

NCOM STATE TOURNAMENT

RULES AND PROCEDURES

EAST CAROLINA UNIVERSITY

April 6, 2019

Tournament officials wish to emphasize the following rules and procedures that will be in effect for the State Tournament. We realize this is a lot of information. However, it is important that you read these rules carefully and follow the procedures outlined. We hope the information will be helpful in planning your day and making the competition go as smoothly as possible for your team. We appreciate your cooperation.

Teams and coaches must use the Problem, the Odyssey of the Mind Program Guide, the General Competition Rules, Problem Procedures (in Fall National OotM Newsletter) and Problem Clarifications to solve the problem and prepare for competition. The Problem Procedures and General Clarifications are posted at www.odysseyofthemind.com. Links are also available on the NCOM State Tournament Page.

Please keep the ECU campus clean and follow these requests:

Make sure that you clean up after yourselves and discard trash in containers. Do not leave trash in parking lots, hallways, bathrooms, prop or check-in areas.

All props, costumes and sets **MUST** be taken home with you.

Load/Unload Zones: [See ECU Parking E-Map]. Each competition site has a 15-minute Load/Unload zone. Do not leave unattended vehicles in Load/Unload Zones.

LONG TERM PERFORMANCE PROCEDURES: Problem Clarifications and General Problem Clarifications that are PUBLISHED on the Odyssey of the Mind web site dated on or before March 23 will be in effect for the State Tournament. Any published general clarifications after that date will not be in effect. If your team has a specific clarification, it must be presented to the Staging Area Judge prior to your team's Long-Term performance. Clarifications supersede your Long-Term problem's rules and they take precedence over the General Competition Rules published in the Program Guide. Teams should report to the check-in area 45 minutes prior to the Long-Term time. If your team has Spontaneous before Long Term and the time is short, unload your props and let a parent stand guard!! Please build in plenty of extra time to park, load/unload, locate your site and make competition preparations. Remove your props from the competition area promptly after the conclusion of your performance.

Outside Assistance: Coaches, as the competition day approaches and pressure mounts, please pay special attention to outside assistance. Students take pride in their own work, even if it is not as finished or polished as adults would like. Help well-meaning adults understand the immense value in granting students the freedom to "do it their own way, by themselves." Please remind your team and supporters that fixing hair, make-up, costumes, props etc. by any person who is not a team member is *Outside Assistance*.

Balsa Structures must be checked and weighed—in one hour before the scheduled Long-Term time. Two members of the structure team, including the structure builder, should report with the structure to the problem site weigh-in table. If time permits the team may make corrections of any infractions. Safety goggles must be worn by team members placing weights within the safety zone. It is determined that the crusher board weighs 10 pounds. Caution: Team members must be very careful moving around the tester and weights.

Doors will be closed at all competition sites during the performances. No one can be admitted once a team begins to perform. Please wait quietly outside until the performance concludes.

Competition Conditions: Teams should be prepared to perform on any floor or surface. Floors in Mendenhall, Rec Center, Ballrooms and Black Box Theater in the Student Center are wood. Floors in Student Center Rms 249 and 253 are carpeted. Teams should remember that conditions at the competition site (such as team or audience noise) may affect the quality of their problem solutions and should prepare accordingly. We ask that **ONLY** teams and coaches enter Bate Building. Parents and supporters please wait outside for teams to come out.

Video and Flash Cameras: Video and flash cameras may be used during competition **ONLY** if: 1) They are used with the permission of the team. 2) They are used without extra lights. 3) They do not disturb the competition in any way. 4) They always stay outside the competition boundaries. Videotapes will not be used to make judging decisions. There may be TV and press coverage at performance sites. At the conclusion of the performance, the judging team will talk with all team members and examine the team's solutions. Coaches and parents may help the team remove their props/ scenery and cleaning up the performance site **AFTER** the Head Judge gives permission.

Tournament Judges and Officials: We have trained and experienced judging teams who are looking forward to evaluating and enjoying your team's creative solutions. Our judges are caring and fair. However, if any problem or concern is brought to our attention, tournament officials will make every effort to address the issue and remedy the situation as long as we are within the rules of the program and all teams are treated fairly and consistently. Every judge, official and coach, no matter what happens, should be treated with respect and civility. Unsportsmanlike conduct exhibited by coaches, team members, parents or supporters may result in a penalty to the team. This penalty may be assessed at any time and post tournament. Coaches, please be sure that your parents and supporters understand that only **you** may speak on behalf of the team to the Head Judge and/or Problem Captain. No one should have any communication with the other members of the judging team. A coach may only discuss issues about his/her own team and may not question judges regarding another team's solution. Outside assistance, irregularities and penalties may only be reported by tournament officials and judges. Please get your Long-Term Raw Score Sheet promptly!! Coaches, it must be a priority to pick up your raw Long-Term Score Sheet. You will receive a text message that your team scores are ready. You should pick up those scores from the Head Judge at your long-term site within ½ hour of notification unless one of the following applies to your team: 1) If you are one of the first three teams at the competition site, your Long-Term score will be held until after the first break. 2) If your Spontaneous time is close to the conclusion of your Long Term, please leave word with the Head Judge that you are going to Spontaneous competition and return to the Long-Term site as soon as your team is finished at Spontaneous. Except for these situations, if you do not pick up your score sheet within ½ hour of notification that they are ready for your team, the Head Judge will release the Long-Term score to the score room, the scores will become official, and you will forfeit your right to an appeal.

