



Competition Rules

Updated 2/28/2012



The National Ocean Sciences Bowl is a timed competition for teams of high school students involving critical thought questions and "rapid memory recall" responses via a "lock-out" responder system. Question topics cover the biology, physics, geology, and chemistry of the oceans, as well as related geography, technology, history, policy, and current events. These rules apply to the Regional and Finals competitions.

Eligibility Rules

1. Each competing team consists of at least four student members, and a coach. It is recommended that a team include one student alternate. A team of three is *not* eligible to compete. (see Coaching Policy section for more details)
2. To be eligible to compete, a student must be enrolled for the current school year in a public, private, or parochial high school in grades nine, ten, eleven, or twelve at the team's school or sanctioned as a home-schooled student.
3. Participants must be less than 20 years of age or receive a special waiver from the Consortium for Ocean Leadership to compete.
4. Eligible student teams may be formed through a high school, student support organization, or a home school group. If a student participates through a student support organization, his/her school must NOT have their own team.
5. Schools considering establishing a NOSB team should select the regional bowl closest by driving distance to their home site. If the school location is equidistant between two regional bowl locations, the school may select the preferred bowl location or the bowl location that has availability for new teams. Once a team has participated in a regional bowl that bowl then becomes the team's regional bowl for all future competitions.

Exceptions-

- If a team has been participating in a specific regional bowl prior to 2009, the team is permitted to stay with that bowl location even if another bowl is closer. However, if a team would prefer to switch to a bowl that is closer to their school location that currently exists or because a new regional bowl location is established, the team must contact their current Regional Bowl Coordinator to request a bowl move. The team's current Regional Bowl Coordinator will contact the NOSB director at the National office with the request. The National office will schedule a meeting with both Regional Bowl Coordinators to review the proposal. The requesting team's coach, the current Regional Bowl Coordinator and the potential new Regional Bowl Coordinator will receive a letter within three (3) weeks of the initial request that will state the final outcome.
- Schools within the state of Texas are another exception. Due to the size and shape of the state and the locations of the regional competitions, the Regional Bowl Coordinators delineated a diagonal line from just south of the city of Houston up to the lower western corner of the panhandle of Texas. Those schools located below the diagonal line attend the Loggerhead Challenge; those schools located above the diagonal line attend the Dolphin

Challenge. Exceptions to this rule can be made at the discretion of the Regional Bowl Coordinators of this region.

6. Once the competition day has started the composition of the team must remain static. Alternate members cannot be "swapped" between "A" and "B" teams from the same school or different schools.
7. In the spirit of sportsmanship, the National office encourages all teams to remain at their regional competitions through the end of the awards ceremony. Regional Bowl Coordinators have the wherewithal to enforce this as a rule, and may disqualify a team from competing at the regional level.
8. No school may compete in more than one NOSB regional competition in a given calendar year.
9. The winning team from each regional competition is invited to participate at the Finals competition. For the team to be eligible to participate in the Finals, the following rules apply:
 - The students on the invited team must be the same team of students that won the Regional Ocean Sciences Bowl for that year. No student substitutions can be made.
 - All forms in the Winners Packet must be completed and submitted on or before the designated dates after the regional competition.
 - All teams must arrive and depart on the designated dates and be in attendance throughout the duration of the competition.
 - If the entire winning regional team (all 4 team members) is unable to participate in all activities, the second place regional winning team will replace them.

*Any waiver to these rules must be approved by the NOSB National Office, and no waivers will be considered after April 1 of the current year.

Competition Structure and Requirements

10. Regional Competition Requirements

- Each regional competition site will be managed by a local Regional Bowl Coordinator, and may also have Co-coordinators or Assistant Coordinators to assist with additional responsibilities.
- A regional competition must have a minimum of eight teams from eight different schools to be a sanctioned event.
- Regional Bowl Coordinators will choose a competition format that allows for the maximum amount of time for the teams to compete. They will choose a format which may include a variation or modification of the following options:
 - Round Robin¹ tournament.
 - Single Elimination² tournament.

¹ A **round-robin tournament**, or all-play-all tournament, is a type of group tournament in which each team plays every other team or team within their division an equal number of times.

- Double Elimination³ tournament.
- Teams must be informed of competition format and method of breaking ties before the competition begins.

