

PETROBOWL® European Qualifier 2018

Rules and Regulations



East meets West Congress
Krakow, 10 – 12 April 2018

About PetroBowl® European Qualifier 2018

The PetroBowl® competition pitches SPE Student Chapter teams against each other in a series of quick-fire rounds, answering technical and nontechnical industry-related questions. Teams from Europe, North Sea and Russia & Caspian SPE Regions participate at the PetroBowl® European Qualifier 2018 which takes place during the 9th East meets West Congress on 10-12.04.2018.

Qualifier eligibility criteria

Teams

1. Teams are registered by Student Chapters. Each chapter can be represented only by one team.
2. Teams must be compliant SPE Student Chapters (the definition of which includes submission of the prior year's annual report).
3. Teams will consist of no more than five members. There will be no degree specific criteria for each team, although it is strongly recommended that teams diversify participants amongst Bachelor, Master and PhD level to ensure continuity in future years.
4. Teams must identify a team captain at the time of registration. The team captain shall be responsible for all team-related decisions and any correspondence with qualifier organizers.
5. Teams will be required to submit a team roster at the time of registration.

Individual players

1. Players participating must be SPE Student Members in good standing, and enrolled in the university represented at the time of the competition.
2. Players must confirm to all Sanction Laws.
3. Players will be considered eligible as long as they are currently enrolled in the institution, are studying towards a degree, and do not have more than two (2) years of full-time technical work experience (excluding internships) at the time of the competition. The latter rule shall be self-enforced by the team's Faculty Advisor.

Prizes, awards and stipend funding

The organizers will not provide financial sponsorship for participation at the regional competition. Teams will be responsible for all costs associated with traveling to the PetroBowl® European Qualifier 2018 and registration fee which is 299zł per participant. Meals and evening events are included. Accommodation availability depends on the enrollment fee's receiving date. Prizes are not provided.

Game format, bracket and seeding

The PetroBowl® European Qualifier 2018 games will follow a standard single elimination bracket-style process in which two teams compete and the winning team (team with most points at end of the round) advances to the next round.

In case of registration of more than 16 teams additional qualifiers will be held for teams which lost in the previous tournament in the first round or participate in it for the first time.

Seeding for the Championship

Five teams will be selected to participate in the Championship. Europe will be represented by all four semifinalists, who will qualify to the 'Final Four' and a team who will score most points together in the first and second round.

Tournament officials

Judges: Each game will have at least two judges. All judges' decisions concerning compliance to the rules and awarding of points will be final unless an appeal is requested.

Moderator: Each game will have a moderator. The moderator will read the questions, consult judges as needed to determine the correctness of answers, award and deduct points, and otherwise enforce the rules of competition. Questions will not be projected on a screen unless they specifically require a ‘Visual Aid’, in which case the moderator will clearly direct participants’ attention to a screen.

Scorekeeper: Each game will have at least one scorekeeper. The scorekeeper(s) will keep the official score and individual statistics. Games will not be considered final until the scorekeeper has declared the official score.

Timekeeper: Each game will have one timekeeper. The timekeeper will enforce time limits and supervise the game clock.

Equipment

1. At the PetroBowl® European Qualifier 2018 players be provided with a buzzer or another electronic device that determines which player buzzes in to answer a question first.
2. Each player is responsible for monitoring whether his or her own buzzer is operating properly throughout the game.
3. If a player believes a buzzer is malfunctioning, it is the player’s responsibility to alert PetroBowl® officials immediately. The current toss-up question will be finished and, if a player from the other team buzzed in, the player will be required to answer per normal protocol. PetroBowl® officials will then stop the competition and attempt to reproduce the alleged buzzer malfunction. If it is recreated, the question will be discarded; if the malfunction cannot be recreated and the buzzers are deemed to be performing as designed, the other team’s answer will stand. Enforcement of this rule is subject to the moderator’s ruling that the malfunction impacted play of that question.
4. If the buzzer system is ultimately deemed to be inoperable by the moderator, an alternative method (such as the “table slap” method) may be used. Teams will be fully briefed on the protocol of any such methods by the moderator before proceeding.
5. All games will be timed and will use a clock clearly visible to both teams.
6. Players will be provided paper, pens and pencils.
7. Calculators will be provided. To ensure fairness, players will use only the provided calculators.
8. Players may not use reference materials during the game.

