Muscogee (Creek) Nation 2016 Challenge Bowl Rule Book

Elementary School –3rd -5th grades
Middle School –6th – 8th grades
High School –9th-12th grades

Please read the purpose of the games to your students so that they may understand the true meaning of the games.

1. PURPOSE

The purpose of the Muscogee (Creek) Nation Challenge Bowl is to promote learning about Creek culture, society, history, government and language using traditional values as the foundation. The Challenge Bowl was designed to teach our students how to study and learn about our history, and to respect those willing to teach them. The Challenge Bowl Committee aims to have a competition unlike any other academic bowl in the Nation and has made a commitment to exhibit positive role models, to demonstrate good citizenship, and to instill a sense of tribal pride that would carry on throughout one's lifetime, well beyondthe days of our competition. Our goal is to teach good manners, respect of others, self-esteem, and to show honor in defeat while playing for the love of learning, not solely to win.

2. DEFINITION OF TERMS

The following terms will define functions, duties, and procedures.

A. CHIEF JUDGE: The Chief Judge will be the finalauthority for the interpretation of rules, procedures and acceptability of answers.

B. MATCH JUDGE: The Match Judge will render decisions for rules, procedures, and the acceptability of answers during a match, only when answer is questioned.

C. MODERATOR: The Moderator will preside over the match, read the questions, and accept or reject answers with a "correct or "incorrect" response.

D. TIMEKEEPER: The Timekeeper will keep accurate time for each match.

E. SCOREKEEPER: The Scorekeeper will keep scores and maintain proper documentation for each match.

F: CREEK SPEAKER: The Creek Speaker shall befluent in the Creek language**. The Creek Speaker will say a word/phrase (once). Students will translate with the appropriate Creekinterpretation.**

G: RUNNER: The Runner will be responsible for notifying teams of match play, escorting teams to game rooms, ensure the correct teams are in the correct room. Runner will radio the Bracketing Room to report the winner of the match.

H. MATCH: A competition between two teams. Each match consists of four quarters of playing time.

I. QUARTER:A Quarter is a category of play. The First and Third Quarters will consist of ten (10) "Toss Up Questions." The Second Quarter will consist of five (5) "Sixty-Second Questions." **The Fourth Quarter will consist of eight (8) Words for English or Creek translation.**

J. **TOSS UP QUESTIONS:**Toss Up Questions are ten (10) questions/answer sets, randomly selected from various categories, and answered within three (3) seconds**. Each team member may answer up to 3 questions but no more than 3 in any one quarter.**Responses may be given by any team member. A Toss Up Question is worth 10 points for each correct answer. Toss Up Questions are used in the First and Third Quarters of match play.

K. **SIXTY-SECOND QUESTIONS:**Sixty-second Questions are five (5) questions/answer sets, selected by category and answered within 60 seconds. Responses are given by the Team Captain. The Team Captain and team members may confer. A Sixty-Second Question is worth ten(10) points for each correct answer. Sixty-Second Questions are used in the Second Quarter of match play.

L. **CREEK WORDS:**A set ofeight (8) Creek words, randomly selected from the published word list, for appropriate translation. **("English into Creek")Each team member may answer any 2 questions but no more than 2. Team members will not be allowed to confer with the team captain or other members of the team.** Creek Words are worth ten(10) points for each correct answer. Creek Words are used in the Fourth Quarter of match play.

M. **SUDDEN DEATH TIE BREAKER:** If the score is tied after the Fourth Quarter, a series of Toss Up Question will be asked until a correct response is given by one team. The first team answering correctly will be awarded the match. Alternates may take place at this time.

N. **TEAM**: A team consists offour (4) players, one (1) alternate (optional) and (1) adult team sponsor. Team players must be listed on the official Creek Nation Challenge Bowl entry form, and play for one (1) team only. The team must have four (4) players competing in each match. The team sponsor and team must be present during each match.

O. **TEAM CAPTAIN:**The Team Captain is the spokesperson for the team and is designated prior to the beginning of the match. If the Team Captain has been replaced through substitution, a new Team Captain must be designated only at half time. The Team Captain will make all team responses except during the Toss Up Questions, during which each individual team member may respond.

