

# 2021-2022 Covid Protocol

Just when we think we know what will happen - things change. With this fluid situation each tournament should be approached with flexibility and the willingness to change as needed.

All participants, coaches, teammembers, and spectators should follow the host school's facility guidelines and restrictions.

Host sites -- Please communicate with visiting teams the expectations or considerations in place for your facility.

If participants have not been fully vaccinated, we encourage the wearing of mask while inside.



Participants in activities sponsored by the Oklahoma Association for Academic Competition, Inc. shall abide by the following Code of Conduct:

The Academic Coach will:

1. treat his/her own players and opponents with respect.
2. exhibit and encourage a respect for fair competition.
3. exhibit the type of behavior he/she wishes his/her own players to emulate.
4. discipline team members exhibiting unsportsmanlike behavior.
5. abide by the judgement and interpretation of the rules by the official with the realization that errors can happen that are beyond the control of the officials and must be dealt with in an appropriate manner.
6. exercise self-control at all times.
7. remember he/she is a representative of his/her school and community.

The Player will:

1. treat teammates, opponents and officials with respect.
2. abide by the judgement and interpretation of the rules by the officials.
3. exercise self-control at all times.
4. will exhibit good sportsmanship at all times.

The Official will:

1. be familiar with competition rules and procedures.
2. conduct the competition in compliance with OAAC guidelines.
3. will exercise self-control at all times.
4. will treat participants and coaches with respect.
5. will exhibit and encourage a respect for fair competition.

If an Academic Coach fails to exhibit proper conduct they may receive:

1. expulsion from the competition.
2. a written warning and/or suspension for OAAC sponsored activities.
  - a. suspension will be in effect until the coach is reinstated by the OAAC Board of Directors.

If a player fails to exhibit proper conduct they may receive:

1. expulsion from the competition. If the expulsion comes during a game, a substitution may not be made until a normal substitution point.
2. The student's school district will be responsible for any disciplinary action taken against the student.

Spectators will:

1. treat teams, coaches, opponents and officials with respect.
2. abide by the judgement and interpretation of the rules by the officials.
3. exercise self-control at all times.
4. exhibit good sportsmanship at all times.

Spectators behaving in an unsportsmanlike manner will:

1. be asked to leave the competition room.
2. upon continued disruption of the tournament, be reported to school officials.

# Mid Level Bowl

## Team Makeup

The Mid Level Academic Bowl Series is for students in the seventh and eighth grade. The team may be made up of students in the seventh grade or students in the eighth grade or of students from both grade levels. A student not yet in the seventh grade may play in the Mid Level series. A student in a grade beyond eighth grade may not participate in the Mid Level series.

## Tournaments

The dates for the Mid Level Academic Bowl series are: District - November - December -- Regional - December -- Firebird - January -- Area - Late January - Feb 14 -- Phoenix - Mid February - March Mid Level Challenge of the Champions - February 26, 2022- DI - 11:30 -- DII-12:00 -- DIII - 12:30 -- (2023 DIII 11:30--DI 12:00--DII 12:30 -- 2024 - Division II 11:30 -- Division III 12:00 -- Division I 12:30)

## Awards

A digital certificate - downloadable and with blanks for personalization - will be available for all teams. A district champion and runner-up plaque, regional champion and runner-up plaque. Area champion, runner-up, 3rd and 4th place team plaque and coaches achievement plaques will be awarded at each area site. Eight Individual champion, runner-up medals will be awarded for the area tournament.

## Format

All tournaments will be round robin with no more than six teams assigned to any district site, no more than eight teams assigned to any regional site, no more than eight teams assigned to any Firebird site and no more than seven teams assigned to any area site. The top 2 teams from each area will advance to the Challenge of the Champions.

Area playoff brackets begin using the following format - they are adapted based on the number of teams in each area and with the geographic span in consideration.

IF your group had a full 24 team Area - the playoff flow would be as follows.