11. Round Robin Tournament Formats

- In a Round Robin tournament, teams will be placed in divisions by drawing lots with the number of teams per division as equal as possible. Each team will play every team in its division.
- In a Round Robin tournament the winner is determined by a tally of wins, ties and losses. Tallies are scored as follows: regardless of the overall score, two points are awarded for a win; one point for a tie; and zero points for a loss. There will be no tie-break questions during the Round Robin matches if followed by single or double-elimination games (see rules #53-56 regarding tie-breaks).
- The number of divisions in the Round Robin rounds will determine how many teams in each division will advance to double elimination.

12. National Finals Competition Format

- The Finals Competition uses a combination of a Round Robin tournament for the preliminary rounds and a Double Elimination tournament for the final rounds.
- 25 teams are divided into five divisions for the Round Robin tournament.
- The top three teams in each of the five divisions advance to the Double Elimination competition. A single wild card team, based on the best fourth place qualifiers in each division, will be selected based on the tie-breaker/seeding rules (see rule #54). This brings the number of teams qualifying for the double elimination competition to 16.
- Teams will be placed into the Double Elimination competition based on the results achieved during the Round Robin competition.
- NOSB will be piloting a Policy Briefing component at the 2011 NOSB Finals Competition. Additional information about this new component will be announced at each of the regional competitions and official rules for this new component will be provided to the teams advancing to Finals and posted online during the first week of March 2011.

Rules of the Game

13. There are five (5) kinds of competition officials required for each game: Moderator, Science Judge, Rules Judge, Timekeeper, and Scorekeeper.

Moderator	Reads questions and maintains the pace of the game.
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² In a **single elimination tournament** or a sudden death tournament, the team is immediately eliminated after losing to a single opponent. A full schedule of pairings (brackets) is established before the competition starts and each successive round halves the number of competitors remaining.

³ In a **double-elimination tournament** a team ceases to be eligible to win the tournament's championship upon losing *two* games or matches. A double-elimination tournament is broken into two sets of brackets, the *Winners (W) Bracket* and *Losers (L) Bracket*. After the first round, the winners proceed into the W Bracket and the losers proceed into the L Bracket. The W Bracket is conducted in the same manner as a single-elimination tournament, except that the losers of each round "drop down" into the L Bracket.

Science Judge	Addresses scientific challenges (see Rules #63-72 on challenges below), resets the buzzer system and reports the scoring of the Team Challenge Questions to the teams following grading.
Rules Judge	Maintains the order in the game room, enforces competition rules, responds to challenges to the rules, issues warnings, and passes out Team Challenge Questions and scrap paper.
Scorekeeper	Tracks and records the teams' scores throughout the game.
Timekeeper	Marks the game time with a clock and a stopwatch.

14. There are three types of questions in the competition: Toss-up, Bonus, and Team Challenge Questions.
 - **Toss-up and bonus questions** are paired in the competition. A toss-up question, is answered by any playing member of either team by buzzing in. The toss-up question must be answered correctly in order for a team to be offered the paired bonus question.

Toss-up questions are only in multiple choice format. Bonus questions can be in either multiple-choice or short-answer format.
 - **Team Challenge Questions** are cooperatively answered, critical thinking questions that require more time and thought than the toss-up and bonus questions and result in a written answer. Each competing team is given the same amount of time to answer these questions, and collaboration among team members is encouraged.
15. The competition format will be: 6-minute buzzer half, two (2) Team Challenge Questions, break, 6-minute buzzer half.
16. An official game clock **MUST** be visible to all competitors during the buzzer portions of the competition. It is optional to have the game clock visible to the competitors during the Team Challenge Question portion.
17. On toss-up questions, the first player on either team to activate the lock-out buzzer system wins the right to answer the question. Team members must be verbally recognized by the Moderator before answering.
18. If during a toss-up question, a player 1) answers before being recognized, 2) buzzes in **BEFORE** the Moderator has identified the subject area of the question, or 3) consults any of the other team members, the answer given will be treated as a non-answer or “blurt.”
19. If during a toss-up question, a player buzzes in during the reading of the question which includes the reading of the last word of the last answer choice (answer Z), the answer given will be treated as an “interrupt.” Either the moderator, the science judge, or rules judge will announce when a player “interrupts.” Teams will be informed at the beginning of each match which official is making this announcement.
20. When a team member creates a “blurt” scenario, that team loses the right to answer the question, and the question is offered to the opposing team (See Rule #49 for details on scoring). The Moderator will not indicate whether the answer was right or wrong and if the entire question was

read, the opposing team has the opportunity to buzz in and answer the same toss-up question (See Rule #26). If the entire question was NOT read, the Moderator will re-read the question in its entirety to the opposing team.