P. **TEAM SPONSOR:** The Team Sponsor must be affiliated with the school or a designated volunteer. There must be one Team Sponsor for each team entered in the Muscogee (Creek) Nation Challenge Bowl. The team will not be allowed to compete unless the Team Sponsor is present during the entire match. The Team Sponsor is the only team member who can call for a time out or lodge a protest. The Team Sponsor will be identified with a name badge.

Q. **SPORTSMANSHIP:** Individuals and sponsorswill conduct themselves in a manner that exhibits fairness, respect for one's opponent, and graciousness in winning or losing.

R. **SUBSTITUTE:** Replacement of one team member for another during a match.

S. **CONFER:** A comparison or decision on an answer between team members before a final answer is given for game play.

T. TIME-OUT: An official breakin match play shall be called **only**by either the Moderator or the Match Judge.

U. DISQUALIFICATION: To make ineligible for further competition for violation of rules.

V. PROTEST: An official objection to a decision rendered by game officials. A protest is called only by the Team Sponsor, at the end of each quarter, or before the official conclusion of the match.

W. ALTERNATE: The necessary replacement of one team member for another made only during team registration. The team's one (1) alternate (optional) should be designated on the team roster. The alternate may enter the game during half time or at the sudden death round.

X. FORFEIT (Forfeiture): A penalty incurred for failure to comply with game rules which may lead to the loss of the match. Forfeits may be called for tardiness or failure to appear for the start of a match, no Team Sponsor present at the match, poor sportsmanship, or disruptive behavior.

3. OFFICIALS

Officials will be fair but firm in dealing with team members, sponsors, and spectators. All officials will exhibit courtesy, sportsmanship, and respect. Officials are permitted to hold more than one official position if there is a shortage of officials.Each match will have the following slate of officials who will perform the following duties:

A. CHIEF JUDGE

1. Is knowledgeable of all questions/answers, game rules, and procedures pertaining to game operation and play.
2. Previews all questions carefully and makes corrections to answers that are incorrect or submits other answers that would also be acceptable.
3. Has the final authority on the interpretation of the rules and acceptability of answers.
4. Will confer with the Language speakers regarding ruling on the Creek words, if not fluent.

B. MATCH JUDGE

1. Is knowledgeable of all questions/answers, game rules, and procedure pertaining to game play.
2. Is a fluent Creek speaker and/or is able to understand the Creek language.
3. Previews all questions carefully and makes corrections to answers that are incorrect or submits other answers that would also be acceptable.
4. Ensures that all equipment is in good working order and set up for match play.
5. Maintains a professional atmosphere in the competition room.
6. Insures that all match officials are present.

C. MODERATOR

1. Is knowledgeable of all questions/answers, game rules, and procedures.
2. Previews all question carefully.

3. Follows game rules and procedures in conducting quarters.
4. Maintains a professional atmosphere in the competition room.
5. Ensures that all teams are eligible to participate
6. Introduces match officials.
7. Ensures that four (4) team members and one (1) team sponsor are present during each match and that four (4) team members compete during each match.
8. Read questions clearly and accurately, and verbally accepts or rejects answers with **"correct"** or **"incorrect"** during match play.
9. Introduces each quarter, explains game procedures, and answers questions.
10. Announces breaks, timeouts, forfeits, substitutions, and protest.
11. Issues verbal warnings to teams or individuals for disruptive behavior, which may lead to dismissal.

D. SCOREKEEPER

1. Verifies team rosters for eligibility of team members, reports to Moderator any teams not eligible to play, and notes substitutions.
2. Has score keeping forms and calculator available during match play
3. Keeps an accurate record of match scores.
4. Reports score at the end of each quarter of play and at the conclusion of the match.
5. Relays match results to the runner for update to Bracketing room/area.

E. TIMEKEEPER

1. Ensures that thetiming devices are present for match play.
2. Is familiar with the use of timing device(s).
3. Adheres to time constraints for start of match, team responses, and breaks between match play.
4. Advises Moderator of team forfeit if team is late for start of match.
5. Advises Moderator of any time discrepancies that may occur during match play.

