



THE CALIFORNIA
Junior Classical League

OFFICIAL CAJCL CERTAMEN RULES

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Article I. Questions and Answers

Section 1.01 Reading of Toss-Up Questions

- (a) **Reading questions twice.** A toss-up question may be read in its entirety no more than two times. If no one answers a toss-up question, then the Moderator may read the question a second time.
- (b) **Failure to buzz in.** If no Player buzzes in within five (5) seconds of the end of the first reading of the toss-up question; then no team may receive points for that question and the Moderator proceeds to the next toss-up question.
- (c) Rules for Clarification by Players are described in §2.01.

Section 1.02 Buzzing in for Toss-Up Questions and Formal Recognition

- (a) **Definition of buzzing in.**
 - (i) *Buzzing in is the official method of indicating the desire to answer a question as defined by the Moderator at the beginning of the round.*
 - (ii) *The Moderator will define the method at the beginning of the round. This may involve a buzzer machine, slapping on desks, or another method.*
- (b) **Definition of formal recognition.**
 - (i) *Formal recognition is the act of a Moderator to specifically indicate which individual may answer a question.*
 - (ii) *Formal recognition is oral unless specified by the Moderator.*
- (c) **Who may answer.**
 - (i) *Only an individual Player who has been formally recognized by the Moderator may answer a toss-up question.*
 - (ii) *If a Player answers a toss-up question without formal recognition by the Moderator, then that Player's answer is disqualified and no other individuals from that Team may answer that toss-up question.*
- (d) **Partial utterances.** Partial utterances (e.g. "um...", "oh!", "Carth-") without formal recognition may result in disqualification. This rule is enforced at the Moderator's discretion.
- (e) **Accidental buzzing in.**
 - (i) *If a Player buzzes in accidentally, then the Moderator shall issue one (1) warning and not disqualify the Player or Team from answering the question.*

(ii) *Any further accidental requests for recognition by a certain player will be recognized as formal requests to answer the question.*

(f) **Premature buzzing in.**

(i) *If a Player buzzes in before a question is read or before a question is finished, then the Moderator will formally recognize the Player to answer and the five (5) seconds begins, as described in §1.03.*

(ii) *The Moderator will stop reading the question immediately, at the very instant the Player buzzes in, even if this means stopping in the middle of a sentence, in the middle of a word, or before the first reading of a question.*

(iii) *Rules for accidental buzzing in are described in §1.02.e.*

Section 1.03 Conduct While Answering Toss-Up Questions

(a) **Recognition.** A toss-up question may be answered by any individual Player, provided that individual has been formally recognized by the Moderator.

(b) **Points.** Answering a toss-up question correctly earns ten (10) points for a Team and the right to answer two (2) bonus questions.

(c) **Time to answer.**

(i) *A Player must begin saying his or her answer within three (3) to five (5) seconds of formal recognition by the Moderator.*

(ii) *Five (5) seconds after formal recognition the Moderator may say "Answer, please." If the Player does not answer immediately, then the Moderator may declare the answer incorrect.*

(iii) *The definition of "three (3) to five (5) seconds" and "immediately" is at the Moderator's discretion. Therefore it is highly encouraged for the Moderator to indicate the passage of time by obviously motioning with his or her fingers.*

(d) **Stalling.** If a Player attempts to stall by repeating the question or making other sounds (e.g. "um...", "er...", "wait a second..."), then the Moderator will regard these sounds as silence and therefore an incorrect answer.

(e) **Incorrect answers.** Answering a toss-up question incorrectly prevents any other Player from that Team from attempting to answer that specific toss-up question.

(f) **Failing to answer.** If a Player is silent, then the answer is incorrect.

(g) **Consultation.** Consultation will result in a Team's disqualification from a toss-up question.