21. On short-answer questions (bonus questions only), the answer given must have the same meaning as the correct answer on the page. The Science Judge makes the determination on whether the answer given by the student is acceptable or not.
22. On multiple-choice questions (all toss-up and some bonus questions), the first answer given is the only one that counts and that answer may be the letter (w, x, y or z), the scientific answer or both. If a participant gives both the letter answer and a scientific answer, both parts must be correct.
 - For example: If the correct answer as written on the page is **W. a sea urchin**, then
Acceptable answers are: W; W. a sea urchin; W. sea urchin; a sea urchin; sea urchin.
Unacceptable answers are: My answer is W.; urchin; an urchin; X. sea urchin.
23. With the exception of articles such as “a,” “an,” and “the,” answers to **toss-up questions** must be exactly as those on the written page. Prefacing the answer with phrases such as “My answer is” is NOT acceptable on a toss-up question.

Competition officials must follow Rule #23 UNLESS a scientific challenge is made by a player because a question is poorly worded or the scientific answer as written on the page is inaccurate or wrong. (See Rule #69 in the Rules About Challenges section).

24. Consultation among team members is not allowed on toss-up questions. Consultation among actively competing team members IS allowed on bonus questions and Team Challenge Questions.
25. If the answer to a toss-up question is wrong and the question was completely read, the other team is given the opportunity to buzz in to answer the toss-up question, unless time expires before the second team has buzzed in (See Rules #58-59).
26. Once a question has been read in its entirety, it will not be re-read.
27. The answer to a bonus question may only come from the team's captain including when the question is interrupted (by the captain, or any other team member). Moderators will ignore an answer from anyone but the captain on a bonus question.
28. On **bonus questions**, prefacing the answer with “My answer is” or “Our answer is” IS acceptable, but not required.
29. On a bonus question, once the captain has begun to give his or her answer, no further consultation or contribution by team members is allowed.
30. When answering a Team Challenge Question, teams will write out their answers on a provided sheet of paper. When time is called the captain will hand in one answer sheet. (Note: the answer sheet handed in need not be written by the team captain.) Partial credit will be awarded.
31. Answers to the Team Challenge Questions must be written clearly and entered where specified for points to be awarded.

32. No notes may be brought to the competition table. Nothing may be written before the game clock starts. Scratch paper will be provided at the beginning of each match and collected at half-time and at the conclusion of the match by the Rules Judge.
33. Substitutions may be made only at the break during each match.
34. Prior to each match, the team coaches will introduce themselves to each other and will sit together in the back row of the competition room. Alternate team members will introduce themselves and will sit in the back of the competition room as well.
35. At the end of each match, on the Official Score Sheets provided, the competition officials will record their names and the names of the schools competing, and each team captain will sign off on the scores signifying the scores are accurate and final.
36. Calculators, cameras, camcorders, cell phones or audio-recording devices may not be turned on in the game rooms while a game is in session. Offending individuals may be issued a warning or asked to leave the competition room. Please note: this does not apply to official photographers/videographers employed by the competition host.
37. Members of the audience may not write notes of any kind. If this occurs, the written material will be confiscated and the individual(s) may be issued a warning or asked to leave the competition room.

Timing Rules

38. Timing of the game begins after the Moderator has identified the subject area of the first toss-up question.
39. The first half of the game is played until either the time expires (six {6} minutes) or all the designated toss-up questions have been read (10 questions). The team will go directly into the Team Challenge Questions after the end of the first buzzer half.
40. The break occurs while the teams' answer sheets are being graded in the Judges' Appeals Room and may last longer than two (2) minutes, but must be a minimum of two (2) minutes. However, no one (students or audience members) can leave or enter the room during this break.
41. Upon beginning the second half, the Moderator will start where the previous buzzer half ended (i.e. the moderator ended at question #5, so s/he begins the second half on question #6. The half will continue for six (6) minutes or until a total of 20 questions have been answered.
42. After reading a toss-up question, five (5) seconds will be allowed for the teams to buzz in before the moderator proceeds to the next toss-up question. Timing of the five (5) seconds begins after the Moderator has completed reading answer Z of the toss-up question.
 - If a player buzzes in and blurts, or otherwise answers incorrectly, the question passes to the opposing team, which has five (5) seconds to buzz in before the Moderator moves on to the next toss-up question.
43. A participant who has buzzed in on a toss-up question must answer the question promptly after being verbally recognized by the Moderator. After recognizing a participant, the Moderator will

allow for a natural pause (up to three {3} seconds) for an answer. If the Moderator determines that stalling occurred, the team loses its opportunity to answer the toss-up question and the question is offered to the opposing team if eligible.