F. RUNNER

1. Reports to the Bracketing room to pick up the score sheets.
2. Will call teams from the holding area and escort team to designated game rooms.
3. Reports to the score keeper with the appropriate score sheet.
4. Assures that Moderator is on the correct round before competition begins.
5. At the conclusion of the game, turns in the score sheets to Bracketing room.
6. Notifies the next teams of scheduled times for match play to begin.
7. Positioned outside the door overseeing team's personal belongings.
8. Making sure teams personal articles are safely left outside the game room.
9. Reports match results to Bracketing Room by two-way radio.
10. Maintains silence outside of the match room.

G. CREEK SPEAKER

1. Is fluent in Creek and is able to enunciate words clearly and concisely.
2. Safeguards and keeps confidential the Creek word list used for competition.
3. Notifies officials of any words that may have multiple pronunciations.
4. Reviews Creek word list before each competition.
5. Verbally accepts or rejects answers with "correct" or "incorrect" during match play.

4. GENERAL INFORMATION

A. REQUIREMENTS

1. Each team member and team sponsor will be required to sign in at the Muscogee (Creek) Nation Challenge Bowl registration desk upon arrival at the competition site.
2. Registration will begin at 8 a.m. and conclude by 8:55 a.m. on each day of competition.
3. If a team is detained or knows they're going to be late, the team **must**send a designee ahead to register prior to the team's arrival.
4. Alternates must be placed on the team roster before the start of the first match.
5. **Competition rounds will begin promptly at 9:00a.m.**
6. Teams who are registered and fail to notify the bracketing officials that they will not be attending by 8:00am on the day of the competition, will be placed on a wait list for the following year.
7. On Competition Day, a sponsor from each team or district must arrive no later than 8:00am on day of competition to assure the officials that their team(s) will be competing that day.
8. If an unforeseen difficulty happens to the team on the day of the competition, the sponsor is responsible to notify the challenge bowl officials by 8:00am the day of the competition at **(918) 732-7842 or (918) 758-7074**that their team will not be competing that day.
9. **Any team who arrives after 8:30am on the day of the competition will not be considered for the Wilbur Gouge Honors Team Award**.

B. BRACKETING

1. Placement on the final bracket will be done by a random draw by the bracketing official.
2. The competition will have a double elimination. A listing of team placement will be located in the main lobby area with results not made final until the official overall scorekeeper has posted the results.
3. Results are based on the score sheets submitted by each individual scorekeeper immediately after each match.
4. Teams may receive a bye if a team fails to show up for their match.

C. THE DAY PRIOR TO THE COMPETITION DAY

1. All team sponsors will be called the day before the competition to ensure that their team will be coming to the competition.
2. Due to the time, designing and expense of setting up of the bracketing system and to be fair for all the teams who wish to compete, any team sponsor who confirms their team prior to the competition and that team fails to arrive on the competition day, that sponsoring school district, community, church, ceremonial ground, will be place on the standby list for the following years competition.

D. INFORMATION

1. The General Assembly for all team members and team sponsors will be held at the designated site for the competitions.
2. Teams **not** participating in competition will wait in a designated area. Teams may use this area to study or relax between match play. Tables and chairs will be provided.

3. The Muscogee (Creek) Nation Challenge Bowl final matches are tentatively scheduled to conclude by 3:30 p.m. on each day of competition. Schools or sponsors may need to make special arrangements for student transportation to and from school on these dates.
4. Breakfast snack and lunch for all Challenge Bowl Teams, Team Sponsors, and Drivers will be provided.

5. RULES FOR GAME PLAY

A. TEAM ELIGIBILITY

A team consists of four (4) players, one (1) alternate (optional) and (1) adult team sponsor. Team players must be listed on the official Creek Challenge Bowl entry form, and play for one (1) team only. The team must have four (4) players competing in each match. The team sponsor must be present during each match. **The object of the Challenge Bowl is to let the students participate and enjoy the experience. If you bring an alternate, you may be asked to allow that student to play on another team who is short a player. If you find that you are short a player on the day of the competition, you are encouraged to still come with your team and see if an alternate is available to assist you.**

1. To be eligible to compete in the Muscogee (Creek) Nation Challenge Bowl, all competitors must belisted on the official Creek Nation Challenge Bowl entry form.
2. To be eligible to compete in the Muscogee (Creek) Nation Challenge Bowl, an official Muscogee (Creek) Nation Challenge Bowl Team Roster must be returned to the Creek Nation JOM Program as instructed on the Registration forms with the following information:
    a. Four (4) members are listed on the team roster. Alternate is optional.
    b. One (1) team sponsor is listed for each team.
    c. Team members participate on one team only.
    d. Team members compete in their grade division only.
    e. Team captain may have a substitution only at half time.