- (i) Consultation is defined as giving or receiving assistance during a toss-up question. Any form of communication between an individual Player and any other individual or information source is considered consultation. Communication includes but is not limited to speaking, whispering, writing, reading, physical motions, and other forms of non-verbal communication.*
- (ii) Consultation is declared by the Moderator. Other Certamen staff may advise the Moderator of suspected consultation.*
- (iii) If a Player is found guilty of consultation by the Moderator, then his or her Team will be disqualified from that question. However if the same Player is involved in more instances of consultation, then the Moderator may notify the State Certamen Chair.*
- (iv) If an Audience member is involved in consultation, then the Moderator may issue one warning to that Audience member. If the same Audience member is involved in more instances of consultation, then the Moderator may ask that Audience member to leave the room.*

Section 1.04 Reading of Bonus Questions

- (a) Reading questions twice.** A bonus question may be read in its entirety no more than two times.
- (b) Rules for Clarification by Players** are described in §2.01.

Section 1.05 Formal Recognition for Answering Bonus Questions

- (a) Team Captains.**
 - (i) Before the reading of the first toss-up question, each Team must formally indicate a Team Captain to the Moderator.*
 - (ii) Answers to bonus questions must be given by the Team Captain.*
 - (iii) For a specific question another Player may be designated by the Team Captain.*

Section 1.06 Conduct While Answering Bonus Questions

- (a) Time to answer.**
 - (i) Bonus questions must be answered within fifteen (15) seconds of the end of the first reading of the bonus question.*
 - (ii) Fifteen (15) seconds after formal recognition the Moderator may say "Answer, please." If the Team Captain does not answer immediately, then the Moderator may declare the answer incorrect.*
 - (iii) The definition of "fifteen (15) seconds" and "immediately" is at the Moderator's discretion. Therefore it is highly encouraged for the Moderator to indicate the passage of time obviously, for example by motioning with his or her fingers.*

- (b) **Team Discussion.** Individuals in a Team may discuss answers during a toss-up question, but the question may only be answered by the Team Captain or another Player designated by the Team Captain.
- (c) **Points.** Answering a bonus question correctly earns five (5) points for a Team.
- (d) **Number of questions.** Two (2) bonus questions will follow each toss-up question.
- (e) **Stalling.** If any Player attempts to stall by repeating the question or making other sounds (e.g. “um...”, “er...”, “wait a second...”), then the Moderator will regard these sounds as silence and therefore time does not stop.

Section 1.07 Visual Aid Questions

- (a) **Definition.** Some questions may involve visual aids, which will be supplied by the Moderator at the appropriate time.
- (b) **Moderator’s discretion.** The Moderator has the right to interpret the rules contained in this document in the most appropriate way as they pertain to visual aid questions.

Section 1.08 Appropriate Answers Given the Nature of the Question

- (a) **Moderator’s discretion.**
 - (i) *Players must answer the question as exactly as is deemed appropriate by the Moderator.*
 - (ii) *In the case of premature buzzing in (see §1.02.f), whether a question has been read in its entirety does not affect the answer.*
- (b) **Necessary information.**
 - (i) *The Certamen packet designates correct answers with UPPERCASE letters. All information designated by UPPERCASE letters is necessary for a correct answer.*
 - (ii) *Unnecessary but appropriate information is designated by lowercase letters. (e.g. Publius Cornelius SCIPIO AFRICANUS MAIOR) Information designated by lowercase letters is not necessary for a correct answer.*
- (c) **Prompts for more information.**
 - (i) *If the answer does not include all of the UPPERCASE words, then the Moderator may prompt a Player for more information. The Player must answer immediately after the prompt.*
 - (ii) *The Moderator may deem an answer incorrect if he or she believes that the prompted information shows a gap in the Player’s understanding.*
- (d) **Prompts for less information.**

