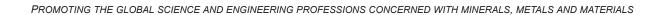# TMS

TMS Annual Materials Bowl Rules

Official Rules

1. This contest is open to all Material Advantage chapters. Each chapter may enter one team of two-to-four students. The team may consist of all undergraduate students or a mix of undergraduates with up to two graduate students.

2. Participating students must be current members of the Material Advantage program.

3. No more than 18 teams will be accepted. Teams will be selected on a first-come basis when registering. The winner of the previous year's tournament has a guaranteed space in the tournament to defend the championship.

4. The competition will consist of two types of questions: (a) individual questions and (b) team questions.

5. "Individual" questions will be answered by the first player to "buzz-in." Without conferring with teammates, that person must answer within five seconds of being recognized by the moderator.

6. Contestants must wait until recognized by the moderator to answer. If a contestant not recognized by the moderator answers a question, that team shall be penalized by the point value of the question and will lose its opportunity to answer the question.

7. Team members may discuss "team" questions and their potential answer, but only the team captain may provide the answer. If someone other than the team captain answers, the team will be penalized the point value of the question.

8. The scorekeeper will record the running total of points for each team on a board visible to all contestants.

9. Each team will compete in at least one elimination round, progressing toward a semi-final match and a championship game, each time facing different opponents.

10. Selection of teams to compete against each other will be entirely random. A competition bracket will be on display indicating which teams will compete, when they will compete and where.

11. It is every team's responsibility to report to the assigned competition on time.

12. A team must be in place and ready to start at the scheduled beginning of the round. If the team is not in place, the team will forfeit the game.

13. Each round of competition will last a maximum of 25 minutes or 25 questions, whichever comes first.

14. When the time limit for a round has been reached, the current question will be completed in its entirety, and the round will end at the final answer.

15. Questions will consist of both 30-second, quick-answer "individual" questions, worth two points each, and one-minute "team" questions, worth five points each.

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16. Points will be cumulative only for the current round; points will not carry over into the semi-final match or championship game.

17. Before beginning a question, the moderator will announce the question number and the type of question.

18. If the first team to answer interrupts the moderator before the entire question has been read, the moderator will not continue reading the question, and the team must answer within five seconds. If an incorrect answer is given, the moderator will finish reading the question, and then the other team has five seconds to begin answering.

19. Rounds will consist of up to three teams competing against one another.

20. As soon as a "team" question is asked, both teams may start working on the problem and the timer will start. The timer will not stop once started.

21. After the question is displayed, any team may request a clarification. The moderator will provide a best-effort clarification but is not required to clarify.

22. If the moderator feels that a team's answer is generally correct but not adequately stated, the team may be asked to elaborate. The team then has five seconds to begin a modified answer.

23. If a team disputes a question or an answer (its own or the opponent's), the disputing team must announce the protest before the beginning of the next question. The moderator may rule summarily on the challenge or elect to refer the challenge to the judge. In either event, the moderator's and/or judge's ruling is final.

24. To avoid spending time on difficult questions, a team may choose to "pass" on a question. If all teams pass, the moderator will proceed to the next question.

25. The teams with the top scores at the end of the round will advance to the semi-final match. The remaining teams will be eliminated from the competition. In the event of a tie, an additional individual question will be asked. The first team to answer this question correctly will be declared the winner.

26. Rules for play will be the same in the semi-final match and championship game as they are in the qualifying rounds.

27. No player is permitted to posses a cell phone or other personal electronic device during the competition. Each team may have one scientific calculator.

28. Any displays of unsportsmanlike conduct will disqualify a team from the competition.

TMS Annual Materials Bowl Application

Student Chapter Competition Application

Use this form to enter your chapter team into the Materials Bowl competition at the TMS Annual Meeting & Exhibition.

1. CHAPTER INFORMATION

Name of School_____

Campus Address
(where chapter can receive mail)_____

City_____State_____

Zip/Postal Code_____Country_____

2. CONTACT INFORMATION

Faculty Advisor's Name_____

E-mail_____

Student Chair's Name_____

E-mail_____

3. TEAM INFORMATION (Only one team per school is permitted.)

Names of Students on Team (Team may have two-to-four members with up to two graduate students.)

1)_____(Check One): _____Grad Student____Undergrad

2)_____(Check One): _____Grad Student____Undergrad

3)_____(Check One): _____Grad Student____Undergrad

4)_____(Check One): _____Grad Student____Undergrad

Team Name (Feel free to be creative!)_____

Faculty Advisor's Signature_____ Date_____

Mail, Fax or E-mail this form to:

Deborah Price
STUDENT AND PROFESSIONAL AFFAIRS ADMINISTRATOR

TMS
184 Thorn Hill Road
Warrendale, PA
15086-7514, USA
Fax (724) 776-3770 /
price@tms.org

APPLICATION DEADLINE: December 15

Applications received after the deadline will not be considered; there will be no exceptions.

Revised 4/27/09