Failure to comply with the Team Roster as stipulated will disqualify the team from competition.

B. TEAMS IN GAME PLAY

1. Each team is composed of four or five members. All team members must be present during all team competitions. Failure to have all team members present at the scheduled start of the competition will result in a forfeiture, **or loss**, of the match.
2. Teams will have 5 minutes to reach the site of their scheduled match. Failure to arrive at the site for the scheduled start of competition will result in a forfeiture of the match.
3. Team Sponsors must be present for each match. Failure to have the Team Sponsor present will result in a forfeiture of the match.
4. Four (4) players must be seated at the competition table during a match. Less than four (4) players seated at the competition table will result in a forfeiture of the match. [The fifth (5th) optional team member is to be used as a substitute if needed.]
5. The optional fifth (5th) team member and the Team Sponsor will sit behind the team during the match. Failure to do so will result in a forfeiture of the match.
6. All team members and Team Sponsors are required to stay in the competition room until the conclusion of each match. Failure to do so will result in a forfeit of the match. The Match Judge may grant a five (5) minute delay of match for emergencies. Failure to resume the match at the designated time will result in a forfeiture of the match.
7. All teams and individual team members must display nameplates during match play.

8. Teams must designate a Team Captain. Any change in the Team Captain, due to substitutions, will only take place after the first half of match play. The Team Captain must notify the Moderator that such a change has taken place before the start of match play for the Second Half.
9. Team members must signal (buzz in) and be recognized by the Moderator before answering any questions. If the answer is given before the team member is recognized by the Moderator, the answer will be considered incorrect.
10. Team members **cannot** confer with each other or the Team Sponsor during Toss-Up Question competition. If team members or Team Sponsor confer, the answer will be considered **incorrect**.

    ****Each team member may answer up to 3 questions but no more than 3.**
11. Team members may confer with each other when answering Sixty-Second Questions only. The team members must whisper and only the Team Captain is allowed to give the answer. Any answer other than the Team Captain's answer will be considered incorrect.
12. Team members **cannot** talk or whisper during the opposing teams' response to Toss UP Questions, Sixty-Second Questions, or Creek Words.
13. The first answer given will count.
14. If the student answers a question and gives more information than is needed, the additional information must be correct. The decision of the Match Judge will be final.
15. Any questions that require a proper name, students must give both first and last names unless person is commonly known by one name. The decision of the Match Judge is final.
16. If a player signals (buzzes in) before the Moderator has completely read the question, the player may answer. If the answer is incorrect, the Moderator will read the question in it's entirety for the opposing team.
17. If a player signals (buzzes in) at the same time that time expires, the player can answer.
18. If the audience answers the question, the answer does not count. The Moderator will ask another question.
19. If the Moderator inadvertently gives the answer to a question, the Moderator or the Match Judge will call "time-out." The Moderator will ask another question.
20. Team members who exhibit poor sportsmanship or disruptive behavior will be removed from match play. This will result in a forfeit of the match. The Match Judge will declare the opposing team the winner.

C. TEAM SPONSORS

1. Team Sponsors are responsible for the behavior of **all** team members.
2. Team Sponsors are required to be present during **all**match play. Failure to be present will result in forfeit of the match.
3. Team Sponsors are required to sit behind the teams and are**NOT** allowed to:
   a. Record or take notes during match play, which includes keeping score on paper or hand.
   b. Converse with or use hand signals to transfer answers to team members duringmatch play or during time-outs.
   c. Bring or use calculators, computers, timing devices, cell phones, or other electronic devicesin the game room.
   d. Bring reference materials into the game room.
4. Team Sponsors who exhibit poor sportsmanship or disruptive behavior will be removed from match play. This will result in a forfeit of the match.
5. Team Sponsors who exhibits poor sportsmanship will be removed from the competition.

