



MASSACHUSETTS SOCIETY OF RADIOLOGIC TECHNOLOGISTS

2018 BUZZ Bowl

BOWL RULES AND REGULATIONS

Section I

ELIGIBILITY:

Teams-

- A. Due to time constraints, we must limit the number of teams participating in Buzz Bowl.
- B. Priority consideration will be given to Massachusetts' College Radiology Programs, followed by hospital teams affiliated with Massachusetts' colleges. Consideration will be given to out of state colleges/programs if space is available. Only one team per facility will be accepted
- C. All spectators, coaches and students competing in Buzz Bowl must be current MSRT members
- D. Each team is allowed a maximum of eight members with no more than 4 competing at any one time. There is no minimum number required for a team to compete.

Team Members-

- A. The selection of team members will be determined by individual participating schools.
- B. Team membership will be limited to students currently enrolled and in good standing in the 1st and 2nd years of the professional phase of the program.
- C. All team members and coaches must be members of the Massachusetts Society of Radiologic Technologists (MSRT).
- D. Participants must also be register for a 2 day MSRT conference attendance package .
- E. Team Coaches must be ARRT registered technologists affiliated with the facility the team represents.

Section II

APPLICATIONS:

- A. Completed application packages that include team rosters and proof of MSRT membership must be filed no later than the stated date on the Buzz Bowl application

Section III

EQUIPMENT:

- A. Equipment- Equipment, which is provided by the society, consists of a master electronic game board and buzzers. The electronic game board shall contain category names and point values that will be visible to all participants (to be decided by the game moderator). The buzzers shall be made in an order in which, if activated, will prevent other buzzers from activating.

Section IV

COMPETITION:

- A. Competition Schedule- The schedule of the competition shall be created based on the number of teams and the time allotted by the BUZZ BOWL Coordinator. The Conference Chairperson(s), BUZZ BOWL Coordinator, and the Executive Board of the MSRT will approve the schedule of competition.
- B. Matching of Teams- Teams will be matched by a random drawing for the first round of competition. Times and dates of the matches will be decided in the same manner. In the case where a tournament has an odd number of teams, the possibilities of one or more byes may become necessary. As the competition continues and teams are eliminated, teams will be matched per the win/lose game bracket accordingly.
- C. Byes- In the case of byes, the following rules will apply: If a team draws more than one bye and wins the final competition, that team will be deemed the champion, regardless of the byes. If a team draws one bye and wins all competitions previous to the final match but is defeated in the final match, that team may not necessarily be deemed runner-up for the competition. In order for that team to be runner-up, they must have scored more points in the final round than the losing team in the
- D. Semi-final round against the champion team. If not, the semi-final losing team will be the runner-up.
- E. Initial tournament bracket assignments are determined RANDOMLY. Subsequent game assignments are based on the win/lose bracket format. The MSRT and the BUZZ BOWL Committee have no say in if a team has to play back to back matches, or at what time specific teams will be playing farther down the bracket as the tournament progresses, it's all a matter of who wins and loses. There will be NO change of game times because "a team player or coach can't make it until a certain time."
- F. The dates and times of the conference are known before submitting a team to competition, if the team players and coaches can't commit to each day and time for BUZZ BOWL competition they have to accept that they may have to forfeit a match or withdrawal from the competition.
- G. Yelling, foul and inappropriate language towards any member of the BUZZ BOWL Committee or other BUZZ BOWL teams may result in removal from the BUZZ BOWL auditorium and possibly removal from the competition completely.

Section V

ANSWERING QUESTIONS:

- A. Manner of answering questions- Each competition will begin with a coin toss with the winning team selecting the first category and point value from the electronic game board.
- B. The BUZZ BOWL Coordinator will ask the corresponding question as a toss-up for both teams. The team that activates the buzzer first shall be recognized by the BUZZ BOWL Coordinator and allowed to answer the question.
- C. If the question is answered incorrectly, the point value will be deducted from that teams score. The BUZZ BOWL Coordinator will then direct the question to the other team. If the other team also answers incorrectly, the same point value will be deducted from their score. The second team may choose to refrain from answering without penalty. The team that answered the last correct question will choose the next category and point value.
- D. Restrictions- If members of the same team yell out conflicting answers, the first heard by the moderator will be the one considered.
- E. Timing- When the moderator has finished reading a question, both teams have five seconds to buzz in. The team that is called on to answer the question must start a continuous answer within three seconds. (The moderator has the option of extending the times allowed based on the difficulty of the question).
 - i. If a team buzzes in before the question is read and the answers are not displayed they forfeit their chance at answering the question. The answers will then be displayed and read. The opposing team will have 5 seconds to buzz in if they choose to answer the question
- F. Switching Players – Team members can only be switched at the end of each round. Following the final round, switching of team members must be complete at the end regular play, before the sting question category is announced. Only members that have already participated in regular play are eligible for participation in answering the sting question.