District A – Rank	Region One	Region One - Rank	Area Championship
1. Bugtussle	Bugtussle	1. Bugtussle	Bugtussle
2. Alfalfa	Alfalfa	2. Hoot Owl	Hoot Owl
3. Slapout	Slapout	3. Pearsonia	Pearsonia
4. Hopeton	Hoot Owl	4. Alfalfa	Yewed
5. McWilly	Pearsonia	5. Slapout	Wildman
6. Wolf	Briartown	6. Briartown	Whizbang
			Bunch
District B – Rank	Region Two	Region Two - Rank	Firebird Tournament
1. Hoot Owl	Hopeton	1. Hopeton	Alfalfa
2. Pearsonia	McWilly	2. Bunch	Texola
3. Briartown	Wolf	3. Little	Hopeton
4. Bunch	Bunch	4. Antioch	Bunch (Ended up placing 1st)
5. Little	Little	5. McWilly	Non
6. Antioch	Antioch	6. Wolf	Quinlan
District C – Rank	Region Three	Region Three - Rank	Phoenix I
1. Wildman	Wildman	1. Yewed	Slapout
2. Texola	Texola	2. Wildman	Briartown
3. Yewed	Yewed	3. Whizbang	Little
4. Scipio	Whizbang	4. Texola	Antioch
5. Quay	Smackover	5. Smackover	McWilly
6. Paw Paw	Wirt	6. Wirt	Wolf
District D – Rank	Region Four	Region Four - Rank	Phoenix II
1. Whizbang	Scipio	1. Non	Smackover
2. Smackover	Quay	2. Quinlan	Wirt
3. Wirt	Paw Paw	3. Scipio	Scipio
4. Quinlan	Quinlan	4. Richards Spur	Richards Spur
5. Richards Spur	Richards Spur	5. Quay	Quay
6. Non	Non	6. Paw Paw	Paw Paw

District A	w/l	points	District B	w/l	points
<b>Bugtussle</b>	<b>5/0</b>	<b>1100</b>	Little	1/4	910
<b>Alfalfa</b>	<b>4/1</b>	<b>1230</b>	<b>Pearsonia</b>	<b>4/1</b>	<b>1230</b>
<b>Slapout</b>	<b>3/2</b>	<b>960</b>	<b>Hoot Owl</b>	<b>5/0</b>	<b>1100</b>
Hopeton	2/3	920	<b>Briartown</b>	<b>3/2</b>	<b>920</b>
McWilly	1/4	910	Bunch	1/4	920
Wolf	0/5	780	Antioch	1/4	860

District C			District D		
<b>Yewed</b>	<b>3/2</b>	<b>1040</b>	Non	0/5	810
<b>Wildman</b>	<b>5/0</b>	<b>1250</b>	<b>Whizbang</b>	<b>5/0</b>	<b>1250</b>
<b>Texola</b>	<b>4/1</b>	<b>970</b>	<b>Smackover</b>	<b>4/1</b>	<b>970</b>
Scipio	2/3	920	Quinlan	2/3	920
Quay	1/4	910	Richards Spur	1/4	910
Paw Paw	0/5	810	<b>Wirt</b>	<b>3/2</b>	<b>1040</b>

Region One = Top Three teams from District A v Top 3 Teams from District B The teams from each district will bring the win/loss and points from the games they played against the other top 3 teams ONLY

School	Dist w/l	Dist Points	School	Dist w/l	Dist Points
Bugtussle	2/0	450	Pearsonia	1/1	460
Alfalfa	1/1	460	Hoot Owl	2/0	450
Slapout	0/2	380	Briartown	0/2	380

Final Regional Ranking: **1st Bugtussle, 2nd Hoot Owl, 3rd Pearsonia, 4th Alfalfa**, 5th Slapout, 6th Briartown

The Top 3 teams advance to Area. The 4th place team advances to the Firebird tournament. The 6th place team advances to the Phoenix Tournament.

Region Two = The 4th, 5th and 6th place teams from District A v the 4th, 5th and 6th place teams from District B The teams from each district will bring the win/loss and the points from the games they played against the other teams assigned to this region, ONLY.