Teams and players

1. A team consists of up to 5 players who meet all eligibility requirements, though only 4 players are involved in a game at any given time.
 - a. It is considered “Best Practice” that a team diversifies its participants such that a mix of graduates and undergraduates represent the student chapter. However, this recommendation will not be enforced.
 - b. Any combination of the 5 players is allowed, but each team may have a maximum of 4 players in the game at any given time. Substitutions may not occur during a game except during stoppage of play due to halftime intermission. Substitutions may occur between games.
 - c. Teams may play short, with a minimum of two players.
 - d. Each team shall designate a team captain, who should sit nearest the Moderator.
2. Players and schools are responsible for any liability arising from their conduct while at the tournament. Any purposeful act of dishonesty or an act which does not conform to the spirit of the competition, observed by any tournament official, will be considered cause for expulsion from the competition. Please refer to Ethics and Conduct section.

Time

1. Tardiness of more than 5 minutes from the scheduled match time may result in a forfeit, unless the lateness is the fault of the tournament or the tournament officials are satisfied with other good cause.
2. In all rounds, the clock starts when the moderator begins reading the first toss-up question. The time structure of each round is as follows:
 - a. All rounds before the Elite Eight will consist of “half games” of 8 - minutes with no intermission.
 - b. In the Elite Eight and Final Four rounds, each game will consist of two 8 - minutes halves with a brief intermission between them.
 - c. The Championship and Third Place rounds will consist of two 10 - minute halves with a brief intermission between them.
3. When the clock sounds the end of time, the half or game shall end, except in the following scenarios:
 - a. A player who has buzzed in on a toss-up question is allowed to answer that toss-up and, if correct, earns a bonus question. If incorrect, the other team will have a chance to answer the toss-up question and earn a bonus question.
 - b. A team will be read its entire bonus question, even if time expires during the bonus or before the bonus is read. Teams will be advised of their timing limitations by the timekeeper.
4. The team with more points at the end of the game wins. In the event of a tie:
 - a. There will be an overtime period consisting of three toss-up questions. Bonuses are not used in overtime.
 - b. If the game is still tied after three toss-up questions, the moderator will continue to read toss-up questions until the score changes. A score change can happen if (1) a team answers correctly and receives points to win the game or (2) a team answers incorrectly and is given negative points, in which case the other team wins by default.
5. The clock shall not stop, except:
 - a. When an appeal has been expressed by the captain of a competing team.
 - b. When stopped by a tournament official to resolve a problem or to replace a question.
 - c. At the end of the half or game.
 - d. When a moderator needs extra questions because of replacement of questions or overtime.
6. The clock used by the time keeper is the official time and is not contestable.

Questions

1. Each game uses 1) toss-up questions worth 10 points each, and 2) bonus questions, worth up to 10 points each. A team receives a bonus question for each toss-up question correctly answered by one of its players (except in overtime).
2. Questions are selected from a pre-screened question bank. If the question bank is depleted, the moderator may resort to using back-up questions which could consist of questions from previous competitions.
3. Questions are intended to test the contestants’ knowledge of petroleum engineering and the petroleum industry. Questions may include history, trivia, current events, technical questions, calculations, and problem solving.

Toss-up questions

1. A player may “buzz in” (using his/her buzzer) to answer a toss-up question at any point after the moderator has begun reading the question. There will be no signalling between team members (or from the audience) to indicate who will buzz in on a toss-up question. Restricted signalling includes verbal signals, written signals, hand motions, head motions, eye contact, and anything else construed as signalling by the tournament officials. Violation of the signalling rules could, subject to moderator, result in forfeiture of opportunity to answer the toss-up. Repeated violations can result in ejection and/or disqualification per the “Ethics and Conduct” rules.