6. It will be the decision of the Challenge Bowl Committee whether or notto allow the removed sponsor to participate in future competitions.

D. SUBSTITUTIONS

1. Substitutions may be made at the end of the first half of match play or before a sudden death tiebreaker.
2. Substitutes must check in with the Moderator.
3. Substitutes must sit behind the team during the match play.
4. If the Team Captain is changed due to substitution, the team must designate a new Team Captain.

E. TIME OUTS

1. Time-out can only be called to address procedural questions or errors.
2. Only the Moderator or the Match Judge may call a time-out.
3. Only one time-out is allowed per team.
4. Time-outs will be limited to**only**two (2) minutes.
5. Time-outs may be called while questions are active.
6. Team Sponsors may **not** consult with team members during a time-out.

F. DISRUPTIVE BEHAVIOR

1. Team Sponsors are responsible for the behavior of their team members.
2. Profanity, temper tantrums, poor sportsmanship or disruptive behavior by team members or Team Sponsors will **not** be tolerated and can be considered grounds for removal.
3. Removal from match play for poor sportsmanship or disruptive behavior will result in a forfeiture of the match and/or total removal from the competition.

G. PROTEST

1. Only Team Sponsors may file a procedural protest.
2. Protests must be called after each quarter of play or before the official conclusion of a match.
3. The Team Sponsor must fill out the Protest Form for each protest filed.
4. The Match Judge will make the decisions in settling any protest during the match.
5. In all protests, the decision of the Chief Judge is final.

H. OFFICIAL SCORE

1. The Moderator will call for the results for each quarter and for the conclusion of the match.
2. The Scorekeeper will read the score at the end of each quarter.
3. The Match Judge will declare the winner of the match at its conclusion.
4. The Scorekeeper's record will be the official score.
5. The decision of the Match Judge is final for all questions pertaining to the score.

I. SPECTATORS

1. Any person interested in viewing the Muscogee (Creek) Nation Challenge Bowl competitions as a spectator is welcome as long as seating is available and their presence does not constitute a disruption for players.
2. Spectators who exhibit disruptive behavior as previously outlined will be asked to leave the competition. The Match Judge will determine when spectators are asked to leave.

3. Students who will be competing in the Muscogee (Creek) Nation Challenge Bowl will not be allowed to view competitions until they have been eliminated from all match play.
4. Students who will be competing in the Creek Challenge Bowl but are not involved in team play for that day will **not** be allowed to view competitions as spectators.
5. Spectators will **not** be allowed to take pictures, use a recording device of any type, or take notes on competition play.
6. Only official Tribal Public Relations/Media personnel are allowed to video or take pictures of the competition.
7. All personal items must be left outside the competition rooms.

J. "THE WILBUR GOUGE HONORS TEAM AWARD"

This is a treasured award and should be looked upon with honor. The winning team is judged based on character and demonstration of respectfulness and courteousness both while in game play or waiting for game play. By modeling these virtues in our own conduct, we are instilling these values in our students.

1. Conduct will be observed inside and outside the building
2. Conduct will be observed in the hallways, restrooms, and during game play
3. Conduct judging will include the sponsor's behavior

K. AWARDS

1. Every participant will receive a ribbon and certificate.
2. First place winners in each division (elementary, middle school, high school) will receive a team trophy, gold neck medallion, participant ribbon, and a certificate.
3. Second place winners in each division, as noted above, will receive a team plaque, silver neck medallion, participant ribbon, and a certificate.
4. Third place winners in each divisionwill receive a team plaque, bronze neck medallion, participant ribbon, and a certificate.
5. The "Wilbur Gouge Honors Team" trophy will be awarded to the team displaying the best sportsmanship and/or conduct for that days competition. The teams are judged each round by the game officials, runners, roamers, and selected committee members. The results are tallied in the bracketing room by the Awards Committee at the end of that day's competition.