- (i) *If an answer contains extraneous information, then the Moderator may prompt a Player to narrow the response. The Player must answer immediately after the prompt.*
 - (ii) *The Moderator may deem an answer incorrect if he or she believes that the extraneous information shows a gap in the Player's understanding.*
- (e) **Changing an answer.** Once a phrase (or word when an answer is a single word) has been said, it is an official answer. Players may only change their answer before the final syllable of a phrase or word. (e.g. "Quintus, I mean, Marcus Cicero" or "Parth-, I mean, Pantheon" are acceptable changes but "Quintus Cicero, I mean, Marcus" or "Parthenon, I mean, Pantheon" are not acceptable.)
- (f) **Reading comprehension.** When using a passage of text, questions that ask for specific information must be answered with specific information.
- (g) **Multiple choice questions.** For multiple choice questions, the Player's answer must include the most necessary information. (e.g. If the correct answer is "b) CLODIA Metelli", then the answer must be said as either "b) Clodia", "b) Clodia Metelli", "Clodia" or "Clodia Metelli". Incorrect answers would be "the second one", "choice b)", or anything else that does not include "Clodia".)
- (h) **Language of answer.**
- (i) *Questions written in Latin must be answered in Latin, unless they explicitly ask for an English answer.*
 - (ii) *Questions written in English may be answered in either English or Latin.*
 - (iii) *Latin grammatical rules apply to answers as implied by the question. If the question asks for an answer in the accusative, then the answer must be in the accusative unless the answer is a grammatically correct sentence that appropriately answers the question. (e.g. "Quot oculi tibi sunt?" may be answered by "DUO OCULI mihi sunt." or "DUOS OCULOS ego HABEO.")*
- (i) **Culture of answer.**
- (i) *When a question specifies either Greek or Roman culture, the answer must match appropriately.*
 - (ii) *Questions may specify culture explicitly (e.g. "Who is the Greek goddess of wisdom?") or implicitly (e.g. by using Greek names – Athena or Poseidon – instead of Latin names – Minerva or Neptunus).*
 - (iii) *The culture specified in a toss-up question is to be used in the bonus questions for that toss-up, but does not apply to future toss-up or bonus questions.*
- (j) **Pronunciation.**

- (i) *Players must use either Classical or Ecclesiastical pronunciation of Latin.*
 - (ii) *Anglicized, Classical, and Ecclesiastical pronunciations are allowed when a question or answer is in English. (e.g. Cicero as "SIS-er-row," "KEE-kay-row," or "CHEE-chay-row")*
 - (iii) *Classical or Ecclesiastical pronunciation must be used when a question or answer is in Latin. (e.g. Cicero as either "KEE-kay-row" or "CHEE-chay-row" but not "SIS-er-row")*
 - (iv) *The Moderator will read a passage of text from the Certamen packet before the first question to indicate the Moderator's pronunciation.*
- (k) Answers involving physical responses.**
- (i) *Questions that ask for physical responses may be answered only after formal recognition by the Moderator.*
 - (ii) *Extraneous motions (e.g. standing when the question asks for only hand motions) disqualify an answer at the Moderator's discretion.*
 - (iii) *Modifications for Players with disabilities are described in §3.02.e.*
- (l) Answers involving vocabulary forms.** Vocabulary answers are governed by the format of traditional Latin dictionaries.
- (i) *Verbs must include the first principal part.*
 - (ii) *Nouns must include the nominative singular form, unless the word has a different definition when plural and the plural form is the correct answer.*
 - (iii) *Adjectives must include the nominative form of either the masculine, feminine, or neuter form.*
 - (iv) *Archaic forms, unless specifically asked for by the question, may be given but the Moderator may prompt for the Classical or Medieval form. The Moderator may deem an answer incorrect if only the archaic form is given.*
 - (v) *Translations of "porto" as "I carry", "I do carry", and "I am carrying" are equivalent unless the question specifically asks for a certain form in English.*
- (m) Answers involving years and dates.**
- (i) *Answers including years must be specified by any of the following notations: B.C./A.D.; B.C.E./C.E.; or A.U.C. A Moderator will prompt a Player who gives a year without notation.*
 - (ii) *All dates should follow standard Gregorian form (e.g. March 15) and not Roman (e.g. Idibus Martiis) unless specifically noted in the question.*

Article II. Conduct during Play

Section 2.01 Clarification at a Player's Request

- (a) **Recognition.** A Player must raise their hand and be formally recognized by the Moderator to ask for a point of clarification. A Player may not use the method of buzzing in to ask for a point of clarification.
- (b) **Priority of recognition.** If one Player buzzes in while another Player raises his or her hand for a point of clarification, then the Moderator will recognize the Player who wishes to answer before recognizing the Player who wishes to ask for a point of clarification.
- (c) **Clarification during bonus questions.** The time to ask and respond to points of clarification during bonus questions counts towards the fifteen (15) seconds. That is to say that the clock continues running while Players ask and Moderators respond to points of clarification. Moderators may amend this rule when they deem appropriate.