2. Once a player has buzzed in, a tournament official will verbally recognize the team and the player. If a player repeatedly responds before being recognized, tournament officials reserve the right to invalidate that player's response, turning the question over to the other team, if applicable.
3. The player who buzzed in and is recognized by the moderator may NOT confer verbally or otherwise with teammates (or spectators). Should this occur, the player will lose the chance to respond to the question, and the opposing team will be allowed to answer, if applicable. Alternately, the question may be thrown out if necessary at the discretion of tournament officials. Repeated violations can result in ejection and/or disqualification per the "Ethics and Conduct" rules.
4. If a player buzzes in before the moderator has finished reading, the moderator will stop at that point. If the answer given is incorrect, the moderator will re-read the entire question for the benefit of the other team.
5. An answer to a toss-up must begin within 5 seconds after the player has been recognized. An answer started after the timekeeper has said "Time" will be treated as no answer. Ties between the player and the timekeeper are decided in favour of the player.
6. Players have 5 seconds to buzz in after the moderator has finished reading the toss-up. If the player answers incorrectly, the other team will then have 5 additional seconds to buzz in. Some questions may permit more time, which will be noted specifically by the question.
7. Decisions as to whether players have exceeded the allotted time to buzz in or to answer may be rendered only by the tournament officials and are not contestable.
8. Each correct answer to a toss-up question is worth 10 points. An incorrect answer will be assessed a 5 point penalty.

Bonus questions

1. Teams may confer on bonus questions.
2. On bonus questions, the team captain will give the answer or explicitly designate another team member to give the answer. Any other player's answer will not be accepted.
3. Unless advised by the Moderator, a team has 15 seconds to answer a bonus question. The 15 seconds starts when the moderator finishes reading the question. If the moderator is asked to repeat the question – the time will still be counting down. After 15 seconds, the moderator will prompt the team for an answer. Once prompted, the team captain (or the team member he designates) must immediately begin answering or forfeit the opportunity to answer.
4. A team may begin its answer before the moderator is finished reading all of a bonus question. In such cases, the moderator stops reading when the team begins its answer. If the bonus contains another part, and the first part was answered correctly, the moderator then reads the next part of the question.
5. Each bonus question is worth up to 10 points. There will not be a penalty for incorrect answers to bonus questions.

Correct answers

1. The moderator will accept only the first answer given by a player, except for multiple answer questions and situations enumerated below.
 - a. Only the first portion of a multi-part answer to a singular question will be considered, even if the rest of the answer contains the correct response. For example, if a player says "Nixon, Watergate," the moderator will consider only "Nixon." The Moderator reserves the right to request participants to repeat their answer and/or elaborate upon a response on a case-by-case basis.
 - b. Modifying words before the first noun of a response are considered as one answer with the noun.
 - c. Extraneous information preceding a response is disregarded (e.g., "What is a wombat?" or "They're all Californians"), unless the moderator determines that the extraneous information was given in an unsporting attempt to delay the game, in which case the

response is treated as incorrect (in addition to any other penalty for misconduct). Harmless or inadvertent embellishment of responses will not be penalized, so long as the embellishment does not make the response wrong.

2. If a question requires multiple answers, a player may provide the responses in any order (unless otherwise specified), without a pause of more than 3 seconds between responses. If the question is not a bonus question with partial credit allowed, the moderator will rule the answer as wrong if any part is wrong.
3. Common acronyms and abbreviations are often acceptable (e.g., chemical symbols, state postal abbreviations, organizational acronyms), unless they appear in the question, in which case the moderator may prompt the player to expand the acronym or abbreviation.
4. If a question asks to identify an answer from a list, the player must name the exact answer (e.g., NOT “the second thing you read” or “the one that started with F”).

