer given by a player to the moderator shall be the one that is evaluated. Giving an answer involves beginning at least one word, ignoring leading articles (“The... no, A Wrinkle in Time”) and extraneous interjections (“Crud, it’s... A Wrinkle in Time” “uh... uh..... Monet” “This has to be the absurd Major-General’s Song”). A player may not amend their answer once it has begun.
 - 6.3.1. Extraneous interjections, however, do not count as starting an answer for the purposes of the Clock.
 - 6.3.2. Whether something is an extraneous interjection or not is at the discretion of the Moderator and is not protestable.

- 6.4. Should a player give an answer that is ruled incorrect, the Moderator shall note that it is incorrect without revealing any reason for *why* such an answer was incorrect (“That was so close!”; “I can’t take that pronunciation”, etc.) while the question is still live, except in cases of conferring or timeliness.
- 6.5. Should a player give a response which is not incorrect, but not specific enough to be considered precise, the Moderator shall Prompt, asking the player for a more specific answer. A player on a tossup or a Team on a bonus part or conferral question shall have three seconds to begin a more specific answer. This process may be done repeatedly until an accurate and precise answer, or an outright incorrect answer, is given.
- 6.6. The Moderator may ask a player to repeat an answer if they could not hear it; however, Players are expected to speak up and make their answers heard to the moderator by speaking with sufficient volume and clarity at all times, and the repeated answer must be the exact same as the original answer or misconduct shall have occurred.
- 6.7. Should a player give an answer which contains two or more pieces of related information of different types, such as both the title of a work and its creator, the answer will be treated as a unified answer and will only be ruled correct if the answer, taken in its entirety, comprises accurate and precise knowledge of the answer and has no segments that would render it incorrect.
- 6.8. Should multiple answers be required to a question, a response must be begun before time is called, and a player will then have one second to begin the next part of their answer. Players will not be prompted for incomplete lists.
- 6.9. Players need not make an exact pronunciation of each answer; whether a pronunciation is acceptable or not is at the discretion of the Moderator, and should usually favor the Player.
7. Detailed Correctness Guidelines
 - 7.1. This section shall match the Detailed Correctness Guidelines section or its equivalent in the most recent edition of the rules of the Academic Competition Federation, and those rules shall be considered to comprise this section and be binding on all parties, unless overruled by the Tournament Director in some particular extraordinary situation.
8. Protests
 - 8.1. A Protest is an official action taken by a person to ensure that possible errors do not disrupt the proper and consistent awarding of points for accurate and specific factual knowledge.
 - 8.2. A Captain or Official Coach are the only people who can lodge Protests. To lodge a Protest, such a person should state that they are doing so in between a question, such as in between tossups, in between tossup and bonus, in between bonus parts, in between consultation question parts, et cetera. The Moderator shall immediately note that the protest was made, and carry on with the Match.
 - 8.3. At the end of a quarter, before Overtime, or after Overtime, the Moderator shall ask the person who lodged the Protest if they wish to formally lodge the protest. Should they desire to do so, they shall make an explanation of the protest and why it is being made.
 - 8.4. The Moderator shall determine if the protest is allowable under these rules, and, if it is, attempt to resolve the protest.