Section 2.02 Clarification at the Moderator's Request

- (a) **Moderator's discretion.** A Moderator may ask for a Player to repeat or orally spell an answer and use the repetition to determine whether an answer is correct.
- (b) **Vowel length.** A Moderator may ask for a Player to repeat an answer with appropriate emphasis on vowel lengths (i.e. macron placement).
- (c) **Player's repetition.** A Player may not add information or otherwise alter an answer in the repetition – doing so may result in the disqualification of the answer.

Section 2.03 Rules for the Audience

- (a) The Audience must abide by all rules described in §3.03 and elsewhere.

Article III. Definitions of Roles

Section 3.01 Moderators, Scorers, Caller

- (a) **Definitions.**
 - (i) *The Moderator is a Latin teacher who asks questions and accepts answers in a match of Certamen. He or she is chosen by the Host School Sponsor and serves as a volunteer.*

- (ii) *When available, the Moderator may have a Scorer. The Scorer's responsibilities are designated by the Moderator before the beginning of the round and usually are limited to §3.01.b.v and §3.01.b.vi. The Scorer is responsible for any and all rules that pertain to his or her responsibilities. The Scorer does not need to have knowledge of the Latin language. The Scorer serves at the Moderator's discretion.*
 - (iii) *When available, the Moderator may have a Caller. The Caller's responsibilities are designated by the Moderator before the beginning of the round and usually are limited to §3.01.b.vii. The Caller is responsible for any and all rules that pertain to his or her responsibilities. The Caller does not need to have knowledge of the Latin language. The Caller serves at the Moderator's discretion.*
- (b) **Responsibilities of the Moderator.** The responsibilities of the Moderator are outlined throughout this document and are not limited to the list below. The Moderator may designate certain responsibilities to be conducted by a Scorer and/or a Caller. The Moderator's responsibilities include:
- (i) *speaking clearly and audibly;*
 - (ii) *abiding by and enforcing all Certamen rules fairly;*
 - (iii) *maintaining a fair environment for all who wish to play Certamen;*
 - (iv) *politely accepting any and all challenges, as described in §5.02;*
 - (v) *keeping an accurate and honest record of the score, as described in §5.01;*
 - (vi) *announcing the score after the tenth, nineteenth, and twentieth questions;*
 - (vii) *formally recognizing the first Player from each Team to buzz in;*
 - (viii) *answering points of clarification, as described in §2.01;*
 - (ix) *employing their knowledge as a Latin scholar; and*
 - (x) *accepting the final decision of the State Certamen Chair on any matter.*
- (c) **Rights of the Moderator.** The rights of the Moderator are outlined throughout this document and are not limited to the list below. The Moderator may share certain rights with a Scorer and/or a Caller. The Moderator's rights include:
- (i) *asking Players for clarification, as described in §2.02;*
 - (ii) *deeming an answer correct or incorrect by his or her own knowledge;*
 - (iii) *interpreting these rules fairly;*
 - (iv) *determining consequences for violations of these rules during a round; and*

- (v) *asking individuals to leave the room as a consequence for violations for the remainder of that round.*

Section 3.02 Players and Teams

(a) Definitions.

- (i) *A Player is Latin student who is an active member in a California Junior Classical League chapter.*
- (ii) *A Team is a group of Latin students, not exceeding four (4), who are members of the same California Junior Classical League chapter.*
- (iii) *A Team Captain officially answers bonus questions (see §1.05).*
- (iv) *Players in the semifinal and final round must have played on that team in an earlier round. Exemption from this rule is at the discretion of the State Certamen Chair. (i.e. Only players who compete at CARCER may play in Competitive Certamen at State Convention.)*

(b) Responsibilities of Players. The responsibilities of Players are outlined throughout this document and are not limited to the list below. The responsibilities of Players include:

