

## OFFICIAL RULES AND GUIDELINES

### yjab2016

This YJA, we're splitting up each 45 minute JAB match into three different rounds: Buzzer Round, Minute to Win It, and Jain Family Feud.

Both teams can earn up to 100 points each round. The team with the most total points at the end of the game wins. A scoresheet will be kept for both the audience and players to view throughout the game.

If there is still a tie after three rounds, a series of buzzer questions will be asked in the format of the buzzer round (steals are allowed). The first team to answer three questions correctly will win the tiebreak and the match.

Prior to convention, each team will choose a team captain, whose responsibility it is to bring up any disputes/concerns/questions, if needed. This person would also be a spokesperson to give the answer if a question requires it.

## Round 1: Buzzer Round

1. In the first round the moderator will ask a series of questions. Teams will have buzzers and any player can buzz in to answer the question.
2. This round will have around 12 questions based on 2 or 3 given categories. The category will be announced before the group of questions pertaining to it are asked.
3. Contestants can buzz at any point while the question is being read or immediately after. If no one has buzzed by 3 seconds after the last word of a question is read, the moderator will call "Time" for that question and continue on with the next question.
4. As soon as someone buzzes in to answer a question, the moderator will stop reading the question.
5. Players can confer/discuss the question with team members while the question is being read. If a player buzzes in, the player can discuss the answer with his or her team for up to 3 seconds, but conferring must stop when the player starts answering. Only the player who buzzed in can give the final answer to the moderator; at 3 seconds, the moderator will request an answer, and if no answer is given the moderator will call time.
6. The correct answer will gain the answering player's team 20 points; the team will lose 10 points if the answer is incorrect, the player starts answering after the moderator says any part of the word "Time," or no answer is given after a buzz. Once a player has buzzed in, it is in his or her interest to at least guess the answer.
7. After a player on one team buzzes in, members of the opposing team must not continue to confer while the first team's players are discussing and answering. If the non-buzzing team is discussing while the buzzing team is discussing/answering, the non-buzzing team will be penalized as if for an incorrect response (eg, -10 points) and locked out from further answering.
8. If the first player to buzz gets the answer to the question wrong, that player's team members will be locked out from buzzing; the moderator will continue to read the question if it had not been read in its entirety before. The second team can confer/buzz in/answer as described above, until three seconds after the end of the question, but for a maximum of 10 points gained, or 5 points lost for an incorrect answer/no answer.
9. Note: The second team is not required to buzz in. Also, it is in the second team's best interests to wait until the full question is read before buzzing in, as they are no longer competing with the first team.)
10. The questions here will be fairly short—speed and anticipation are critical.

## Round 2: Minute to Win It

- Minute to Win it will be the second round of each JAB game. Teams will take part in a series of 60-second challenges (“tasks”) involving Jain knowledge. There will be three tasks in the round; both teams will have the chance to complete each task. Points will be awarded per task.
- Team members will work together for all tasks in this round.
- After instructions for each task are announced, each team will be given a maximum of 60 seconds to complete the task.
- Partial credit is awarded for completing certain tasks, but there will be no points lost for wrong answers or uncompleted tasks in this round.
  - EX: If a task requires one answer and a team does not give that answer, no points will be awarded. But if a task involves giving several answers, partial credit may be awarded if a team can come up with some of the correct answers.
- Teams will be given any materials needed to answer depending on the task.
- Each task and its rules will be announced during the rounds. We hope that you will find the challenges unique, exciting, and fun!

Please see the Sample Game document for examples of tasks that we might give.

## Round 3: Jain Family Feud

- The third round of JAB, Jain Family Feud, will be played between two teams of 4-6 players, sitting across from each other.
- Each question in Family Feud will be survey style, eg “What is one item you bring to Derasar?” The questions will have been previously posed to a group of 100+ YJA registrants and answers to each question will have been ranked by popularity. During each question asked during the games, the top answers along with their ranking (number of people who chose that answer) will be concealed on the projector screen. As players answer the question during gameplay, if their answer is one of the top 10, the corresponding answer will be revealed on the screen. Throughout the game, the goal of the players is to try to choose answers that would have been popular.
- Each Family Feud round begins with a “face-off” question that serves as a toss-up between two opposing players, with the moderator asking a survey question that was previously posed to a group of 100+ YJA registrants. The 2 players will not be able to receive any help from their teammates.
- The first player to buzz in gives an answer (10 seconds total to buzz in, 5 seconds to answer after buzzing). If it is the most popular answer chosen by the survey participants, his/her team immediately wins the face-off. Otherwise, the opponent responds as well with a different answer, and the higher-ranked answer wins. Ties are broken in favor of the player who buzzes in first. If neither player's answer is on the board (i.e., one of the top answers from the survey), the other eight players have a chance to respond, one at a time from alternating sides (5 seconds to answer per person), until an answer on the board is found.
- The player who won the “face-off” now has control of the question: the winning player will choose to play or pass the question. If they choose to play, the rest of their team now tries to guess all of the remaining concealed answers one by one. Each player will have to provide an answer (they are not allowed to discuss) within 10 seconds. Running out of time or giving an answer not on the board earns the team a strike. If a team gets three strikes, the opposing team gets a chance to discuss the question and give one answer together. If the answer given by the opposing team is correct, the opposing team will steal all points for that round.
- Each answer on the board earns the team points based on number of votes that answer got, scaled to match the total round points of the other two rounds. For example, if the board shows that “orange” had 60 votes, that team that got that answer would earn 60 points or a proportional amount of points. After each Family Feud round, all answers will be revealed.
- At the end of Family Feud, one member from each team will play ‘Fast Moksha’. Each player will be asked 6 questions, one after the other. In 25 seconds, they'll try to answer as many of these questions as they can.
- If you haven't seen the Family Feud show, click [here](#)