- 8.5. At any time, the opposing team may concede the protest, upon which it will be automatically upheld, and the protesting team may withdraw the protest, upon which it will be automatically denied.
- 8.6. The following errors, *and only the following*, are valid grounds for protest:
 - 8.6.1. A player gave an answer that should have been accepted but was not, either due to an error in the listed answer or ambiguity in a question;
 - 8.6.2. The listed answer was unreasonably specific and the player gave an unlisted answer which is accurate and precise;
 - 8.6.3. The player should have been prompted but was ruled incorrect;
 - 8.6.4. There is a factual error in the question that affected a given answer, or the question did not uniquely identify a single answer and it affected a given answer;
 - 8.6.5. Any of the above actions happened in reverse to the pain of the Protesting team.
- 8.7. Nothing else is protestable.
 - 8.7.1. "What the Moderator heard" is not protestable, though if both teams agree that the Moderator ruled mistakenly based on a hearing error, they may jointly ask the Moderator to reconsider.
 - 8.7.2. Procedural complaints are not protests. If any Coach or Captain notices that a Match official has made a mistake in adhering to the procedures laid out in these rules, that participant may bring that to the Moderator's attention in between questions or parts thereof, and such a complaint will be resolved immediately.
 - 8.7.3. The following are judgement calls and not protestable: Rules 1.8 and subsections; 2.2.4; 2.2.1.2; 2.4; 2.5; 2.6; 3.5.1; 3.6; 3.7; 3.8; 3.9; 4.2.5 and subsections; 4.2.6; 4.2.8 and subsections; 4.3.1 and subsections; 4.4.2.1; 4.4.5 and subsections; 4.6; 5.3 and subsections; 6.3.1; 6.3.2; 6.9; 8.7.1; 8.7.3; 8.7.4; 9 and all subsections.
 - 8.7.3.1. However, should a Moderator willfully disregard a rule, such a concern may be brought to the Tournament Director, who may make remedies as fit.
 - 8.7.4. Subjective opinions about the quality of a question, the failure of a question to be of a specific category or of a packet to follow a distribution of subjects, the fact that a given answer is "related to" the answer but not the actual answer, the appropriateness of a question for a given grade level or any other political disagreements about a question, complaints about the venue or setup of the game room, and the presence of very minor grammatical or factual errors that had no bearing on a response are never protestable under any circumstance.
 - 8.7.5. A team may not protest that the opposing team gave an answer that was accepted but should merely have been prompted.
- 8.8. Multiple protests may be lodged concerning the same question.
- 8.9. There is no limit to the number of protests that a team can lodge during a match, but the excessive lodging of frivolous protests is misconduct.
- 8.10. While lodging a Protest, a team may cite printed and electronic sources as needed to find evidence for their protest. Similarly, an opposing team may do the same to find reasons why the protest could be denied. However, an Active Player may not use any prohibited electronic device for this purpose while there are still questions left in the Match, though coaches may do so.

- 8.11. Unless otherwise directed by the Tournament Director, a protest will be resolved if and only if it and the collective of protests in a given match could change the outcome of a match.
- 8.11.1. Any protest that cannot affect the outcome of a match is considered Moot and will not be adjudicated.
- 8.12. The Tournament Director has the final authority to resolve all pending Protests, and may delegate this responsibility to a Committee for the duration of a tournament or on a case-by-case basis.
- 8.13. A protest can be resolved by either being Denied or Upheld. If a protest is Denied, all scoring on the affected questions remains unchanged. If a Protest is upheld, points shall be awarded or deducted and questions replaced as the situation calls for, at the discretion of the Tournament Director.
- 8.13.1. The Tournament Director may resolve a protest themselves or consult anyone or anything they wish to do so, except for the teams and participants thereof subject to the protest, or may designate a "Protest Committee" with the power to resolve protests.
- 8.13.2. Replacement questions must be of the same "type" of question, as determined by the Tournament Director, but need not be of the same category as any questions thrown out.
- 8.14. Should the resolution of a Protest create a tie where there was none before, the match will proceed into Overtime as normal for such a situation.
- 8.15. The decision whether to hold teams in the game room while a protest is being resolved or to let those teams advance to their next matches is at the discretion of the Tournament Director.
- 8.16. All Protests about a given match must be lodged before either team's captain or coach has left the room, though should someone rush out of a room in an attempt to prevent a protest from being lodged, that protest may continue.
- 8.17. A protest is considered resolved once its resolution has been conveyed to both teams. No team may attempt to communicate with the Tournament Director or designee(s) regarding the resolution of a protest prior to the decision having been communicated to the teams. Any such attempt by a team will result in:
- 8.17.1. The protest being automatically decided against the person who attempted to tamper with the decision, regardless of the merits;
- 8.17.2. That person being subject to misconduct sanctions, including the possible ejection of that person and/or their team from the tournament.
- 8.18. Protest resolutions by the Tournament Director or designee(s) are final, binding, and may not be appealed, revisited, reversed, or anything else, and arguing with the Tournament Director, their designee(s), or any tournament staff regarding the outcome of a protest constitutes Misconduct.
9. Sportsmanship and Conduct
- 9.1. All persons associated in any way with an Event held under these rules, including players, coaches, staffers, spectators, and tournament directors, are bound to follow these rules to the best of their knowledge. In addition, such persons are bound to behave honestly, responsibly, and ethically.
- 9.2. Tournament Directors shall retain the discretion to declare an action to be misconduct if, in their judgement, the action or conduct is dishonest, unethical, unsporting, disruptive, or otherwise in