- (i) *obvious placement of name tag and/or credentials;*
- (ii) *complying with published rules regarding dress and conduct;*
- (iii) *courtesy, dignity, and respect for teammates, opponents, Certamen staff, and others;*
- (iv) *supplying writing tools and blank paper (at Moderator's discretion);*
- (v) *nominating a Team Captain (see §1.05); and*
- (vi) *complying with and understanding these Certamen rules and regulations, as well as any others applicable to the specific Certamen event.*

(c) Rights of Players. The rights of Players are outlined throughout this document and are not limited to the list below. The responsibilities of Players include:

- (i) *challenging a Moderator's decision in a respectful and appropriate manner;*
- (ii) *bringing a Team mascot or good luck token, as approved by the Moderator;*
- (iii) *granting a Team Captain's prerogative to another Player (see §1.05); and*
- (iv) *modifications for Players with disabilities as described in §3.02.e.*

(d) Alternate Players and Substitutions.

- (i) *There may be no more than four (4) Alternate Players for a Team.*
 - (ii) *A Player may serve as an Alternate for only one Team.*
 - (iii) *Alternates must play for the entirety of a round. In preliminary rounds this means from the first question until the twentieth of one match.*
 - (iv) *Substitutions of Players may only occur before or after a round. No substitutions may occur after the first question has been read until the final score has been announced.*
 - (v) *Alternates may compete in either Open or Competitive Certamen at a specific Certamen event, but not both.*
 - (vi) *An Alternate playing on a Wild Card Team forfeits his/her position on any other Team.*
- (e) **Players with Disabilities.**
- (i) *A Player must inform the Moderator before the round has begun of any disability which will encumber that Player to buzz in, answer a question, or participate in any other way.*
 - (ii) *Moderators must honor any and all requests for modifications for Players with disabilities. A Moderator's questions or reservations should immediately be directed to the State Certamen Chair before the beginning of the round.*
 - (iii) *Answers given within the terms of modification for that Player are deemed correct or incorrect at the Moderator's discretion.*
 - (iv) *If a Player misrepresents himself or herself to dishonestly obtain a modification, then there will be severe disciplinary consequences to be determined by the State Certamen Chair and State Junior Classical League Chair.*

Section 3.03 The Audience

- (a) **Definitions.** The Audience is a group of individuals who are present to watch or listen to a round of Certamen. This includes all present who are not the Moderator as well as anyone not recognized by the Moderator as a Player, Alternate, Scorer, or Caller.
- (b) **Responsibilities of the Audience.** The responsibilities of the Audience are outlined throughout this document and are not limited to the list below. The responsibilities of the Audience include:
 - (i) *not stalling, intimidating, or otherwise interrupting the flow of the match or the concentration of Players;*
 - (ii) *not communicating with any Player;*
 - (iii) *not saying or cheering the name of any specific Player;*

- (iv) *not cheering, except as permitted by §3.03.c.ii;*
 - (v) *understanding that the Audience is present at the Moderator's discretion; and*
 - (vi) *obeying and respecting the Moderator's authority.*
- (c) **Rights of the Audience.** The rights of the Audience are outlined throughout this document and are not limited to the list below. The rights of the Audience include:
- (i) *watching or listening to a round of Certamen respectfully and*
 - (ii) *cheering only after an official reading of the score, provided the Moderator deems the cheering appropriate.*

Section 3.04 State Certamen Chair

- (a) **Definitions.**
- (i) *The State Certamen Chair is the individual approved by the State Junior Classical League Chair as the State Certamen Chair.*
 - (ii) *The Host School Sponsor is the adult who serves as the sponsor for the Junior Classical League chapter that hosts a Certamen event. In the absence of the State Certamen Chair, the Host School Sponsor assumes the responsibilities of the State Certamen Chair for the specific Certamen event. Decisions made by the Host School Sponsor may be appealed to and overruled by the State Certamen Chair.*
 - (iii) *A School Sponsor is any adult who serves as the sponsor for a Junior Classical League chapter that competes in Certamen events. This adult must be an active American Classical League member and may be a Latin teacher.*
- (b) **Responsibilities of the State Certamen Chair.** The responsibilities of the State Certamen Chair are outlined throughout this document and others and are not limited to the list below. The responsibilities of the State Certamen Chair include:
- (i) *maintaining and updating this list of rules;*
 - (ii) *ensuring a fair Certamen environment for all;*
 - (iii) *preparing Certamen packets and other materials;*
 - (iv) *keeping Certamen lively and fun;*
 - (v) *caring for the state-owned Certamen machines;*
 - (vi) *communicating with the State Junior Classical League Chair regarding these rules and consequences for violations; and*