44. On bonus questions, the team captain will have 20 seconds after the moderator finishes reading the question to begin to give his or her answer to the bonus question.
45. On a bonus question, the signal "5 SECONDS" will be given by the Timekeeper after 15 seconds of the allowed 20 seconds have expired. In addition, the Timekeeper will indicate the end of the 20-second bonus period by saying "TIME." If the team captain has not begun the response before the Timekeeper calls "TIME," the answer does not count. If the team captain has begun the response, (s)he may complete the answer.
 - No stalling may occur. If the Moderator determines that stalling occurred the team will lose the opportunity to respond to the question.
46. On a Team Challenge Question, each team will have at least two (2) minutes to write out their answer on paper. The amount of time given to answer a Team Challenge Question is relative to the difficulty and complexity of the question and will be announced by the Moderator prior to time being started. The Timekeeper will call two warnings: "45 SECONDS" when there are 45 seconds left and "15 SECONDS" when there are 15 seconds remaining. When time has elapsed, the Timekeeper will call "TIME, PENCILS DOWN" and all writing must then cease. The team captain will hand in the answer sheet.
 - Results will be announced, and scores recorded, at the beginning of the second half before the first toss-up question. (Timing for the second half will begin when the moderator has identified the subject area of the next toss-up question.)

Scoring Rules

47. Toss-up questions are worth four (4) points, and bonus questions are worth six (6) points. Team Challenge Questions are worth 20 points. Partial credit can be awarded on Team Challenge Questions.
48. If a toss-up question is interrupted, the player was recognized and the answer is **correct**, the team will receive four (4) points and the opportunity to answer the bonus question.

If the answer is **incorrect**, four (4) points are deducted from the team's score, and the question is re-read in its entirety to the opposing team.
49. If a toss-up question results in a blurt (See Rule # 18 for blurt scenarios), this is considered a non-answer and no penalty points will be deducted. (See Rule # 20 for how the Moderator proceeds).
50. When a team member gives an incorrect answer or blurts, the toss-up question is then offered to the opposing team (Rule #42) and all the same scoring rules apply (Rules # 47-49). If the second team also gives an incorrect answer or blurts, the question is no longer in play and the Moderator will read the next toss-up question in sequence.
51. If the captain interrupts the reading of the bonus question and gets the answer wrong, no points are awarded or deducted and the Moderator will read the next toss-up question in sequence.

52. If the Moderator inadvertently gives an answer to a toss-up or bonus question without giving either team a chance to respond, or gives the answer to a toss-up question or a bonus question before allowing the second team to respond (after an incorrect answer, blurt, or interrupt), the question is removed from the competition and no points are awarded. The Moderator will read the next question in sequence in place of the inadvertently answered question. For example:
- If the Moderator makes an error reading *toss-up* question #5, the Moderator will throw out question #5's pair of questions and read toss-up question #6.
 - If the Moderator makes an error reading *bonus* question #5, the Moderator will throw out bonus question #5 and will ask the team bonus question #6. Toss-up Question #6 will be removed from play, and the match will continue with the next pair of questions in sequence, in this example, question pair #7.

Summary of Scoring:

TYPE OF RESPONSE FOR TOSS-UP QUESTIONS	POINTS AWARDED FOR CORRECT ANSWER	POINTS AWARDED FOR INCORRECT ANSWER
Question Completed/Recognized	+4 pts (eligible for bonus)	0 pts
Question Interrupted/Recognized	+4 pts (eligible for bonus)	-4 pts
Blurt (Not recognized)	0 pts	0 pts
TYPE OF QUESTIONS		
Bonus	+6 pts	0 pts
Team Challenge	+0 to 20 pts	-

Rules for the End of a Game

Tie-breaks

53. In the event that the top teams from each division in the Round Robin portion of the competition are not clearly identifiable, a tie-break procedure in the following order may be used at the regional competitions:
- (i) Head to head won/loss record from the Round Robin games (i.e. if there are only two teams tied the winner of the earlier game they played against each other in the Round Robin will proceed to Double Elimination)
 - (ii) Fewest losses of each team during the Round Robin games.
 - (iii) If two (2) teams are still tied, there will be a match between the two teams in which five (5) toss-up questions will be asked in a row. No bonus questions will be used during this

segment of the competition. If still tied, another five (5) toss-up questions will be asked until the advancing team is determined. The interrupt penalty of -4 points is in effect.

