



POINT OF ORDER & JUDGES' RULING

From the Official Quiz Guidelines (updated September 2008):

Definitions;

POINT OF ORDER – The calling of the judges' attention to a procedural error and does not seek to obtain a reversal of a decision already announced. (See section XII for examples.)

JUDGES' RULING – The calling of the judges' attention to something that will need their consideration to obtain a reversal of a decision already announced. (See section XII for the areas in which points of order can be made.)

XII. POINT OF ORDER

A. A point of order attempts to correct a procedural error or call attention to a possible rule violation. The head coach or assistant coach has the right to call "point of order" in any of the following examples. A quizzer may call a point of order only under examples 1 and 2. During the "point of order," the coach should briefly state the basis (rule violation) of the request.

1. The quiz equipment needs to be reset.
2. The quizmaster calls the number of the next question without rereading an interrupted question.
3. A quizzer remains illegally in the match.
4. A wrong point value is read by the quizmaster.
5. An eleventh 10-point, eighth 20-point, or fourth 30-point question is called during any match. This point of order may be made immediately upon calling of the point value. For example, the quizmaster reads: "Question. Question number sixteen, for thirty points." The point of order should be made before the quizmaster starts to read the actual question. If it is not, it must then be made before the succeeding question is called.
6. Asking for consideration that a rule other than section IV has been violated is covered in section XIII "Judges' Ruling." Requesting a point of order as a way of correcting a quizmaster decision is a team foul.

B. A point of order must be called before the calling of the next question, before time-out is permitted, or before the match is closed. (The exception is failure to reread an interrupted question. This may be made before the calling of the question following the question read in error. For example, question four is interrupted, question five is read in error. The point of order must then be made before the calling of question six.)



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XIII. JUDGES' RULING

A judges' ruling is used to request assistance from the judges to clarify an independent ruling by the quizmaster. The head coach has the right to call for a judges' ruling.

A. A head coach shall request a judges' ruling and the request will be recognized by the quizmaster. Upon being recognized, the coach will have 30 seconds to state his request and reason. After the request, the judges (without conferring) will use coins to indicate their votes to uphold or reverse the decision of the quizmaster. If the vote is unanimous, it will be announced by the quizmaster. If it is not unanimous, the judges will confer briefly among themselves and cast another vote. This second vote need not be unanimous. The decision of the judges does not need to be unanimous. The quizmaster should announce the judges' ruling decision.

B. Each team shall be allowed two judges' rulings per match including any overtime. Additional judges' rulings called for will result in a team foul.

C. Coins are NOT flipped when voting. It is important that all judges vote independently of one another.

D. Each judge will keep his coin covered until all judges have made a decision. At that time, the quizmaster will indicate for each judge to uncover his coin. If a judge determines to vote the response "correct," he will place his coin "heads" up. If a judge determines to vote the response "incorrect," he will place his coin "tails" up.