violation of any of these rules, any policy of the LIQBA, or any ad hoc rule communicated to any participant in any way. TDs may interpret these categories broadly.

- 9.3. When questioned by a Staffer, Tournament Director, or Employee of the LIQBA, all participants are bound to honestly give any details requested to the best of their knowledge.
- 9.4. Specifically, the following actions shall be prohibited:
 - 9.4.1. Unduly Delaying a Match;
 - 9.4.2. Filing frivolous Protests;
 - 9.4.3. Attempting to fool or trick an opponent or staffer;
 - 9.4.4. Using excessive Foul Language;
 - 9.4.5. Making excessive or disruptive noise;
 - 9.4.6. Excessively insulting others;
 - 9.4.7. Arguing about Politics of any sort or kind while in a game room;
 - 9.4.8. Placing a bet or wager of any sort or kind, monetary or otherwise, on any aspect or outcome of a match or tournament, unless such a wager is made between teammates;
 - 9.4.9. Playing "Fantasy Quizbowl" as it pertains to participants in a LIQBA tournament;
 - 9.4.10. After a protest decision or ejection has been rendered, Arguing with the Tournament Director or President of the LIQBA regarding that decision;
 - 9.4.11. If a Staffer, showing excessive favoritism to any team, though the present or past affiliation of a staffer shall not alone be sufficient grounds to allege such misconduct;
 - 9.4.12. Destroying or Stealing Property that is not one's own;
 - 9.4.13. Cheating;
 - 9.4.14. Using Ineligible Players;
 - 9.4.15. Entering rooms where permission has not been affirmatively granted;
 - 9.4.16. Hacking or attempting to access or modify any software in use by the tournament staff;
 - 9.4.17. Harassing others in any way;
 - 9.4.18. Making threats of physical or legal harm, online or offline;
 - 9.4.19. Impersonating another or being dishonest about who is on a roster;
 - 9.4.20. Throwing or Fixing the outcome of any match, or attempting to do so ("Attempting to win the neg prize" falls under this prohibition);
 - 9.4.21. Making a false report of misconduct in bad faith;
 - 9.4.22. Doxing, or the revealing of personal information, other than one's own, where such permission has not been granted, whether inside or outside of a tournament;
 - 9.4.23. Committing actual physical violence or robbery against anyone at a tournament, relating to a tournament, or because of the outcome of a tournament, except in self-defense;
 - 9.4.24. Committing a Felony as per the laws of the locality where the Event is taking place.
- 9.5. A Tournament Director may, in an instance of misconduct, apply whatever sanctions he or she deems necessary, from no action, to a verbal warning, up to and including ejection of an entire team from an event, except that points shall not be added or deducted as a penalty for misconduct unless an entire match is retroactively changed to a forfeit. Moderators shall retain the power to, at their discretion, eject a person from a match for two instances of misconduct in a single Match.

- 9.5.1. Any punishment levied for Misconduct shall be proportional to the nature, frequency, and severity of the offense.
- 9.5.2. At tournaments directly sponsored by the LIQBA, no player or team shall, except in an emergency, be ejected without prior authorization from the President of the LIQBA and, upon an ejection, further sanctions may be applied by the LIQBA after an event concludes. Such sanctions are final and may not be appealed.