- (iv) If more than two teams are tied, each team, in separate rooms, will be given a series of 10 toss-up questions (no bonus questions will be used during this segment of the competition). The usual five (5) seconds will be allowed for a competitor to buzz in after the question is completely read. The interrupt penalty is not in effect here, but there is also no reason to interrupt since all 10 questions will be read to determine the score and competing teams are in separate rooms. Scoring will be based on the number of questions right minus the number wrong. If two or more teams are still tied, procedure *iii* or *iv*, as appropriate, will be used until the advancing teams are determined.

54. At the National Finals Competition the tie-break procedure will be used in the following order (Regional Coordinators may use this procedure at the regional competitions if they so choose):

- (i) Head to head won/loss record from the Round Robin games.
- (ii) Fewest losses of each team during the Round Robin games.
- (iii) Point differential as calculated by subtracting the total number of points allowed (i.e. points scored against) from the total number of points scored, with the greater point total receiving the higher seed.
- (iv) Total number of points scored with the greater point total receiving the higher seed.
- (v) Total number of points allowed (i.e. points scored against) with the lower point total receiving the higher seed.
- (vi) A coin toss.

55. If only two teams are tied for first in a single division at the end of the Round Robin games, no resolution is necessary as both teams will advance to the double-elimination games.

56. If the score is tied (in the double-elimination phase only) at the end of the regulation time period, a series of five toss-up questions will be used to break the tie (alternates may *not* enter the game at this time – see Rule #33).

Rules for When Time Runs Out

If the toss-up question has been completely read before time is up, the following rules apply:

57. If the toss-up question has been completely read, but neither team has buzzed in before time is up, the game or half is over.

58. If the toss-up question has been completely read, a player has buzzed in before time is up, is recognized by the Moderator before answering, and gives a correct answer, the team gets to answer the bonus question and then the game or half is over.

59. If the toss-up question has been completely read, a player has buzzed in before time is up and is recognized by the Moderator before answering, but gives the wrong answer, the game or half is over.

60. If the toss-up question has been completely read, a player has buzzed in before time is up and blurts out the answer, the other team is given five (5) seconds to buzz in and answer. Should a

player on the second team buzz in, be recognized by the Moderator and answers the question correctly, the team will also get the opportunity to answer the bonus question. Then the game or half is over. If a player on the second team buzzes in, is recognized, but answers the toss-up question incorrectly, the game or half is over.

When the reading of the toss-up question has been interrupted and time runs out, the following rules apply:

61. If the toss-up question has NOT been completely read and neither team has buzzed in before time is up, the game or half is over.
62. If a player buzzes in before the toss-up question has been completely read, and time runs out, the question is still “in play,” such that:
 - If the player is recognized by the Moderator before answering, and answers correctly, his/her team gets to answer the bonus question.
 - If the player is recognized by the Moderator before answering, but answers incorrectly, four (4) points are deducted from his/her team’s score, and the question is read in its entirety to the opposing team. If a player on the second team buzzes in, is recognized and answers the toss-up question correctly, the team will also get the bonus question. If a player on the second team buzzes in, is recognized, and answers incorrectly, the game or half is over.
 - If the player has buzzed in before time is up and blurts out the answer, the Moderator will re-read the question in its entirety to the opposing team (if the entire question was not read). If a player on the second team buzzes in, is recognized and answers correctly, they will also get the bonus question. If a player on the second team buzzes in, is recognized, and answers the toss-up question incorrectly, the game or half is over.

Rules about Challenges

63. There are two types of challenges that team members may make during a game: challenges to the scientific answer, and challenges to the enforcement of the competition rules. The team member requesting the challenge must state up front whether they are requesting a Rules Challenge or a Science Challenge.
64. All challenges must come from the team members who are actively competing. No one from the audience may initiate, object, or engage in a challenge.
65. The team member will raise a hand and request a challenge from the Moderator BEFORE the Moderator begins the next toss-up or bonus question of the period. Challenges regarding the last toss-up or bonus question must occur BEFORE beginning the Team Challenge Question portion of the game (if challenge occurs at the half) OR before the Moderator has announced the end of the match.
66. All challenges will initially be decided upon collectively by the officials in the room (including challenges to the rules and/or the science). If the team requesting the challenge disagrees with the ruling of the room officials, the team member who requested the challenge can challenge a second and final time.