(vii) *carefully considering any and all challenges, complaints, compliments, and other comments.*

(c) **Rights of the State Certamen Chair.** The rights of the State Certamen Chair are outlined throughout this document and others and are not limited to the list below. The rights of the State Certamen Chair include:

(i) *respectful treatment by all;*

(ii) *determining consequences for violations of these rules; and*

(iii) *servng as the arbiter ultimatus for decisions related to Certamen – i.e. decisions made by the State Certamen Chair are final and may not be appealed.*

Article IV. Competition Regulations

Section 4.01 Levels of Competition

(a) **Definition of levels.** There are seven levels of competition: MS-1, MS-2, MS-3, HS-1, HS-2, HS-3, HS-Advanced.

(i) *MS-1 is for Middle School students enrolled in the first year of a Middle School Latin program.*

(ii) *MS-2 is for Middle School students enrolled in the second year of a Middle School Latin program.*

(iii) *MS-3 is for Middle School students enrolled in the third year of a Middle School Latin program and have completed the curriculum of a typical first year High School Latin program.*

(iv) *HS-1 is for High School students enrolled in the first year of a High School Latin program.*

(v) *HS-2 is for High School students enrolled in the second year of a High School Latin program.*

(vi) *HS-3 is for High School students enrolled in the third year of a High School Latin program.*

(vii) *HS-Advanced is for High School students enrolled in the fourth year of a High School Latin program. This is also for students who have continued beyond the fourth year of their High School's Latin program.*

(b) **Playing in higher levels.** A student may compete in a higher level.

(c) **Playing in lower levels.** A student may not compete in a lower level.

(d) **Playing in multiple levels.** A student may not compete in more than one level.

(e) **Registration in multiple levels.** Each school may only register one team for each level.

Section 4.02 Rounds of Play

- (a) **Preliminary Rounds.** There will be three preliminary rounds. Within each round each meet of three teams playing is called a match.
- (i) *Each match will consist of twenty (20) toss-up questions, each of which has two (2) bonus questions.*
 - (ii) *Each match is played by three (3) Teams. Wild card Teams will be used to fill this requirement. Rules for Wild Card Teams are described in §4.03.*
 - (iii) *The ladder of play is determined by a random draw before CARCER (California Regional Certamina) overseen by the State Certamen Chair.*
 - (iv) *After the third preliminary round, the nine (9) Teams in each level with the highest cumulative scores will advance to the semifinal round.*
- (b) **Semifinal Round.**
- (i) *The nine (9) Teams in each level are seeded by their scores and grouped in the following way:*
 - 1) Match I: 1st Seed vs. 6th Seed vs. 7th Seed
 - 2) Match II: 2nd Seed vs. 5th Seed vs. 8th Seed
 - 3) Match III: 3rd Seed vs. 4th Seed vs. 9th Seed
- (c) **Final Round.**
- (i) *The final round in each level will feature the three (3) Teams which had the three highest scores in the semifinal round regardless of match seeding.*
 - (ii) *The seating of Teams at the final round will be determined by the highest cumulative scores. The Team with the highest cumulative score will be given first choice, the second highest Team will have the second choice, and the third highest Team will have the third choice.*

Section 4.03 Wild Card Teams

- (a) **Purpose.** Wild Card Teams must be created to ensure each match is played by three Teams.
- (b) **Composition.**
- (i) *Wild Card Teams may be created from Alternates for registered Teams or other interested Players.*
 - (ii) *Wild Card Teams may have no more than four (4) Players.*
- (c) **Effort.** Wild Card Teams must play all three preliminary rounds with appropriate competitive spirit.

- (d) **Restriction.** As specified by National Junior Classical League Certamen Rules, Wild Card Teams may not advance to the semifinal round, regardless of points earned.