School	Dist w/l	Dist Points	School	Dist w/l	Dist Points
Hopeton	2/0	370	Bunch	1/1	370
McWilly	1/1	360	Little	1/1	360
Wolf	0/2	330	Antioch	1/1	410

Final Regional Ranking: **1st Hopeton, 2nd Bunch**, 3rd Little, 4th Antioch, 5th McWilly, 6th Wolf

The top two teams advance to the Firebird Tournament. All others advance to the Phoenix Tournament

Region Three = Top Three teams from District C v Top 3 teams from District D

School	Dist w/l	Dist Points	School	Dist w/l	Dist Points
Yewed	0/2	390	Wirt	0/2	390
Wildman	2/0	480	Whizbang	2/0	480
Texola	1/1	430	Smackover	1/1	430

Final Regional Ranking: **1st Yewed, 2nd Wildman, 3rd Whizbang, 4th, Texola**, 5th Smackover, 6th Wirt

The Top 3 teams advance to Area. The 4th place team advances to the Firebird tournament. The 6th place team advances to the Phoenix Tournament.

Region Four = The 4th, 5th and 6th place teams from District A v the 4th, 5th and 6th place teams from District B The teams from each district will bring the win/loss and the points from the games they played against the other teams assigned to this region, ONLY.

School	Dist w/l	Dist Points	School	Dist w/l	Dist Points
Scipio	2/0	370	Quinlan	2/0	370
Quay	1/1	360	Richards Spur	1/1	360
Paw Paw	0/2	360	Non	0/2	360

Final Regional Ranking: **1st Non, 2nd Quinlan**, 3rd Scipio, 4th, Richards Spur, 5th Quay, 6th Paw Paw

The top two teams advance to the Firebird Tournament. All others advance to the Phoenix Tournament

Firebird Tournament = Top 2 teams from Region 2 and the top 2 teams from Region 4 the 4th place team from Region 1 and the 4th place team from Region 3.

Hopeton, Bunch, Alfalfa, Non, Quinlan and Texola would play in the Firebird Tournament. The winning team would Advance to Area.

Phoenix One - Teams Placing 5th and 6th at Region One and teams placing 3rd, 4th, 5th and 6th at Region Two

Phoenix Two - Teams Placing 5th and 6th at Region Three and teams placing 3rd, 4th, 5th and 6th at Region Four

Area = Top 3 teams from Region One and top 3 teams from Region Three & the Firebird Champion.

Challenge of the Champions = Top 2 teams from each Area will advance to the Challenge of the Champions

## Challenge of the Champions

1. The top two teams from each area will advance from the Area tournament.
2. There will be an eight team round robin tournament for each division. Previous win/loss record and points will not be used to determine the winner of the Challenge of the Champions.
3. The winner is the team with the best win/loss record from the area tournament only. If two teams have the same win/loss record, the team with the highest total points will be the winner.
4. If the win/loss record and the highest total points are identical, the two teams will compete in a best three out of five question tie breaker. The first team to respond correctly to three questions is the winner. Count will be made for correctly answered questions not questions asked.

## Phoenix Tournament

"To rise phoenixlike from the ashes" is to overcome a seemingly insurmountable setback and rise again.

The purpose of the Phoenix Tournament is to allow the teams not advancing to Area an additional tournament. The Phoenix Tournament will give each team the opportunity to participate in three tournaments.

1. Teams not advancing to Area will have the opportunity to play in the Phoenix.
2. A team may choose not to participate in the Phoenix Tournament.
3. The Phoenix Tournament will be a round robin tournament.
4. Previous tournament record and points will not be used to determine the winner of the Phoenix Tournament

## Neutral Sites

Sometimes it is necessary to have a tournament at a neutral site. Neutral sites are chosen because they may be utilized during the school day.

There are two types of neutral sites:

- 1.) Sponsored neutral. A third party would offer to host the tournament. By hosting the tournament they would provide both the space and the officials for the tournament. Some high school academic bowl teams act as a neutral site as a fund raising venture.
- 2.) Space only Neutral. Usually held at a local technology centers, colleges, universities, church classroom buildings, or meeting hall. The participating teams each provide an official for the tournament. The tournament preparation jobs are divided by the participants - question proofing, official assignment, bracket up-keep, awards, etc. Each team is involved in room preparation.

## Weather

As we have witnessed in the last couple of years, the weather doesn't want us to forget who's really in control! If you are hosting a tournament have a plan in case the weather turns bad. Have a list of participating schools travel agendas and phone numbers at home. Be sure they have your home number and you have theirs. Even if your roads are clear, 30 miles away they may iced in. If you are attending the tournament. Fax your travel agenda and your home and cell phone numbers to the host site. If you are experiencing icy weather call the host site EARLY in the day to let them know travel may be a problem. The OAAC Board of Directors says if ANY school attending a tournament is in a travel advisory or warning (not a watch) the tournament must be canceled and rescheduled. The region and area will cover a large portion of the state. Be weather wise. Have a plan in place.

