

RULES FOR THE NATIONAL CHAMPIONSHIP OF THE APPE INTERCOLLEGIATE ETHICS BOWL (2012)

PROCEDURAL RULES:

1. In an Ethics Bowl match each team will be questioned by a moderator on a case. On January 5, 2012 the fifteen (15) cases will be posted on the APPE IEB website. Each of the cases will be 1 to 2 pages in length. The cases on which teams will be asked questions at the Ethics Bowl will be taken from these fifteen cases. The teams will not know in advance which of the cases they will be asked about at the Ethics Bowl or what the questions will be. **JUDGES AND MODERATORS WILL ALSO RECEIVE THE FIFTEEN CASES IN EARLY JANUARY. LIKE THE TEAMS, THEY WILL RECEIVE COPIES OF THE CASES BUT NOT COPIES OF THE QUESTIONS. THE JUDGES AND MODERATORS, LIKE THE TEAMS, WILL NOT BE INFORMED IN ADVANCE OF THE SPECIFIC CASES TEAMS WILL BE ASKED ABOUT AT THE ETHICS BOWL.**
2. Teams can be any size but only five (5) or fewer can be active participants at any time. Substitutions cannot be made once the initial five or fewer are seated and ready for action. Substitutions **CANNOT** be made once the case is announced. Team members must be undergraduates (see the regional rules for eligibility details).
3. During competition books and notes will not be allowed, however, scrap paper to jot down thoughts is permissible. The teams will be given a copy of the case and the question to which they must respond. Teams should wait to use the scratch paper until the case has been announced. Students are permitted to pass notes to one another at any point. At the halfway point in a match teams will be instructed by the moderator to clear notes taken during the first half of the match from the table, and placed out of sight of all participants.
4. The Moderator will indicate the case with which the team that goes first (hereinafter Team 1) will deal, and then read Team 1's question about the case. (The Moderator will not read aloud the entire case).
5. Team 1 will then have two (2) minutes to confer, after which they may use up to ten (10) minutes to respond to the Moderator's question. More than one team member may contribute to the response, but only one team member may speak at a time. The team has the option of requesting two time notifications from the moderator.
6. The opposing team (hereinafter Team 2) receives one minute to confer, and then may use up to five minutes to comment about Team 1's answer to the Moderator's question. More than one team member may contribute to the commentary, but only one team member may speak at a time. The team has the option of requesting two time notifications from the moderator.
7. Team 1 receives one minute to confer and then may use up to five minutes to respond to Team 2's commentary. More than one team member may respond to the commentary, but only one team member may speak at a time. The team has the option of requesting two time notifications from the moderator.
8. The judges then may ask questions to Team 1. **EACH JUDGE MAY ASK NO MORE THAN ONE QUESTION WITH A BRIEF FOLLOW-UP QUESTION. THE ENTIRE PERIOD FOR JUDGES QUESTIONS SHALL LAST NO MORE THAN TEN (10) MINUTES.** Before asking questions the judges may confer with one

another to discuss briefly areas that they want to cover during the question period. Different team members may respond to the questions of different judges. Teams may huddle briefly to discuss their answers to the judges' questions.

9. The judges will evaluate Team 1 and Team 2 on score sheets provided to them (see scoring rules below). **AT THIS POINT, HOWEVER, THE JUDGES WILL NOT ANNOUNCE TO THE TEAMS THE SCORES THEY HAVE GIVEN THEM.**
10. Team 1 and Team 2 will reverse roles for a second round with a different case.
11. At the close of the second round the Moderator will ask the judges to announce the teams' scores for the match (**see scoring rules below**).
12. The team with the highest total number of points is the winner of the match.

RULES FOR ACCEPTABLE BEHAVIOR

1. The moderator is in charge of the room. Should any problem arise that indicates unacceptable behavior (see below), the moderator should attempt to address it. Should that become impossible or if the issue is very serious, the designated disputes official should be called in and a time-out must begin, until the issue is resolved.
2. The person to handle disputes at the national competition will officially be known as "Disputes Official."
3. Examples of unacceptable behaviors include:
 - a) Coaches communicating with students excessively while a match is in progress. Note that a simple smile or nod is not inappropriate.
 - b) Coaches acting demonstrably to potentially distract the opposing team (e.g., rolling eyes or shaking head while the other team speaks). The degree of demonstrability should be taken into consideration.
 - c) Judges berating students.
 - d) Students (audience and team members) being loud during opposing team's presentation and discussion.
 - e) Foul, graphic or insulting language by any/all parties.

TAPING RULE

4. At the national competition teams are allowed to tape any round except for the final round, but (1) must secure permission from the other team prior to the round, and (2) must do so in a fashion that is not disruptive to any of the participants. The organizers of the competition will be responsible for taping the final round.