Section 4.04 Types of Questions

- (a) **Genres of questions.** There are seven (7) genres of questions: Daily Life; Grammar/Translation; History; Mythology; Mottoes, Quotes, and Abbreviations (M.Q.A.); Vocabulary/Derivatives; and Classical Literature.
- (b) **Distribution of genres.**
- (i) *In each round for levels MS-1 through HS-2 there will be the following distribution of question genres: three (3) Daily Life; six (6) Grammar/Translation; three (3) History; three (3) Mythology; two (2) M.Q.A.; three (3) Vocabulary/Derivatives; and no (0) Classical Literature.*
- (ii) *In each round for levels HS-3 and HS-Advanced there will be the following distribution of question genres: three (3) Daily Life; four (4) Grammar/Translation; three (3) History; three (3) Mythology; two (2) M.Q.A.; three (3) Vocabulary/ Derivatives; and two (2) Classical Literature.*

Section 4.05 Tiebreakers

- (a) **After preliminary rounds.**
- (i) *Tiebreakers will not be played at the end of the preliminary rounds at CARCER. At State tiebreakers will be held to settle any ties. Tiebreakers will only be played in situ to declare winners of the semifinal and final rounds.*
- (ii) *If more than nine (9) Teams qualify for the semifinal round, then a tiebreaker may be played at State. The results of the tiebreaker will determine the seeding for the semifinal round.*
- (b) **Distribution of genres.** The tiebreaker will consist of five (5) toss-up questions with no (0) bonus questions.
- (i) *For levels MS-1 through HS-2 there will be the following distribution of question genres: one (1) Daily Life; two (2) Grammar/Translation; one (1) History; and one (1) Mythology.*
- (ii) *For levels HS-3 and HS-Advanced there will be the following distribution of question genres: one (1) Daily Life; one (1) Grammar/Translation; one (1) History; one (1) Mythology; and one (1) Classical Literature.*
- (c) **Further tiebreakers.** If the tiebreaker results in a tie, the toss-up questions will continue in a sudden death format.

Article V. Scoring and Challenges

Section 5.01 Scoring

- (a) **Points.**
 - (i) Toss-up questions answered correctly are worth ten (10) points each.*
 - (ii) Bonus questions answered correctly are worth five (5) points each.*
 - (iii) No points may be deducted for any reason, unless the deduction is a direct result of a challenge.*
 - (iv) Points may be withheld pending the ruling on a formal challenge .*
- (b) **Keeping Score.** Rules for keeping and announcing the score are described in §3.01.

Section 5.02 Challenges

- (a) **Procedure for registering challenges.**
 - (i) Any Player may register a formal challenge to the decision of the Moderator and/or a question or answer in the Certamen packet.*
 - (ii) Challenges must be made with the written form included in the Moderator's Certamen packet.*
 - (iii) Moderators must accept any challenge and provide the Player with appropriate paperwork, regardless if the Moderator finds the challenge appropriate.*
 - (iv) After the completion of the round the Moderator and Players involved in the challenge must bring the form to the State Certamen Chair.*
 - (v) The State Certamen Chair will not only consider the challenge form but also the responsibilities and conduct of the Players involved as described throughout this document with emphasis on §3.02.*
- (b) **During toss-up questions.**
 - (i) If the challenge is made to a toss-up question and multiple Teams may receive bonus questions, then any Teams involved may receive the bonus questions and respond by writing. The Moderator will assign tentative points based on the correctness of the bonus questions.*
 - (ii) Once the State Certamen Chair has ruled on the challenge, the points will be assigned appropriately and the winner of the round will be declared.*
- (c) **Resolution.**
 - (i) Resolutions for all challenges must be made before the next round begins.*

- (ii) Responsibility for resolution falls to the State Certamen Chair or Host School Sponsor.*
- (iii) Resolutions must be announced to all parties involved, including information regarding the implications for final scores and seeding for future rounds.*

(d) Who may challenge.

- (i) Only Players may make challenges during the round.*
- (ii) School Sponsors watching the round may make challenges only at the end of a round and must interrupt the final score suo Marte to do so.*
- (iii) No Audience member, other than a School Sponsor, may make a challenge at any time.*

(e) Restriction. No challenges will be accepted after the final score of a round has been reported to the Host School.