

INDAC 2025-2026

QUIZ BOWL TOURNAMENT RULES & REGULATIONS

INDIAN ACADEMIC CHAMPIONSHIP introduces India's very first INTER-SCHOOL QUIZ BOWL TOURNAMENT. The subject will be Current Affairs with an Indian flavor.

Please note:

1. Quiz Bowl participation is free for all INDAC participants who have signed up for the Quiz Bee.
2. There are 5 age divisions in Quiz Bowl as in Quiz Bee – ES, INT, MS, JV & V.
3. In each age division, students can form Quiz Bowl teams of 3-6 participants and enter a Quiz Bowl event.
4. A Quiz Bowl team must comprise of participants from the same age division and the same school. However, ES and INT members can team up, while MS, JV and V students can team up. Mixed teams will compete in the age division of the oldest team member.
5. That said, content for Quiz Bowl is not dramatically different between ES and INT, or between MS, JV and V. The challenge for teams is to play their opponents, use strategy, and learn to buzz in smartly. (**contact us to schedule a simulation game**)
6. Quiz Bowl Prelim Rounds will be conducted between/among 2 or 3 teams at one time, depending on the number of participating teams.
7. A Quiz Bowl Tournament will be held subject to a minimum participation of 6 school teams in a particular age division (see exceptions above) and for a particular subject.
8. In each subject, a Quiz Bowl Round will have 4 quarters – Tossup Round, Bonus Round, Lightning Round, and Powered Questions Round. (see **scoring rules**)
9. A 2-team Quiz Bowl Round can have 3 or 4 participants. If there are more participants, individual team members may substitute others in specific quarters, but not within a quarter.
10. A 3-team Quiz Bowl Round can have only 3 participants. If there are more participants, individual team members may substitute others in specific quarters, but not within a quarter.
11. A team can buzz in only once per question. There are no negatives in Quiz Bowl scoring. (see **scoring rules**)
12. 2 Quiz Bowl prelims will be held per age division per subject, followed by semi-finals and/or finals.
13. The top 3 teams will receive plaques and Certificates of Merit, while the remaining participating teams will get Certificates of Participation. The semi-finalist team that stands 4th will get Semi-Finalist Certificates.
14. Players and/or teams may protest if their answer has been adjudged incorrect. The moderator will lodge the protest with the backroom and finish the quarter, then pause the game until the backroom resolves the protest. If another team

has provided an acceptable answer (printed as one of the answers in the question booklet), it will also get the points.

The rules governing questions, game play, and scoring are given in the table below:

Qr.	Type of questions	Points	Discussion allowed?	Game Play and Features
1.	10 tossup questions	10	No	3 seconds after reading full question or after buzzing in; a player can change a given answer before the moderator scores it, and a moderator may prompt on incomplete or imprecise answers.
2.	8 tossup questions; Bonus question after each tossup.	10 (+10 for bonus)	No (tossup) Yes (bonus)	As above
3.	Lightning Round: 8 rapid fire questions based on a category to be answered in 60 seconds	10 per correct answer, +20 if all 8 are correct	Yes	First choice of category for team with lowest score; moderator uses backward timer on smartphone; any unanswered or incorrectly answered but fully read out questions can pass to the other team(s) on the bounceback; a team captain may decide to “kill” the set. Unasked questions do not pass. Pass sequence: 3-2-1, 2-1-3, 1-2-3, where 1, 2 and 3 are teams in decreasing order of scores.
4.	8 powered tossup questions with 3 segments	30 (seg. 1) 20 (seg. 2) 10 (seg. 3)	No	Captain or any team member can make a gesture to indicate “don’t buzz in” to team members in case the other team buzzes in and fails to answer in the 3 rd segment, thus allowing the entire question to be read out before buzzing in and essaying an answer.