L. MEALS

Breakfast and Lunch meals will be provided during the Muscogee (Creek) Nation Challenge Bowl competition. In order to maintain a quick distribution of meals, please adhere to the following:

1. Upon arrival on the competition day, team sponsors may send the additional sponsor or a team member to the food distribution site to pick up the meal. (if applicable)
2. Breakfast schedule is from 7:15AM to 8:30AM. Lunch will begin at 10:30AM to 12:30PM.
3. There will be signs designating the food distribution site for Team/Sponsors or Volunteer meal pick up.
5. Noise level at the food distribution site will need to be kept to a minimum because competitions are being held in the neighboring rooms.
6. All trash must be placed in the containers provided.

6. FIRST QUARTER – TOSS UP QUESTIONS

A. BASIC INFORMATION

1. The First Quarter begins with 10 Toss Up Questions worth 10 points each.
2. Toss Up Questions are drawn from a variety of subject areas.
3. Any team player may signal (buzz in) to answer.
4. Players must be recognized by the Moderator before answering.
5. The first answer given will count.
6. Time begins after the Moderator reads the first question.
7. Players may not confer with teammates.
8. Moderator responds "yes" (correct) or "no" (incorrect) to answer.
9. **Student may only answer 3 questions per toss up quarter.**

B. GAME PLAY

1. The moderator reads the question
2. Players have 10 seconds to signal (buzz in).
3. Moderator recognizes a player by announcing the team name and then the player's name.
4. The player has three (3) seconds to answer.
5. If the player's answer is correct the Moderator will respond "correct" and will read the next question.
6. If the player's answer is incorrect, the Moderator will respond "incorrect," will reread the complete question for the other team, and will call on the opposing team to:
   a. Signal (buzz in) within five (5) seconds.
   b. Be recognized by the Moderator
   c. Answer the question within three (3) seconds.
7. If the opposing player's answer is correct, the Moderator will ask the next question.
8. If the opposing player's answer is incorrect, the Moderator will ask the next question.
9. Procedures 1 through 8 are repeated until the Toss Up Questions are finished.
10. The Moderator calls for the results and the Scorekeeper announces the score.
11. The Moderator declares the winner of the first Quarter of the Match
12. If both teams are tied at the end of Toss Up quarters, a coin toss will be used to determine who will receive the first option to choose their topic for the next quarter.
13. If both teams are tied at the end of the match a tie breaker question will be asked.
14. The Moderator asks for questions and addresses them accordingly.
15. The Moderator calls for a 30-second break between quarters.

7. SECOND QUARTER – SIXTY-SECOND QUESTIONS

A. BASICS INFORMATION

1. The Second Quarter begins with five (5) questions to be answered within 60 seconds.
2. There will be two (2) topics from which to choose. Each topic will have five (5) questions.
3. The team with the most points at the conclusion of the First Quarter will have first choice to select a topic or to defer to the other team. If the team does not select a topic or defer within 10 seconds, the first choice of topic goes to the other team.
4. If the other team does not select a topic within 10 seconds, the first team selects the topic for them.

5. Teams do not need to signal (buzz in) to answer.
6. The Moderator will not recognize any other team member to answer except for the Team Captain
7. The Team Captain:
    a. Gives all answers for the team.
    b. Confers with teammates before giving an answer.
    c. May answer before the question has been completed.
    d. Must say "pass" if the team does not know the answer.
    e. Must ensure that the team does not talk during opponent's questions.
8. If players answer other than the Team Captain, the answer does not count.
9. The first answer given will count.
10. Time begins after the Moderator reads the first question.
11. The Moderator responds "correct" or "incorrect" to answers.
12. If the Moderator inadvertently gives the answer, the Moderator or the Match Judge will call "time-out." The Moderator will instruct the Timekeeper to add six (6) seconds to the time. A substitute question will be asked. After the Moderator reads the question, the time will begin.
13. If the team has "passed" on a question and time remains, the team <u>cannot</u> go back and answer the question.
14. All questions and answers will end as the 60-second buzzer sounds. If the Team Captain has started to answer as the buzzer sounds, a correct answer will count.
15. Sixty-Second Questions are worth 10 points each.