Tribunal Procedures: The Head Judge will note the time the coach received the Long-Term Score Sheet. The coach should go back to the Head Judge within 30 minutes after receiving the raw Long-Term Score to discuss any additional concerns or questions. The Head Judge and/or Problem Captain will explain and try to resolve the issue with you. If the issue cannot be resolved and the coach feels a rule has not been interpreted correctly or feels that correct procedures were not followed, the coach may request a tribunal. Coaches will need to complete a Problem Intervention Form before a tribunal is formally convened. Please note: The tribunal will only convene when a rule interpretation or procedure question

is involved. Judgment calls and subjective decisions of the judges are final and not subject to tribunal review. The tribunal's decision is final.

SPONTANEOUS COMPETITION: ALL team members should report to the Spontaneous Check-in 20 minutes before you are scheduled to compete. FIVE team members MUST participate in Spontaneous. If you know you will not have 5 team members at the competition, please notify Allen Ball, 267-971-5412 or Doris Barahona-Burton, 704-231-4374 or Carolyn Braly, 252-813-7592. You will be given your team's Spontaneous Card at Spontaneous Check-in. Do not go to the Spontaneous site to get your card until it is time for the team to check-in for Spontaneous competition). If your Long-Term site is running behind schedule or you do not have enough time between Spontaneous and Long Term, please do not panic! Since we need to keep on schedule at the Long-Term sites, the coach should let Spontaneous know of your situation. The team should check-in as soon as possible. We will work you in to the Spontaneous schedule. Every team in your problem/division will have the same spontaneous problem and it is very likely that teams in another Long-Term problem may have the same spontaneous problem. **TEAMS MUST NOT REVEAL OR DISCUSS THE NATURE OF THE SPONTANEOUS PROBLEM.** A team can be heavily penalized or disqualified for this violation. Since other states with later tournaments will be using the same problems, do not publicly talk about the problem, especially over the internet.

TEAM COMPETITION CHECK-LIST: Use this check-list to be sure you bring everything required for competition.

KEEP AN EXTRA COPY OF ALL PAPERWORK for your team records. _____

Four COMPLETED copies of the Style Form. _____

One copy of Completed Materials Value Form. _____

One copy of Completed Outside Assistance Form. Any Outside Assistance must be explained on the form.

You must list any team members who dropped from your roster. _____

Bring any reply to a **Team-Specific** Problem Clarifications your team submitted to OotM Headquarters _____

Four copies of Problem Required List including requested documentation. _____

All props, costumes, sets, etc. necessary to complete the problem solutions, except those items listed in the problem under "Tournament Director Will Provide." _____

Any items listed in the problem, clarifications, or Program Guide General Rules that the team must provide. _____

Membership card (or photocopy) to verify your membership name and number in case there is a question.

Recommended items include: _____ A "Fix-it" Box for last minute repairs - with string, wire, duct tape, scissors, glue or glue gun, needle and thread, extra batteries, etc. _____

Coaches' Survival Kit! _____

Please use the Team Contract as a learning tool to explain behavior expectations to your team, parents, and supporters. We recommend that you have your team members and parents sign and return the form to you. This form is for team use only and not to be turned in to the tournament.

North Carolina Odyssey of the Mind Team Contract

“Odyssey of the Mind teaches values such as teamwork, integrity, and respect for others.” [Odyssey of the Mind Program Guide]

In order to have a successful Odyssey of the Mind experience, tournament competition rules must be agreed to by team members and their families and team coaches. Those rules are found in the Odyssey of the Mind Program Guide and regional tournament competition regulations.

Students, coaches, and guests at the tournament are expected to exhibit good sportsmanship. Unsportsmanlike Conduct penalties will be assessed at any time during or after the tournament for these unacceptable behaviors:

- Parents, team members or spectators are not to confront any official concerning tournament competition rulings. Only coaches may discuss rulings with the head judge or problem captain.

- No coach, parent, team member, or spectator may complain about another team.

By signing this contract, team members, their families and their coaches agree to exhibit good sportsmanship, respect for others, and compliance with the rules and regulations of the Odyssey of the Mind competitions.

Team Membership Name: _____ Date: _____

Team Member: _____ Parent: _____
Signature Signature

Team Member: _____ Parent: _____
Signature Signature

Team Member: _____ Parent: _____
Signature Signature

Team Member: _____ Parent: _____
Signature Signature

Team Member: _____ Parent: _____
Signature Signature

Team Member: _____ Parent: _____
Signature Signature

Team Member: _____ Parent: _____
Signature Signature

Coach: _____ Coach: _____
Signature