



Brief Summary of Game Play Rules

- No more than four people may play at a time. Teams may have more than four people; the others are "alternates" who may substitute. Substitutions may be made between games, at half-time, before overtime, or during a time-out.
- Tossup questions are worth 10 or 15 points each, and bonus questions are worth 30 points each (partial points are possible on bonuses). A team receives a bonus question for each tossup question answered correctly by one of its players (except in tiebreaker play).
- A player may signal ("buzz") to answer a tossup at any point after the moderator has begun reading it. The moderator will stop as soon as a player has signaled. Only one player per team may signal to answer each tossup, and only that player may give an answer. Players must begin their answer within 2 seconds after having been recognized, or time will be called. Teammates may not engage in verbal or written consultation during tossup questions.
- If a player's answer to a tossup is incorrect, the moderator will, if necessary, finish reading the question for the other team—but the question remains a tossup, and subject to the rule on conferral. If a player on the second team signals and answers correctly, the second team earns the bonus. If the second team's player is incorrect, the tossup goes "dead." The moderator will provide the correct answer and move on to the next tossup.
- After the moderator has finished reading a tossup, players have 3 seconds to signal. If one team gives an incorrect answer at this point, the other team has another 3 seconds in which to signal. The exception to this rule is for computation tossups, as detailed in Rule G.6.
- Tossup questions are usually worth 10 points. All tossups have "power marks" (indicated in the question text with an asterisk), and a player earns 15 points rather than 10 if he or she signals and answers correctly before the moderator has completed reading the first syllable after the mark.
- There is a 5-point penalty if the first team interrupts a tossup with an incorrect answer. The second team may still earn 15 points with a sufficiently early signal. There is no penalty for an incorrect answer to a tossup after the question has been completed.
- Teams may confer on bonuses. The captain (or a player designated by the captain) should give the team answer. If no answer has been given after 5 seconds, the moderator will prompt for an answer. Following a moderator's prompt, the captain must immediately begin to answer or immediately designate a teammate to answer, and that person must begin after no more than a natural pause, or time will be called. Bonus parts do not "bounce back"; if a team answers them incorrectly, the other team does not get a shot at answering them.
- If a bonus question calls for multiple answers, the answers must be given as a continuous list. Any pause of 1 second ends the answer.
- The moderator will prompt for additional information if an answer is correct, but less than what is required (except for the titles of works, which must usually be exact). Generally, the last names of persons are sufficient answers.
- The full version of the rules may be found at <http://www.naqt.com/rules.html>