B: GAME PLAY

1. The Moderator reads two (2) topics
2. The team who plays first will have 10 seconds in which to select a topic.
3. After the Moderator reads the first question, the timekeeper begins the timer.
4. If the team answers correctly, the Moderator will respond "correct" and will read the next question.
5. If the team answers incorrectly, the Moderator will respond "incorrect" and will read the next question.
6. If the team does not know the answer and says, "pass," the Moderator will read the next question.
7. Procedures 1 through 6 are repeated until all questions are given or until time expires.
8. If the team does not know the answer and does not say "pass" the Moderator will remain silent until the team says "pass" or until time expires.
9. The second team will have 10 seconds to select a topic.
10. The Moderator calls for the results and the Scorekeeper announces the score.
11. The Match Judge declares the winner of the Second Quarter.
12. The Moderator asks for question and addresses them accordingly.
13. Team Sponsors may lodge protests at this point. Decisions of the Chief Judge are <u>final.</u>
14. The Moderator declares end of the First Half and announces a one (1) minute break.
15. In the event of a tie the Moderator will flip a coin to determine which team goes first for the next round.

8. HALF TIME

1. Half time is called by the Moderator for one (1) minute.

2. Substitutions may be made during half time.
3. All substitutes must check in with the Scorekeeper and place nameplate in proper location.
4. Protests may be lodged with the Match Judge.
5. The end of half time is called by the Moderator.

9. THIRD QUARTER – TOSS UP QUESTIONS

A. BASIC INFORMATION

1. Procedures 1 through 9 as listed in section 6A are followed.

B. GAME PLAY

1. Procedures 1-16 as listed in section 6B

10. FOURTH QUARTER – CREEK WORDS

A. BASIC INFORMATION

1. The Fourth Quarter begins with eight (8) words/phrases for translation.(Translate "English to Creek")
2. The words/phrases are randomly selected from the official word list.
3. The team with the most points at the conclusion of the Third Quarter will have first choice to "play" or "defer."
4. Eight words/phrases will be given according to the "Toss-Up" rules of play.
5. Teams must use the Creek Speaker assigned to the match.
6. Team members will need to signal (buzz in) to answer.
7. Players must **be recognized** by the Moderator **before** answering.
8. The Creek Speaker will:
   a. Say each word/phrasefor translation into**Creek**
   b. Say the word/phrase once and will not repeat the word/phrase.
9. Students must answer with the appropriate translation ("English into Creek").
10. First answer given will count.
11. Time begins after the Creek Speaker says the first word.
12. The Creek Speaker responds "correct" or "incorrect" to answers.
13. If the Creek Speaker inadvertently says the answer, the Moderator or the Match Judge will call "timeout." The Creek Speaker will say a substitute word. The time will begin.
14. Correct answers are worth 10 points each.

B. GAME PLAY

1. The Creek Speaker will address all words to the team who has elected to go first.
2. The Creek Speaker will say the first word and the Timekeeper begins the timer.
3. If the team memberanswers with the correct translation, the Creek Speaker will respond "correct" and say the next word.
4. If the team member answers with an incorrect translation, the Creek Speaker will respond "incorrect" and say the next word.
5. Procedures 1 through 4 are repeated until all words are given or until time expires.
6. If the team does not know the answer, the Creek Speaker will remain silent until the time expires as in the Toss-Up rules.
7. The second team will begin play as explained above.
8. The Moderator calls for the results and the Scorekeeper announces the final score.

9. The Moderator asks for questions and addresses them accordingly.
10. Team Sponsors may lodge protests at this point. Decisions of the Match Judge are decided at this point.
11. Match Judge declares the winner of the match. The winner will advance to the next match of play.
12. If the score is tied at the end of the Fourth Quarter, the Moderator will announce a Sudden Death Tie Breaker.
13. The Moderator will call a one (1) minute break in play before the Sudden Death Tie Breaker.

11. SUDDEN DEATH TIE-BREAKER

A. BEFORE THE SUDDEN DEATH TIE-BREAKER

1. A substitution may be made during the break before the Sudden Death Tie-Breaker.
2. All substitutes must check in with the Moderator and place nameplates in the proper location.

