

Online NSC Rules Addendum

At the 2021 NSC, which will be held virtually over Zoom, these rules shall supplement the Official PACE Ruleset.

A. Tossup Recognition

1. Players shall buzz using the app Buzzin.live. Players must be recognized by the moderator before giving their answer. A maximum of four players and one coach per team may be signed-in to the buzzin.live room at any given time during gameplay.
2. In the event that a moderator fails to immediately recognize a buzz, the official buzz point is when the moderator stopped reading. Consider a tossup like this:

Manne Siegbahn introduced the notation used in spectroscopy based on this radiation, which includes the k alpha transition. ESCA [Player Buzzes] uses this phenomenon to induce the (*) photoelectric effect. Because this radiation has wavelengths on the same scale as interatomic spacing, crystal lattices serve as effective diffraction gratings [Moderator Recognizes Buzz]

Even if a player “knew” the answer at the buzz point after ESCA, they will not be granted power on this question since the moderator didn’t recognize them until after power.

Players should do their best to get the attention of the moderator (e.g. by saying “someone buzzed”) if they see this happening.

3. If a moderator has determined that they incorrectly recognized the player who buzzed in and the incorrectly recognized player gave an answer, then the tossup will be thrown out and a replacement read to both teams.

This also applies to situations where the moderator ambiguously recognizes someone. For instance, consider the case where Team A has a player named Mike A. and Team B has a player named Mike B. On a tossup, Mike A buzzes in slightly before Mike B. The moderator only recognizes “Mike.” Mike B then gives an answer. In this case, the tossup will be thrown out. However, if a player not named Mike gives an answer, that will be considered conferring and ruled incorrect.

B. Tossup Timing

1. After the moderator has finished reading a tossup, players will have 5 seconds to buzz before a tossup goes dead. After buzzing, players will have 8 seconds in which to start their answer.

C. Bonuses

1. Directed answers shall be preceded by the phrase, "Our answer is."
2. Teams will have 8 seconds to give an answer. The moderator will ask for an answer after 6 seconds. If the team begins the "our" in "Our answer is" within the 8 seconds, they will be allowed to complete their answer, so long as they do not pause.
3. The 2021 NSC will not have bouncebacks.

D. Technical Difficulties

1. If a player experiences technical difficulties during a match, play may be stopped for up to 1 minute while the player resolves the issue. If the issue persists after 1 minute, an opportunity to make substitutions will be given and the game will continue.
2. If a moderator experiences technical difficulties while reading a question, then they may read a replacement question at the unanimous discretion of the moderator and scorekeeper.

E. Miscellany

1. Answers must be directed audibly over Zoom. Likewise, all conferring on bonuses must be conducted audibly over Zoom. If a technical issue arises that prevents a player from communicating audibly, the moderator may ask the player to type their answer to that question, after which the technical issue should be resolved.
2. All persons present in the game room shall have their camera on when questions are being read, even if it is the other team's bonus. This includes coaches, alternates, and spectators.
3. Coaches may not leave or join a game room during a match.
 - a. If a school has multiple teams present at the NSC, a coach may not monitor both teams during the same round (unless the teams are playing against one another and are thus in the same Zoom room).