

RULES FOR THE INTERCOLLEGIATE CHEMISTRY ETHICS BOWL

- Adapted from the Association for Practical and Professional Ethics, Intercollegiate Ethics Bowl -

PROCEDURAL RULES:

1. In an Ethics Bowl match each team will be questioned by a moderator on a case. Cases for study will be posted on the Intercollegiate Chemistry Ethics Bowl (ICEB) website, listed as numbered sets of cases. Each of the cases will be 1 to 2 pages in length. The set of cases on which teams will be asked questions at the Ethics Bowl will be announced for each individual competition. 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 CASES. 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 undergraduate students, majoring or minoring in chemistry. Any student who leaves the table during a match cannot return to the table until the case being discussed at the time they left is no longer being discussed. Once the chosen team members are seated at the beginning of the round, no changes to the team composition can be made for the duration of the entire round.
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. During competition teams are allowed to use their own timers with these restrictions:
 - a. The teams must be made to understand that their personal timers are never official—only the moderator keeps official time.
 - b. The timers cannot be any device that stores data or connects to the internet (smartphones, etc.).
 - c. Teams may not time opposing teams.
 - d. As much as they can, teams should try to use timers in an unobtrusive a fashion (turning off beepers or turning down the volume when possible, not setting too many alarms, etc.). This is intended as a recommendation rather than a strict rule.
5. During each part of the competition teams have the option of requesting time warnings. If the team requests time warnings, they will receive one warning with three minutes remaining and one warning at one minute remaining. Teams are not permitted to request any other time warnings. Moderators will indicate whether they typically use visual warnings only, verbal warnings only, or both, and then ask teams if they would prefer it done differently.

6. During each team's conferral period, the other team may also confer, but should be conscious of not being a distraction; the moderator will enforce this at their discretion.
7. 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).
8. 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.
9. 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. (In elimination rounds, teams get 6 minutes to comment.) More than one team member may contribute to the commentary, but only one team member may speak at a time.
10. Team 1 receives one minute to confer and then may use up to five minutes to respond to Team 2's commentary (In elimination rounds teams get 6 minutes to respond). More than one team member may respond to the commentary, but only one team member may speak at a time.
11. The judges then may ask questions to Team 1. Each judge is limited to one question and one follow up until all judges have had an opportunity to ask a question. If time remains after each judge has had an opportunity to ask a question, then judges may ask a team additional questions. Prior to the beginning of the 10 minute question session, judges are allowed one minute to confer. Moderators should remind teams to be aware of the time they use by conferring amongst themselves before responding to a question." Different team members may respond to the questions of different judges. Teams may huddle briefly to discuss their answers to the judges' questions." Moderators will give judges a five minute and a three minute warning.
12. The judges will evaluate Team 1 and Team 2 on score sheet 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.**
13. Team 1 and Team 2 will reverse roles for a second round with a different case.
14. 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).
15. The team with the greatest number of judges declaring them winner is the winner of the match. Any team that wins on two judges' score sheets wins the match. If a team wins on one judge's score sheet and ties on the other two they win the match. If neither team wins on more of the score sheets, then the match is deemed a tie (even if one team scores a greater number of total points).

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. 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. f) Any behavior that might be construed by a reasonable person as sexual harassment is unacceptable.

TAPING RULE

Taping or recording of an ethics bowl match is not permitted.

SPONSOR RULE

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 the sponsor travel with the team to competitions. The faculty sponsor must be the point of contact for the team and must be responsive to communications in a timely manner. Failure to communicate regarding the status of a team could result in the team forfeiting their spot in a competition.

FEEDBACK AND SPIRIT POINTS

On the back of the Judge's score sheet is a place for Judges to provide feedback to the teams. This is optional, and will be contingent upon time factors. There is also a place for judges to enter Spirit Points. Spirit Points reflect the judges' assessment of the extent to which each team's presentation embodied the spirit of the ethics bowl competition (in particular with respect to civility). Each judge decides this score on his/her own on a five-point scale and the scores are to be displayed at the end of the round along with the other points. Spirit Points are not part of a team's total score, and are not a factor in determining which team wins the match; they are just there to provide feedback. Time permitting (for up to 5 minutes after a match) students may ask questions of the judges on their performance and for constructive criticism. Students are not permitted to argue with the judges about their scores or to berate them.

RULE REGARDING OFFICIAL COLLEGE REPRESENTATIVES FOR TEAMS

The person listed as 'sponsor' on the registration for the Intercollegiate Ethics Bowl Championship is considered to be responsible for decisions relating to the team and is understood to represent the school in all matters related to the team. This person is responsible for ensuring all members of the team are eligible to compete in an ICEB competition.

RULE REGARDING DISQUALIFIED TEAMS

If a team is found to have violated a rule that the competition organizer finds to merit disqualification from a match, even if that finding comes after the match is over, the team will be disqualified from the round.

Teams facing a team that is disqualified from a match will be awarded a win in that match, with a judge majority of 2-1, and a point differential of 0.

SCORING RULES

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

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

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

C. 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:

0-30 for a team's answer to the Moderator's question (30 best); in evaluating a team's answer the judges will give the team a score of 0-10 relative to each of the three 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 (10 best).

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

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