B. BASIC INFORMATION

1. Game begins with one (1) Toss Up Question to be answered by the team that signals.
2. The tie-breaker questions are drawn from a variety of subject areas including the language portion.
3. Any team player may signal (buzz in) to answer
4. Players may not confer with teammates.
5. Players must **be recognized** by the Moderator **before** answering.
6. First given answer will count for the team.
7. The Moderator responds “correct” or “incorrect” to answers
8. The Sudden Death Tie-Breaker questions are worth 10 points each.

C. GAME PLAY

1. Moderator reads the questions and the time begins.
2. Players have 10 seconds to signal (buzz in).
3. Moderator recognizes a player by announcing the team name and then the player’s name.
4. The player has three (3) seconds to answer.
5. If the player answers correctly, Moderator will respond “correct” and the match is over.
6. If the player answers incorrectly, Moderator will respond “incorrect”and then offer the opposing team the opportunity to answer
7. If the Moderator was unable to complete the question before the first player buzzed in, Moderator will repeat the question in it’s entirety before the opposing team is allowed to answer.
8. If both teams fail to answer the question, procedures 1 through 7 are repeated with the secondary question.
9. The Moderator calls for the results and the Scorekeeper announces the score.
10. The Moderator asks for questions and addresses them accordingly.
11. Team Sponsors may lodge protests at this point. Decisions of the Match Judge will be declared.
12. Match Judge declares the winner of the match.

12. CATEGORIES OF QUESTIONS

A. STUDY BY DIVISION

1. Each Division has a separate Study Guide which includes a Muscogee (Creek) Language portion developed specifically for that age group.
2. A "**Current Event**" section has been added and will only be available on the Muscogee (Creek) Nation website.
3. Questions are taken from the approved Study Guides for each Division
4. Each Division will receive a DVD with the language words pronounced.

On behalf of Chief, Second Chief, the Muscogee (Creek) Nation National Council, and all of the Creek Nation employees and community volunteers, we wish you the best of luck during the 2016 Challenge Bowl Competition.

CREEK CHALLENGE BOWL
Entry form Guidelines

1. Creek Challenge Bowl Entry Forms must be completed and returned to the Creek Nation JOM office by **December 11, 2015**
2. Mail Entry forms to: Muscogee Creek Nation
   Challenge Bowl
   ATTN: Terry Fish
   PO Box 580
   Okmulgee, OK 74447

Forms can be sent by email to tfish@mcn-nsn.gov or sent faxed to 918-732-7844

3. Each team must have a team name
4. Each team competing in the Creek Challenge Bowl must have a team sponsor. The team sponsor must be present during all match competitions.
5. Each team must designate which division is applicable for their grade(s).
6. Each team must have at least (4) four members.
7. Team Rosters must be updated for changes by 8:30 a.m. on the day of competition. If there is a change in the team roster previously submitted, team sponsors must submit the updated roster at the time of registration. Team rosters cannot be accepted after team play has begun for the competition.
8. Team rosters must be filled in completely for:
   a. Name (first, middle initial, and last)
   b. Address
   c. Roster MUST BE LEGIBLE. Either Print or Type the names. Certificates will be made based on the Team roster. **NO DUPLICATE CERTIFICATES WILL BE REPRINTED** UNLESS IT'S THE FAULT OF THE COMMITTEE. If the names are not readable it is not the fault of the committee.

Any questions about the JOM number should be made to the Creek Nation JOM office at (918) 732-7841 or 7843**the day before**the competition. MCN JOM staff will not be in the office on the days of the CB competition, so it is advised to call the JOM staffconcerning any questions in the days prior to the competition.

Disclaimer: Regarding the Muscogee (Creek) Nation Challenge Bowl Study Guide
The Challenge Bowl Committee have limited resources for the compilation of the Study Guides and have attempted to screen and review all material included herein. The Committee understands that some Creek citizens may not agree with all the material included in the Study Guide. The material provided has been agreed upon as a learning tool to spark the interest of the students to learn of their heritage and culture. The Committee has no intention of disseminating wrongful information and cannot be held liable for any misinformation contained in the Study Guides. The Study Guides are to be used for student competition only and should not be considered as a complete historical work on the Muscogee (Creek) Nation, but rather as a continuously updated curriculum for use during the Challenge Bowl.