67. For challenges that can NOT be resolved in the room because the officials do not feel they have the expertise or because students have challenged the officials ruling for the second time, the challenge must go out of the competition room to the Judges' Appeal Room. All decisions made in the Judges' Appeal Room are final. NO EXCEPTIONS.
68. If the results of a challenge determine that an answer that had been ruled incorrect is actually correct, the appropriate team will be awarded the correct number of points.
69. If the room officials or expert judges collectively rule in favor of a science challenge that results from a poorly worded question or a question that lacks a scientifically accurate answer, the team that gave the most scientifically accurate answer first will be awarded the appropriate number of points. If it is unclear which team receives the appropriate number of points, the question will be removed from the competition, no points will be awarded to either team, and the Moderator will read the next question in sequence.
70. Should a challenge be requested during a competition, the timekeeper will stop the game clock at the initial request for a challenge OR when the question is no longer in play, and will not re-start the game clock until the question or challenge is resolved. Once resolved, the match will continue from that point. Should the competition officials decide that time was lost due to the interruption, they will add the appropriate amount of time back on the game clock.
71. If the game clocked has NOT been stopped by one of the competition officials during a challenge or other discussion, players can respectfully ask the officials to stop the game clock. If a team member feels a rule regarding the game clock has not been enforced, the team member should request a Rules Challenge.
72. Because Team Challenge Questions are graded in the Judges' Appeals room, there are NO challenges allowed to the final number of points awarded.

Rules about Warnings

73. If a competition official determines that the behavior and/or actions of an individual, team or audience members creates an unfair advantage or causes significant distraction from the proceedings, the officials have the authority to issue a warning to the offending individuals or teams to restore order and fairness to the competition.
74. Any competition official that feels a situation demands a warning during a match will request the game clock to be stopped. The officials will then collectively make a decision on whether to issue a warning. Warnings may be issued to individual players, an entire team competing, or to members of the audience (including coaches).
75. The Rules Judge will issue all official verbal warnings, and will provide a reason for any warning.
76. The warning(s) for both players and audience members will be noted on the Official Score Sheets and tallied throughout the entire competition.
77. If a player or team receives two (2) official warnings during any point in competition, that player or team will be disqualified from competing and will only be permitted to observe the competition as

an audience member. If a team is disqualified, the Regional Coordinator will be responsible for determining team seeding for the remainder of the competition.

78. If an audience member receives two (2) official warnings they will not be permitted to observe or participate in the competition activities for the remainder of the event.

79. If the team with a disqualified player advances to Nationals, the disqualified player is NOT eligible to compete at the National level.

Coaching Policy

- Each team must have a single designated coach. The coach must be a teacher or official from the team's school, school designee, an employee or official with an education program that is sponsoring a team. The coach serves as the primary and official contact for the team in all communications with the Regional Bowl Coordinator and the National Ocean Sciences Bowl headquarters. Coach responsibilities include:
 - Preparation and supervision of team members.
 - Timely completion of applications and forms.
 - Maintenance of high ethical and sportsmanship standards, both in preparation and in competition.
 - Compliance with policies of the Regional Bowl/National Ocean Sciences Bowl, and the sponsoring school system or education program.
- Changes in designated coach can be made only with the prior approval of the Regional Bowl Coordinator. Any substitute coaches will be expected to meet the same eligibility criteria and carry out the same responsibilities as the original coach. Teams arriving on the day of competition without their designated coach will not be allowed to compete.
- Faculty, staff, and students from the institutions sponsoring a Regional Bowl or Finals Competition are not eligible to serve as coaches, but may serve as scientific advisors to teams under the following circumstances:
 - Scientific advisors who work with individual teams can have no contact whatsoever with question development and review, with game preparation, or practice sessions for competition officials.
 - Scientific advisors are expected to demonstrate the highest ethical standards. Should they inadvertently be exposed to "insider" information of any kind (e.g. overheard discussion of questions, conversations about rules, or comments from competition officials about their perspective on policies and rulings), they are expected to withdraw as team scientific advisors.
 - Scientific advisors may not represent the team in communications with competition officials.
 - Scientific advisors are not eligible for any awards.
- Any exceptions to these policies must be approved in advance by the Regional Bowl Coordinator or the NOSB national office. Failure to adhere to policy may result in immediate disqualification of the team from competition.