## Check List

The check list was included to help you keep track of dates and what you need to do before going to the tournament. Items 5-8 are for your school specific needs, e.g.. transportation, notes to parents, etc. Be considerate to your host site, let them know you're planning to attend.

**It is essential for you to notify both the OAAC office and your host site as far in advance as possible if you are not going to attend a tournament.**

DISTRICT:

Two weeks prior to your tournament date - call and confirm date & time with your host site. If you cannot attend the tournament, contact the host site to cancel.

Host Site \_\_\_\_\_ Host Phone \_\_\_\_\_

Called to confirm date on \_\_\_\_\_ Date Confirmed \_\_\_\_\_

Check List (4-8 for your local requirements)

- \_\_\_\_\_ 1. Buzzer System \_\_\_\_\_ 5.
- \_\_\_\_\_ 2. Name tags or paper & markers \_\_\_\_\_ 6.
- \_\_\_\_\_ 3. Clorox wipes to sanitize hand sets before use \_\_\_\_\_ 7.
- \_\_\_\_\_ 4. Pencils & Blank Paper \_\_\_\_\_ 8.

REGIONAL:

Two weeks prior to your tournament date - call and confirm date & time with your host site. If you cannot attend the tournament, contact the host site to cancel.

Host Site \_\_\_\_\_ Host Phone \_\_\_\_\_

Called to confirm date on \_\_\_\_\_ Date Confirmed \_\_\_\_\_

Check List (4-8 for your local requirements)

- \_\_\_\_\_ 1. Buzzer System \_\_\_\_\_ 5.
- \_\_\_\_\_ 2. Name tags or paper & markers \_\_\_\_\_ 6.
- \_\_\_\_\_ 3. Clorox wipes to sanitize hand sets before use \_\_\_\_\_ 7.
- \_\_\_\_\_ 4. Pencils & Blank Paper \_\_\_\_\_ 8.

FIREBIRD:

Two weeks prior to your tournament date - call and confirm date & time with your host site. If you cannot attend the tournament, contact the host site to cancel.

Host Site \_\_\_\_\_ Host Phone \_\_\_\_\_

Called to confirm date on \_\_\_\_\_ Date Confirmed \_\_\_\_\_

Check List (4-8 for your local requirements)

- \_\_\_\_\_ 1. Buzzer System \_\_\_\_\_ 5.
- \_\_\_\_\_ 2. Name tags or paper & markers \_\_\_\_\_ 6.
- \_\_\_\_\_ 3. Clorox wipes to sanitize hand sets before use \_\_\_\_\_ 7.
- \_\_\_\_\_ 4. Pencils & Blank Paper \_\_\_\_\_ 8.

AREA &/or PHOENIX:

Two weeks prior to your tournament date - call and confirm date & time with your host site. If you cannot attend the tournament, contact the host site to cancel.

Host Site \_\_\_\_\_ Host Phone \_\_\_\_\_

Called to confirm date on \_\_\_\_\_ Date Confirmed \_\_\_\_\_

Check List (4-8 for your local requirements)

- \_\_\_\_\_ 1. Buzzer System \_\_\_\_\_ 5.
- \_\_\_\_\_ 2. Name tags or paper & markers \_\_\_\_\_ 6.
- \_\_\_\_\_ 3. Clorox wipes to sanitize hand sets before use \_\_\_\_\_ 7.
- \_\_\_\_\_ 4. Pencils & Blank Paper \_\_\_\_\_ 8.

CHALLENGE OF THE CHAMPIONS

Check List (4-8 for your local requirements)

- \_\_\_\_\_ 1. Buzzer System \_\_\_\_\_ 5.
- \_\_\_\_\_ 2. Name tags or paper & markers \_\_\_\_\_ 6.
- \_\_\_\_\_ 3. Clorox wipes to sanitize hand sets before use \_\_\_\_\_ 7.
- \_\_\_\_\_ 4. \_\_\_\_\_ 8.