



Illinois Elementary School Association

INSTRUCTIONS TO SCHOLASTIC BOWL TIMERS

The following information is designed to help you become a better timer for IESA Scholastic Bowl matches. Official rules for Scholastic Bowl are located in the IESA Handbook and Scholastic Bowl Terms and Conditions.

1. Be sure to indicate to the moderator you are ready to begin prior to the start of the match.
2. Begin timing toss-up questions as soon as the moderator completes the reading of the question. If neither team has responded within 10 seconds (**30 seconds for all advanced computation questions**), indicate "**TIME**".
3. When a team presses its buzzer to indicate it wishes to answer a toss-up question, do **not** stop your clock. It continues to run for the 10-second period (**30 seconds for all advanced computation questions**) or until both teams have responded. If there is an incorrect answer by one team on a toss-up, the other team always has the opportunity to buzz in within three seconds and answer. **The moderator makes that three-second-time call only.**
4. If an individual pre-empts the moderator's reading of a toss-up question and answers incorrectly, the moderator can choose to continue the question at a reasonable place prior to the point of interruption. Any member of the opposing team then has 10 seconds (**30 seconds for all advanced computation questions**) to respond, which you must time.
5. When a team answers a toss-up question correctly, the moderator will ask that team a bonus question. When the moderator is finished asking the bonus question, begin timing a 30-second conference period. During the 30 seconds, team members will confer to help answer the question. Teams may indicate to the moderator their readiness to answer the bonus question before 30 seconds have elapsed. This happens quite often and is O.K. If the team, which answered the toss-up correctly, does not indicate its readiness to answer within 30 seconds, you should indicate "**TIME**". The moderator will then ask the team to give their answers.
6. If the bonus team asks for a part(s) of the bonus question to be repeated, do **not** stop your clock. When the 30 seconds are up, indicate "**TIME**" even if the moderator has not completed the re-reading of the question. If the bonus team does not answer all parts of the bonus question correctly, the unanswered parts "rebound" to the other team. The other team does not receive any additional time and must begin their answers within three seconds after the moderator asks for their answers.
7. The three-second response calls are the duty of the **moderator** and not of the timer.
8. Team time-out periods are 60 seconds. If the coach is ready to resume play earlier, this is permissible. Clarification timeouts have no time limits and the moderator should let you know the match will resume. The breaks between halves of the match are two minutes.
9. You are one of the match judges along with the scorer and moderator. You should notify the moderator if anyone is communicating. The moderator will make all **final** decisions.

Communication includes but is not limited to (Rule 7-1-2):

- Talking, whispering, or mouthing
- Pointing, gesturing, signaling
- Passing of papers
- Deliberate physical contact with the intent to gain another player's attention
- Looking at another player's written materials for answers
- Answering your communication device (i.e. cell phone) **Note:** Any disruption by a team member's cell phone will cause the team to forfeit the right to answer the question at the time of the disruption and the next question. Please review the Rule Interpretation on the IESA website.