ITE Collegiate Traffic Bowl Program

Summary of Substantive Revisions to Competition Rules and Instructions for 2020

Background

Every year the ITE Collegiate Traffic Bowl Committee reviews the competition rules of the Traffic Bowl Program. The following is a summary of the substantive revisions to the competition rules and instructions for the 2020 tournaments held by ITE Sections and Districts and for the Grand Championship Traffic Bowl. Sections of the rules that have been revised are shown below with new text highlighted.

Student Teams

A team that wins a district traffic bowl should have at least half of its members participate in the Grand Championship tournament. If this is not possible, the District may select another team to represent them.

District/Section Traffic Bowls

At the discretion of the organizing committee of a district or section traffic bowl event in order to more fully fill out the field of teams competing in that event, more than one team from a school/student chapter may compete. It is recommended that this provision only be employed when less than 9 school are scheduled to compete in the event.

A second or third team may be entered provided that the first team and subsequent teams from a school have at least three (3) team members. Each team from a school/student chapter that wins at one level must retain the same roster of students for each successive level to which the team might advance. Replacements to the original team roster may be made due to unforeseen medical reasons with an accompanying justification from a medical doctor. It is recommended that team from the same school not compete against each other in rounds of play prior to a final round, if possible.

Competition Structure

ITE Traffic Bowl Grand Championship Competition Structure

The ITE Traffic Bowl Grand Championship will be held during the ITE International Annual Meeting. The competition structure will feature preliminary rounds to advance three schools to a final match.
On the day of the ITE Traffic Bowl Grand Championship at the Annual Meeting, a team meeting will be conducted prior to the competition. At this meeting, the rules will be discussed, questions answered, and the seeding of teams for the preliminary rounds will be determined.

All teams must attend this meeting. Details of this meeting’s time and location will be sent to the teams prior to the Annual Meeting and printed in the program of the Annual Meeting.

**Competition Brackets**

*For District and Section Traffic Bowls*

The size and structure of a competition’s bracket will depend on the number of teams competing in the District or Section traffic bowl. Example brackets and seeding methodology can be found in the Traffic Bowl Handbook. The bracketing and seeding methodology (blind draw of teams or seeding quiz) should be presented to the participating schools prior to the event.

The districts and section are encouraged to engage all student teams in actual match play to determine a champion to represent them at the next level, and to not use a quiz or blind draw to reduce the field. If more than nine teams will be competing a seeding quiz (see below) is recommended to place the teams in the competition bracket.

*For the Grand Championship Traffic Bowl*

For the Grand Championship event, the bracket will feature ten teams. The teams will be seeded into four semi-final matches of three teams each using a seeding quiz. The winning and second place teams in the first semi-final match will advance to the next semi-final matches. The winning teams from the next three semi-final matches will then compete in the final championship match. If less than 10 teams will be competing a blind draw will be used to place the teams in the competition bracket.

**Seeding Quizzes**

If a seeding quiz is utilized, it should feature 10 questions and tiebreaker. Each team should have five (5) minutes to complete the quiz together. Questions should be drawn from the reference documents listed previously. Refer to the Traffic Bowl Handbook for details.

**Competition Format**

For the Grand Championship, the following competition format will be used. Districts are encouraged to use the same or a very similar format.

*Preliminary or Semi-final Match (approximately 30 minutes) (actual number of matches depending on number of schools) format:*

- Introduction of teams and team members (2 minutes)
- For events with a need for three (3) or less preliminary matches, the First Round of each match will feature **25** clues/questions in 5 categories with 5 clues in each category. The match will continue until all clues are read and dispatched. **One clue will be designated as a “Daily Double”**. (approx. 20 to 30 minutes)
- For events with a need for more than three (3) preliminary matches, the First Round of each match will feature **20** clues/questions in 4 categories with 5 clues in each category. The
match will continue until all clues are read and dispatched. **One clue will be designated as a “Daily Double”.** (approx. 20 to 30 minutes)

- Final Clue (one clue/question), points to be determined by team
- **Tiebreakers:** If there is a tie after the final written question, an additional question will be given by the emcee, using the same format of the Final Round as provided in the following section. Refer to the following section of Rules of Play for further details.

- (approximately a 4 to 5-minute break between matches)

**Final Match (approximately 30 minutes) format:**

The teams advancing from the preliminary or semi-final matches will compete in the final match. The method for advancement to the final match will be described in the competition bracket.

- Introduction of teams and team members (2 minutes)
- For the Final Match, the First Round will feature 25 clues/questions in 5 categories with 5 clues in each category. The match will continue until all clues are read and dispatched. **Two clues will be designated as a “Daily Double”.** (approx. 20 to 30 minutes)
- Final Clue (one clue/question), points to be determined by team
- **Tiebreakers:** If there is a tie after the final written question, an additional question will be given by the emcee, using the same format of the Final Round as provided in the following section. Refer to the following section of Rules of Play for further details.

**General Rules of Play**

The rules of play have been revised for the following items:

3. Prior to the start of the match, one of the three teams will be chosen by random draw to select the first category and point value. **This selection can be accomplished by a random draw or designating the top seed for the match.**

7. During the first round of the match, clues will be read by the “Master of Ceremony” (emcee) and displayed to the teams. After the emcee has completely read the clue, teams will have ten (10) seconds to signal in to give an answer. The first team (or individual) that operates their signal (or triggers a switch) will be recognized by the emcee and will have the first opportunity to respond. After being recognized by the emcee, they will have ten (10) seconds to confer and give their response.

7a. **Participants must wait until the emcee completely reads a clue before signaling to give a response. They must also keep their hands flat on the table and off the buttons until the first reading of a clue is finished by the emcee. If a team that signals in first and violates the “hands on table” rule, the team will not be permitted to give a response, except on the first infraction where a warning will be given, and the team will still be allowed to give a response.** No warnings will be given in a final round match to the “hands on table” rule. There will be an individual(s) designated to serve as a referee who will identify infractions in signaling by the teams.
**Competition Committee/Staff**

**Master of Ceremony**

The competition's clues and correct responses will be read by the master of ceremony (emcee), who will also serve to control the flow of the competition, responsible for recognizing the team to signal in first.

**Signaling Referee(s) (OPTIONAL)**

At the discretion of the event committee, an individual(s) would be assigned to monitor the hand placement and signaling infractions of the participants during play.

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