

2020 NORTH AMERICA REGIONAL PETROBOWL QUALIFIER RULES

*All rules subject to change

A. General Format

i. Pool Play

- 4 pools of 6 teams each will be created. Pool play will be round-robin style, so each team will play every other team in their pool
- Pools will be randomly generated. The petrobowl committee reserves the right to change the pools at any time before the competition. For example, if some teams do not show up to the competition, the committee may randomly choose a team(s) to move to another pool.
- The top 2 teams (determined by record) from each pool will advance to a tournament-style bracket

ii. Tournament Bracket

- 8 teams from the above 4 pools (2 teams per pool) will advance
- Tournament seeding based on performance in pool play
- Bracket format and style (single or double elimination) is *to-be-determined* and is subject to change.
- Final place in the bracket competition will be used to determine team(s) to send to international competition. SPE International will determine how many teams to take from North America region. It is our understanding, however, that the 5 top teams from the North America Region will advance to the 2019 SPE International competition.

B. Game Regulations

i. General (apply to both pool play and tournament play)

- Beginning of each game
 - Each team will have 4 players come to the competition table. Teams may play with less than 4 players. Substitutions of players are not allowed during a game but could be made if there is an official break (this may only occur in later rounds if at all).
 - Players should check to make sure their buzzers work before the game starts. If the buzzer appears to fail during the game, they must notify the moderators and judges immediately
- Each game will consist of a set number of toss-up questions (e.g. 10 during pool play, 15 during tournament play)
 - Teams will have 10 seconds to buzz in and answer each question after the question is completed by the moderator. If both teams refrain from buzzing in, the next toss up question will be asked
 - The first player to buzz in will be acknowledged by the moderator. Only that player may answer the question. Players are NOT allowed to confer with teammates for toss up questions
 - If a player buzzes in before the toss up question is completed, the moderator will stop reading the question, the player will be acknowledged, and then will have 10 seconds to answer
- If a toss- up question is answered correctly, the team will receive 10 points and then be asked a bonus question

- The team will have 15 seconds (unless otherwise specified) to answer once the reading of the bonus question is complete. Once the 15 seconds are up, the team will be asked to provide an answer and is expected to do so immediately
- Teams may request the bonus question is repeated but the 15 second clock will continue during the reading of the question
- Players may confer with each other during bonus questions. The designated team captain (or someone identified by the team captain) must give the final answer
- Teams will receive up to 10 points for a correct answer to a bonus question. Partial credit may be given. If a bonus question is answered incorrectly, the team will receive 0 points, but not be penalized. The opposing team does NOT get an opportunity to attempt the bonus question
- If a toss-up question is answered incorrectly, their team will receive “-5” points
 - If a player on the opposing team buzzed in immediately after the first team and it is recorded electronically (not all buzzer systems have this option), that player (and only that player) will have two options (1) answer the toss up with opportunity to get the question correct (+10) or wrong (-5) or (2) decline to answer and the next toss up question is asked
 - If no one from the opposing team is recorded as having buzzed in, the team has an additional 10 seconds to buzz in to answer if they choose. The moderator will first complete the question in the event the other team buzzed in before it was completed. If no-one buzzes in after 10 seconds, the moderator will ask the next toss-up question
- ii. End of the game
 - The winner of the game will be the team with the most points at the end of the game
 - If a team gets the final toss-up question correct, they are entitled to a bonus question even if it will not impact the winner of the game. Final point totals may affect some tie-breakers in pool play and seeding for the tournament. However, it is the teams’ responsibility to remind the moderator to ask the final bonus question if applicable. Once all 4 players stand from their seat, they forfeit their opportunity at the final bonus question
 - If the score is tied at the end of the game, an overtime period of three additional toss up questions (and bonus questions if applicable) will be asked. The same scoring rules apply in the overtime period, including losing 5 points for wrong toss up answers. If the score is still tied after the 3 toss up questions, additional toss up questions will be asked until the score changes.
- iii. Disputes
 - If a moderator is unsure if a question is answered correctly, he/she will ask the judges to confer to determine if the question was answered correctly
 - A judge may interrupt the moderator if he/she believes a question was wrongly determined correct or incorrect (or wants further discussion). Judges should then confer to make a final decision
 - Teams are given one official protest per game. If a decision is overturned based on their protest they will be given a second protest for the game, but no more than 2 per game
 - Protests **must** be made before the next toss-up question is asked. The team must make the protest to the judges with their reason. The decisions by judges are then final. Protests made after the next toss-up question is asked or after the game is over will not be considered.

- iv. Teams advancing to tournament
 - The top 2 teams from each pool will advance to the tournament bracket.
 - Final team standings in pools are determined by their win/loss record (and not total points). For example, a team that is 5-0 would be in first place and a team that is 4-1 would be in second place even if the 4-1 team scored more total points
 - Tie-breakers for teams with the same record are first determined by total points (not head-to-head competition). For example, if the 3 teams with the best record in a pool all finish 4-1, the 2 teams with the most points advance
 - In the event that teams are tied in both record and total points, head-to-head competition will be used as the tiebreaker.
 - The teams that finish in first place of the 4 pools will be seeded #1-4 in the tournament bracket. They will be seeded by total points earned in pool play (coin flip used to break ties). Second place teams will be seeded #5-8, also seeded by total points (coin flip used to break ties). A second-place team in one pool cannot be seeded above a first-place team in another pool, even if they have more points.

- C. Any question related to oil, gas, energy, or SPE may be asked as a toss-up or bonus question. The questions may be technical in nature (material one would learn in a typical petroleum engineering program) or non-technical (history, oil and gas statistics, current events, SPE, etc.). Some questions may include a visual, audio, or calculation component.

- D. Ethics and Sportsmanship
 - i. Audio or video recording of any portion of the competition is not allowed in the room. Students, coaches, or visitors in the audience may not write down (on paper or an electronic device) any questions, answers, or comments directly related to the competition.
 - ii. Players may be given pencils, calculator, and paper to use during games to work out bonus questions. However, these may not be used to write down questions for future use and students **MUST** leave all material on the table at the end of each game.
 - iii. Players may only use material provided at the competition table (paper, pencils, and calculator). They may not bring any of their own material to the table.
 - iv. Players are expected to treat other teams, moderators, and judges with respect at all times. Although a process for protesting disputes is provided, final decisions by judges must be accepted by the teams.
 - v. Any violation of ethics or sportsmanship may result in disqualification of a player or team from the competition. The violation may also be reported to SPE International for additional action.