

Scorekeeper Instructions – MSHSAA (State) Format

First of all, on behalf of every player, coach, and tournament official you'll come into contact with today, thank you for serving as tournament staff. As a scorekeeper, you are responsible for maintaining the record of each of your matches, not just for teams but also individual. Here's how to do so:

STEP ONE: PAY ATTENTION!

Make sure you are providing undivided attention to the game and your moderator. You will be asked after each quarter to provide current scores. Also make sure that you are aware of any variations in place, including whether you will also be serving as a spotter or timekeeper. In the event of a protest or unclear answer, as a member of the judges' panel you will be asked to help the moderator render a decision.

GAME FORMAT

MSHSAA format consists of four quarters: the first and third quarter consists of 15 tossups, while the second and fourth quarters consist of 10 tossups, plus a two-part bonus which the team correctly answering the tossup has the first chance to respond. If that team does not answer a bonus part correctly, the opposing team has the chance to answer. All correct answers are ten points each.

SCORE ON THE CHALKBOARD/WHITEBOARD

Any score display kept on a chalkboard or whiteboard is unofficial. You are under no obligation to maintain a display. If a team wishes to maintain a display, they shall provide a non-player to do so.

BEFORE EACH GAME

Prepare your score sheet. Indicate the round and room in the upper right, and sign your name as the scorer. As each team begins to sit down, write in the names of the players, going from left to right. If possible, get first initial of each player's last name. You may indicate who is serving as captain by placing an asterisk next to his or her name. While the captain traditionally sits second from the center, no rule exists assigning a particular seat for the captain.

DURING THE GAME – Refer to the sample score sheet for examples.

For each correct tossup, put a tally mark in the correct quarter for each player (1), then update the running score (2). At the end of the quarter, write in the current score for each team (3) and how many tossups each team answered (7). Avoid drawing a line through the columns, as this may be confused for, or wipe out, a tally mark for individual stats. If necessary, put a checkmark next to first at the end of the first quarter, etc.

During the second and fourth quarters, circle the tossup number under the correct quarter's bonus (4). Each bonus part will be asked, first to the team which correctly answered the tossup. If the team answers correctly, fill in the box for the corresponding bonus part (5). If the bonus rebounds and the opposing team answers correctly, then fill in the corresponding box for the opposing team.

Example: Merseyside answers tossup 47 correctly and has received the bonus. They answer part A correctly, but passes on part B. Creeque Alley answers part B correctly on the rebound. The number 47 is circled under Merseyside, and the box next to it containing the letter A blackened. On the opposite side, B is blackened for Creeque Alley on line 47.

At the end of the second and fourth quarters, add up the total bonus points (6) and include in the score. At the conclusion of the game, write the final score for each team (10) and circle the score of the winning team. Also add the tossups answered by each player (8). Make sure both coaches sign the scoresheet (9). Bring the completed score sheet to tournament central at the end of each game.

Handout written by Kyle Hill, 31st March 2015. This handout includes material written by Ann Neubauer, South Shelby High School varsity scholar bowl coach, and used with permission. This has been written independent of MSHSAA.

ADAPTATIONS

Although not required, you may find it easier to do any of the following:

- Draw a line through tossup/bonus combos that go dead. This can be done to make sure that you do not note correct answers on a question which no one answered correctly.
- Note the score of each quarter rather than the running score at the end of each quarter. However, be consistent.
- Use the running score grid to keep track of which tossups each team answered correctly.

Example: Michelle answers tossup one correctly. Circle "10" under Creeque Alley. Paul answers tossup five correctly. Circle "50" under Merseyside.

SUBSTITUTIONS

Substitutions may be made at halftime and prior to overtime. Any other time requires a time out. When a new player comes into the game, place the player's name in the first available blank. If a player does not play for an entire quarter, draw a line through that player's box for that quarter.

Example: Richard replaces Pete after the first quarter. Mark the 30-second timeout for Merseyside, then write in Richard's name. After each quarter in which Pete does not play, draw a line through his scoring box for that quarter.

TIME OUTS

Each team receives one 30-second time out and one 60-second time out. When either team uses a time out, check the box on their half of the sheet corresponding to the time out used. A 30-second time out can only be used to substitute players, while a coach may confer with his or her team during a 60-second time out in addition to making substitutions. If one team calls a time out, the other team is free to use it in a similar manner.

Example: Merseyside calls a 30-second time out for their substitution at the end of the first quarter. Creeque Alley also makes a substitution during that time out. However, if their coach wishes to confer, you will instead mark a 60-second time out for Creeque Alley.

DISCREPENCIES

If a question is spoiled or thrown out, make a note at the bottom or on the back. Your moderator may dictate the specific information.

PROTESTS

If a response is protested, note the tossup number or bonus part at the bottom or on the back, along with the nature of the protest. The protest must be lodged immediately, and should be resolved within the room if possible. Typically, protests will only be resolved if they make a difference in the outcome of the game. Teams are only allowed two unsuccessful protests; if one is ruled so, cross out the number at the bottom of the sheet.

SCORE CHECKS

A score check will take place after each quarter. In the event of a discrepancy between your score and any score the coaches have, walk through each question to determine where the difference occurred. Be courteous and patient. Coaches may request a score check at different points throughout the game, especially if it is a close game.

OVERTIME

In the event the game is tied after four quarters, the moderator will read tossups until a team answers three correctly. Tally individual totals in the OT column. *Overtime points decide the game's outcome but are NOT included in a team's score.*

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