

# NAQT<sup>SM</sup>

*National Academic Quiz Tournaments, LLC*

## Brief Summary of Rules

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*This is only a summary of NAQT rules. See [naqt.com/rules/](http://naqt.com/rules/) for the full rules. In case of any discrepancy, [naqt.com/rules/](http://naqt.com/rules/) takes precedence over this summary.*

- Each team must consist of players who all attend the same school. Tournament hosts may allow variations, but this is not encouraged, and both hosts and teams should notify NAQT in advance of such situations. NAQT may (but need not) grant variations if permission is sought in advance. Contact [eligibility@naqt.com](mailto:eligibility@naqt.com) with questions.
- No more than four people may play at a time. Teams may have rosters larger than four; substitutions may be made between games, at halftime, before overtime, or at any timeout.
- Tossup questions are usually worth 10 points. Each tossup has a “power mark” indicated by an asterisk; a correct response given at or before the power mark earns 15 points instead of 10.
- A correct answer to a tossup (other than in overtime) earns a bonus question with three parts worth 10 points each.
- 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 buzzed. Only one player per team may buzz on each tossup, and only the player who buzzed may give an answer. Players must begin answering within 2 seconds after being recognized. Teammates may not engage in verbal or written consultation (“conferral”) during tossup questions.
- If a player’s answer to a tossup is incorrect or the 2-second period has expired, the moderator will (if necessary) finish reading the question for the other team. Conferral is still not allowed. If a player on the second team buzzes and answers correctly, the second team earns the bonus. Otherwise, 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 in which to buzz. If one team answers incorrectly at this point, the other team has another 3 seconds in which to buzz. The exception to this rule is for computation tossups, for which 10 seconds are allotted; see Rule G.6.
- There is a 5-point penalty (“neg” or “interrupt”) if the first team to attempt answering a tossup gives an incorrect answer before the question has been completely read. If the power mark has not yet been reached (which will not be known to the players), the second team still has the opportunity to earn 15 points. There is no penalty for an incorrect answer after a tossup has been completely read, nor for a second incorrect answer.
- A bonus question will usually have multiple parts, each with a separate clue for a separate answer. Occasionally a bonus will ask for multiple answers within a single part. Teams may confer on each part. The captain, or a player designated by the captain, should give the team’s answer. After the clue for a part has been read, teams have 5 seconds in which to answer; the moderator will ask for a response after 4 seconds. Bonus parts do not “bounce back”: if the team who controls the bonus (i.e., the team whose player answered the tossup) answers a part incorrectly, the non-controlling team has no opportunity to answer.
- The moderator may ask for more information (also called a “prompt”) if an answer is correct but incomplete. Generally, for people, last names or other common names (“Moses,” “Madonna”) suffice. Titles of works must usually be exact.
- A game may consist of two timed halves or a fixed number of tossup questions (at the tournament director’s discretion).
- If the score is tied at the end of the game, three tiebreaker tossups (with no bonuses) will be played. If the score is still tied, more tossups will be read until the score changes.