SPONSOR RULE

5. Every team participating in either a regional or national ethics bowl competition must have a sponsor from their school who is either (1) a regular faculty member or (2) either an adjunct instructor or graduate student who is authorized by the school to sponsor a team. There is no requirement that that the sponsor travel with the team to competitions. Teams without sponsorship may petition the APPE IEB Subcommittee for permission to compete. Said petition must explain why they are unable to obtain school sponsorship."

SCORING RULES

1. Judges shall evaluate the responses of teams solely in terms of the following criteria:

Clarity and Intelligibility - Was the presentation clear and systematic? Regardless of whether or not you agree with the conclusion, did the team give a coherent argument in a clear and succinct manner?

Avoidance of Ethical Irrelevance: Did the team avoid ethically irrelevant issues? Or was the team preoccupied with issues that are not ethically relevant or are of minor ethical relevance to the case?

Identification and Discussion of Central Ethical Dimensions: Did the team's presentation clearly identify and thoroughly discuss the central ethical dimensions of the case?

Deliberative Thoughtfulness: Did the team's presentation indicate both awareness and thoughtful consideration of different viewpoints, including especially those that would loom large in the reasoning of individuals who disagree with the team's position?

2. The judges will score each team as follows:

0-40 for a team's answer to the Moderator's question (40 best); In evaluating a team's answer the judges will give the team a score of 0-10 relative to each of the four evaluation criteria indicated above and total the sum.

0-10 for the opposing team's commentary (10 best);

0-10 for the response to the opposing team's commentary, and for the response to the judges questions, by the team that answered the Moderator's question (10 best).

Both in evaluating a team's commentary, and the other team's response to the commentary, the judges will take into account the four evaluation criteria indicated above, but give the teams an overall score, rather than a separate point score relative to each of the criteria.

3. The top eight teams in the competition will be determined in the following way

Morning Competition:

Teams will be ranked based on a) the number of wins, followed by b) the number of ties, followed by c) point differential. Thus, all teams with three wins will rank ahead of all teams with two wins. All teams with two wins will rank ahead of all teams with one win. Within rankings, a team with more ties ranks above a team with fewer ties. Finally, for teams with the same number

of wins and ties, a team with a higher point differential would rank above a team with a lower point differential.

For example:

TEAM	WINS	TIES	POINTS	RANK
School R	3 wins	0 ties	12 point differential	1st
School M	3 wins	0 ties	10 point differential	2nd
School B	2 wins	1 tie	15 point differential	3rd
School S	2 wins	0 ties	-8 point differential	4th
School H	1 win	2 ties	-6 point differential	5th

Note, for example that School B has a greater point differential than School M, and School H has a lower negative point differential than School S. Nonetheless, M ranks ahead of B because it has more wins, and, likewise, S ranks ahead of H.

Point differentials: Point differentials are the margin of victory or loss. A point differential for each match is determined by taking the team's total points and subtracting the other team's total. Note that point differentials will be negative in the case of a loss. At the end of the morning competition the point differential for a team is simply the sum of the point differentials for that team in each of its three morning matches.

The 8 teams with the highest ranking based on the morning competition will enter the evening competition.

Ties at the end of the morning competition

- a. If 2 teams have the same ranking, and if they played against each other during the three rounds of play, whoever won that competition will gain the higher ranking.
- b. The method in a) above will also apply to a 3 (or more) way tie in ranking, just in case all teams played each other and transitivity holds (e.g. A beat B, B beat C, but C did not beat A).
- c. In case numbers a) and b) do not determine a winner, then raw points will be used to determine a winner.
- d. Finally, if a-c above fail, an impartial random process will determine the final outcome between the teams. In case 2 teams are still tied, a coin toss will be used. If more than 2 teams still remain, the high card drawn from a standard deck of playing cards will decide. This process will be repeated until the outcome is decided.

4. The winner of the Ethics Bowl, among the top eight teams, will be determined as follows:

Evening Competition

The top 8 teams will face each other during the evening in 3 elimination matches.

Judges will use the same numerical scoring guidelines as they did during the morning competition.

The winner of the APPE Intercollegiate Ethics Bowl will be the team that wins 3 matches in the evening competition.

Ties during quarterfinal or semifinal matches

In case of a tie in a quarterfinal or semifinal match:

1) if the two teams have faced each other in the morning matches, the winner of that match wins the tie-break,

or else 2) the team with the most wins in the morning wins the tie-break,

or else 3) the team with the most ties in the morning wins the tie-break,

or else 4) the team with the highest point differential in the morning wins the tie-break,

or else 5) the team with the highest total points in the morning wins the tie-break,

or else 6) a coin toss decides the winner of the tie-break.

In the case of a tie in the final round, the two finalists will be declared co-winners of the APPE Intercollegiate Ethics Bowl.