



# Rules Judge

## What Do I Do?

- 1. You are responsible for ensuring that the rules are followed, responding to challenges to the rules, and issuing warnings.**
- 2. Stand in the front of the room, so that you can see all officials, teams, and audience.**
- 3. Double check that the competition room is set up according to NOSB standards.**
- 4. Challenges**
  - All challenges to the rules will collectively be decided upon in the room. If the team challenges the same rule a second time, the challenge must go to the Head Rules Judge in the Judges' Appeals room.
  - For challenges that require lengthy discussions, have the officials leave the room to make a decision.
  - There are no challenges on Team Challenge Questions.
- 5. Warnings**
  - Warnings may be issued to individual players, entire teams competing, or to members of the audience. Remember to stop the clock to discuss with the other officials if a warning is needed!
  - The Rules Judge is responsible for issuing the official verbal warning along with the reason for the warning to the player, team, or audience member.
  - Two (2) OFFICIAL warnings results in disqualification.
- 5. Pass out Team Challenge Questions (TCQs) and collect extra papers at the end of each TCQ.**
- 6. Collect all used scratch papers from teams at the beginning of the match, at the half, and at the conclusion.**
- 7. Time: "Stop the Clock!"**
  - Ensure that the clock is stopped during challenges/discussions between officials, and between officials and students.



### Challenge?

- **Ask the timekeeper to stop the clock**