Section VI

QUESTIONS:

- A. Questions- All questions will be reviewed annually prior to the first competition. New questions may be added at that time. All questions in the first four technical categories will be selected from text, which is pertinent to the study of Radiologic Technology and will be as consistent with ARRT registry material as possible. The BUZZ BOWL Committee shall do the annual review of the questions.
- B. The members shall consist of a minimum of two Registered Radiologic Technologists who are current members of the Society and who are not involved in any of the training programs. One member shall be the BUZZ BOWL Coordinator.
- C. Categories- There will be five categories involved in the competition from which questions will be chosen. The point value for each question will range from 10-50 points.
- D. Each question will be upgraded by 10 points, according to difficulty, during the first half of the match. During the second half of the match, the point value will double.

E. The category headings are:

Safety:

Radiation Physics and Radiobiology, Radiation Protection radiobiology.

Image Production:

Image Acquisition and Technical Evaluation, Equipment Operation and Quality Assurance.

Radiographic Procedures:

Head, Spine Pelvis, Thorax, Abdomen and Extremity Procedures

Patient Care:

Patient Interactions and Management

Trivia:

Other Areas Related to Medical Imaging and Medical Trivia.

F. Double Dose- There shall be two double dose bonus questions per full game; one in each match. Each will be assigned a point value according to difficulty (as determined by the Question Selection Committee). The team that chooses the double dose question will be the only team allowed to answer. This team has the option to answer the question at face value or at two to one odds. The team captain will announce the team's choice to the moderator before the question is read.

G. Sting Question- The sting question is the final question at the end of each full game.

1. In order to participate in the sting question a team has to have a score greater than zero. In the event that a team has a score less than or equal to zero, the opposing team is declared the winner. A sting question will not be played.
2. When a sting is played, before the question is read, the scorekeeper will read each teams score aloud. The point value of the sting question may be any portion of the teams score.
3. The moderator will announce the pre-selected category and the teams will be allowed thirty seconds to pass in their wager, on paper, to the moderator.
4. Once both teams have passed in their wager, the moderator will display the question while at the same time each team is given a paper copy of the question. Teams have 3 minutes to complete their answer at which time the answers shall be passed to the moderator.
5. The Buzz bowl team will tally the number of correct answers and announce number of correct answers from each team. The team with the higher number of correct answers is announced the winner of the sting question and will be awarded their wager. The losing team (the team with the lower number of correct answers) will lose the amount they wagered. In the event of a tie, points wagered are added to both teams.

Section VII

PROTESTS AND PENALTIES:

- A. Protests- Protests of procedure, questions or answers may be made to the moderator at the **end of the half or at the end of the competition (prior to the sting question) by the BUZZ BOWL Team Coach only**. Team coaches of teams not competing will be involved in the protests along with the BUZZ BOWL Committee. They will be considered the judges. All judges are allowed to meet in private to discuss the vote on the protest. At this time, any judge may decide to withdraw from the discussion with reason. In a case of a tie among the votes, the moderator will make the final decision. No protest will be allowed to delay the competition.
- B. Penalties- Penalties include:
1. If a team buzzes in before the answers are displayed, they forfeit the right to answer the question. The answers will be displayed and read at which time the opposing team has 5 seconds to buzz in with an answer if they choose.
 2. Teams that answer a question before they are acknowledged, will be penalized the point value of that question. The question is then offered to the opposing team who will have 5 seconds to buzz in with the answer.
 3. Coaching or yelling of answers from the audience can cause a penalty that, upon judgment of the moderator, cannot exceed 25 points.
 4. **Delay of the game, persistent protests, or other misconduct of any member of the team/coaching staff may result in forfeiture of the game in the first offense.**
 5. Further delays or other misconducts will result in the removal of the team from the tournament.

Section VIII

GAMES ENDING IN A TIE:

- A. Ties- In the event that a game ends in a tie, additional sting questions will be asked until a winner is declared.

Section IX

OFFICIALS:

- A. Number- There will be a minimum of two officials involved in all competitions.
- B. Eligibility- Officials will be registered Radiologic Technologists and a member of the MSRT
- C. Selection- All officials will be selected by the Buzz Bowl Chairperson.
- D. Moderator - The moderator will serve as the tournament coordinator... It will be his/her responsibility to present all questions and to accept or reject answers as given and to keep the official time allotted for all questions during the competition.
- E. Timekeeper – The timekeeper is responsible for keeping track of time allocations in every aspect of each game.

- F. Scorekeeper- It will be the scorekeeper's responsibility to keep a comprehensive scoring record of all competitions.
- G. Judges- One coach, from each of the participating schools will be a judge for the competition.

Section X

RAMIFICATIONS AND AMENDMENTS

These rules and regulations were modified by the 2018 Buzz Bowl Coordinators & Buzz Bowl Committee.