1. Be very familiar with all NOSB rules and procedures, with behavioral expectations for competitors and spectators.
2. Responsible for coordinating your team officials readiness for Bowl Day.
3. Double check that your Competition Room is set-up according to NOSB /BCB standards.
4. Stand in front of the room, where you can see both teams and face the audience.
5. You are responsible for: maintaining order in the competition room; ensuring that the NOSB rules are correctly interpreted and followed by your teams officials; responding to Rules Challenges; and issuing warnings. Additionally, you ensure that:
   * Quiet is maintained in the competition room per NOSB rules.
   * No unsportsmanlike behavior is allowed (toward competitors or officials)
   * No one signals/communicates with competitors during a match.
     If inappropriate communication does occur, you issue a warning and have the authority to ask the individual to leave the room (with discretion and tack -- please).
   * During half-time break: No competitors leave the room; Monitor new arrivals to room, they are NOT allowed to speak to competitors.
6. Challenges:
   *All challenges to the rules should be decided upon by Room Officials. If the team challenges the same rule a second time, the challenge must go to the Head Rules Judge (at Crab Pot Central).
   *For challenges that require discussion, have the officials leave the room to make a decision.
7. Warnings:
   *Warnings may be issued to individual players, entire teams, or members of the audience. Remember to stop the clock to discuss with other officials if a warning is needed! Step outside the room if discussion is required.
   *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. Insure that Warnings are recorded on the Moderator’s official match scoresheet.
   *More than two (2) warnings results in disqualification. Inform the Head Rules Judge and/or Regional Coordinators of warnings issued.
8. Pass out Team Challenge Questions to competitors, collect extra papers after each Team Challenge Question.
9. Collect all used scratch papers from teams at the beginning of the match, at the half, and at the conclusion.
10. Pay close attention to team strategies at the end of a round (especially the last 30 seconds) to ensure that no stalling takes place.
11. Time: “Stop the clock!”
   *Ensure that the clock is stopped during challenges/discussions between officials, and between officials and students.
Your duties as a Blue Crab Bowl RULES JUDGE include:
Full understanding of the latest NOSB rules & BCB conventions. Stand at the front of the room, where you can see both the competing teams and the audience. Watch and listen for any violations of rules by teams, for any signs of inappropriate communication between audience members (coach, alternates, other observers) and the competitors or officials. Listen/watch for errors missed or made by fellow Officials and correct as needed.

1. You are responsible for organizing Team practice sessions for your team of Match officials. The RC will facilitate with room arrangements, equipment, etc.

2. On Bowl Day, you need to check the set up/break-down the Competition Rooms before and after use. The Room Runner & Alternates should be assisting with these tasks. Be familiar with the equipment and supplies needed, the Room Box contents, how the buzzer system sets up, the positioning of the Team Labels, Moderators table, clocks, scorekeeper’s overhead set-up.

3. Before each match segment begins, collect any used scratch paper from the team tables and discard in envelope provided. Be sure there is clean scratch paper and sharpened pencils at each place. Note: students are not allowed to write anything on their scratch papers prior to the reading of the first toss-up question.

4. Watch for Scorekeeper errors. If, for example, Team A is supposed to get four points, the Rules Judge needs to make sure the Scorekeeper doesn’t inadvertently credit the wrong team with those points. Teams may also ask for score correction.

5. Ensure that quiet is maintained & no signaling or other inappropriate behavior occurs. During competition play, the Rules Judge is responsible for ensuring that quiet is maintained in the room and that no inappropriate communications take place between the team members and the audience. The Runner will also be watching and may alert you to a concern.

During competition: coaches, team members and spectators are NOT allowed to use calculators, notes or references. Teams and audience members must turn off and put away cell phones or other electronics, cameras and any other recording devices, reading or writing materials (except official event handouts). You may confiscate any such materials/devices, as needed.

If in an inappropriate behavior occurs, you have the authority to issue a Warning (see #12 below).

6. Review rules for “when times runs out” and refer to the flow chart to determine when and how to proceed with questions when time is up at the end of a buzzer half, see 2015 NOSB Rules #56-61. The Science Judge pays attention to the words the Moderator is reading and saying, particularly at the end of the round, so that when the buzzer goes off, they can corroborate whether the question was completely read. The Rules Judge also pays attention.

7. Stalling is not allowed. Pay particular attention to the clock at the end of the round, especially the last 30 seconds. Teams use strategies to use up time on the clock.
   a) When answering toss-up questions, players may NOT include” My answer is...”
b) When answering bonus questions, it is acceptable: if a team waits the full 20 seconds to answer a bonus question; or if a team prefaces the answer with “Our answer is...”.

c) It is stalling: if an answer is long and rambling, with no clear relation to the correct answer options allowed.

While the Moderator concentrates on the questions and answers, the Rules Judge is attentive to the time and how students may be using it. If a team challenges on the basis of stalling, the Rules Judge is the authority in the room (no call to the Chief Judge).

9. Hand out the Team Challenge Questions:
   a) Science Judge has the TCQ packets, gives the Moderator a copy, then passes the packet to Rules Judge.
   b) Rules Judge collects any note papers the students may have on their table.
   c) Then passes out student copies: 1 copy, face-down, in front of each competitor.
   d) Hand 2 transparencies w/ coversheets (question & answer) to scorekeeper to post. The Scorekeeper can post the question transparency while contestants are working on that question.
   e) Collect all the scratch paper and items associated with the 1st completed question, and put in the TCQ packet envelope, before 2nd TCQ is distributed.
   f) Only after all competitors’ answers for both TCQs have been handed in, should the Scorekeeper post the TCQ answer transparencies. Watch the Scorekeeper and help them avoid mixing up the transparencies.

10. Monitor the break:
   a) During the half-time break (after 2nd TCQ is completed), no team members (competitors, alternates, coaches) may leave the room. If there is a urgent need, provide a Match Official to escort any team members that must leave the room, even to use the restroom.
   b) Any observers returning to the room, any new observers entering the room during the break. MAY NOT speak with the members of the competing teams.

11. Ensure all competition rules are followed. It is imperative that you fully understand ALL competition rules. Review Rules about Challenges, 2015 NOSB #62-70.
   a) If officials make an error in the rules, or if there is a Rules Challenge from a team member – tell the Timekeeper to stop the clock. Officials will confer if needed (outside the room) and you announce the result. Add time back to the clock as needed.
   b) If the team requesting the challenge disagrees with the ruling, they may challenge a second time and the ruling is made in the Judges’ Appeal Room, no future challenges are accepted.

12. Warnings: Consult the new NOSB 2015 rules #71-#77 regarding warnings. Warnings may be issued to individual players, entire teams, or members of the audience. Remember to Call time out if, during the competition, you should witness or have to discuss a rule violation/error with the Moderator during a round. Please be certain the Timekeeper has stopped the clock.

After conferring with other room officials (outside the room), you issue the official verbal warning and provide the reason. If you feel that time has been lost, check with the Moderator, who is allowed to add time back to the competition clock. If you encounter difficulty, send the Runner for the Head Judge or BCB Coordinator. When the Head Judge arrives, step outside the competition room to relate the problem. Then re-enter the room with the Head Judge to give the pronouncement or to gather more information from participants. The Moderator should record any Warnings in the official match score sheet (paper version).