Question type overview

	Toss up	Bonus
Description	Main questions of the contest which can be answered by either team. The team who buzzes in first will be allowed to answer.	Bonus questions are only awarded to the team who answers a toss-up question correctly.
Type	Fast pace with single answer.	Longer, sometime with a multiple part answer. Will sometimes include a visual element.
If answered incorrectly	Will be given to the other team to answer. If both teams answer incorrectly The correct answer is not read out by the moderator. Move on to next tossup question.	Questions are not given to the other team to answer. Move on to next tossup question. The correct answer is not read out by the moderator.
Buzz in required	Yes - <u>within 5 seconds</u>	No
Conferring allowed	No	Yes
Team member who can answer the question	Only the person who buzzes in can answer the question, as acknowledged by the score keeper.	Any of the team members can answer the question as appointed by the team captain.
Number of points awarded for a correct answer	10	Up to 10 (3, 6 or 10 for three part answers)
Penalty for incorrect answers	-5	No penalty
Answer time (from moment team buzzes in or for bonus questions from the moment the moderator finishes the question)	5 seconds	15 seconds

Study resources

Suggested (but not all inclusive) list of study materials as possible sources of questions: Academic, Technical, Fundamentals of Petroleum Engineering such as:

- Content from SPE's PetroWiki (www.petrowiki.org),
- Petroleum Engineering and related (Geology, Reservoir Engineering, etc.) textbooks Glossary of Industry Terminology:
 - Schlumberger Oilfield Glossary:
<http://www.glossary.oilfield.slb.com/Default.cf>

- Non-Academic: Industry Statistics, History, Trivia, Current Events such as:
 - <http://www.spe.org/industry/statistics.php>,
 - Journal of Petroleum Technology,
 - SPE Annual Reports,
- Yergin, Daniel, The Prize: The Epic Quest for Oil, Money & Power.

Appeals

1. An appeal is defined as a team's petition to reconsider a decision/judgment on an answer. Success of an appeal shall be defined by a reversal by the judges to said decision/judgment.
2. All teams will be allowed one (1) appeal per game. If a team is successful in its first appeal, it will be granted a second appeal. Regardless of the outcome of the second appeal, no team shall have more than two appeals per game.
3. Reversals to a decision will only be considered if an appeal has been made by a team.
4. Appeals can only come from the team captain.
5. Appeals must be expressed immediately to the Moderator after a decision and before the next question is read. In the case of the last question of a game, the appeal must come before the moderator announces the final score.
6. A team will have 15 seconds immediately after the appeal to state their position. It will be up to the judges' discretion whether to sustain or overturn a decision.

Ethics and conduct

1. All players, institutional representatives, and other persons associated with a team are bound by the SPE Code of Conduct to behave responsibly and ethically. This includes, but is not limited to: treating all participants, attendees, and officials with courtesy, not receiving or giving impermissible assistance, not creating the temptation for another to cheat, abiding by all decisions of the tournament officials, not colluding with another person to "fix" a match result, not intentionally "throwing" a match, honestly reporting details of game situations to tournament officials, and promptly reporting violations of this honour code to a tournament official.
 - a. Participating teams and audience shall not write down or record any questions and answers.
 - b. For more on SPE's Code of Conduct, please refer to <http://www.spe.org/about/professional-code-of-conduct.php>
2. Any tournament official may find that a player, coach, institutional representative, or other person associated with a team during the tournament has committed misconduct. Misconduct includes disruptive behaviour, unethical behaviour, any violation of the honour code, or other un-sportsman like conduct. Officials may interpret these categories at their discretion.
3. Major infractions and/or repeated infractions may result in ejection for an individual and/or disqualification for a team at the discretion of tournament officials.

Rule changes

Qualifier rules are subject to change, and made at the discretion of SPEI. Any rules changes, clarifications, and/or agenda will be announced to all participating student chapters in advance of the competition.