

## Team Competition Rules

Teachers/Coaches: Please go through the **Instructions for Teams** and **Competition Rules** with each team your school is entering before the night of the competition.

Teams must be ready 10 minutes before the time their competition starts. This is 5:50 pm for Year 7 & 8 preliminary heats; 6:50 pm for Years 7 & 9; 7:50 pm for Years 8 & 10.

1. Teams of four students, from the same school, compete against their own year level.
2. Each finals competition consists of 20 questions, and lasts for 30 minutes. The competition may be stopped before the 30 minutes time limit has expired if sufficient teams have finished. Questions will be within the capabilities of students at their respective levels.
3. Five marks are awarded for each correct question answered. No marks are awarded or deducted for incorrect or incomplete answers. A team may pass on a question they cannot solve, but they must have had at least one refusal by the marker first.
4. The winning team is the first team to gain an absolute score of 100, or the team that has gained the highest score within the 30 minutes.
5. If two or more teams have equal scores (but less than 100) when full time is called, a tiebreaker question is given to each team. The first team presenting the correct answer will be declared the winner.
6. Answers to questions must be clearly stated on the slip. If a team changes their answer they must cross out their previous answer. The marker can only respond "yes" for a correct answer, "no" for an incorrect answer or "unclear" where the answer slip does not indicate clearly what answer is being submitted.
7. Some questions may consist of more than one part. Where this is the case, all parts must be correctly answered. If only one part is incorrect, the marker is not allowed to say which part it is. He/she is only to say, "No, this is not correct". Thus all parts will have to be checked by the team.
8. The markers are senior high school students. They are supervised by Cantamath Committee members whose decision regarding any disputes will be final. A marker from another school will be marking each marker's school team.
9. Scorers record the progress of each team on the scoreboards.
10. No aids to calculations, i.e. mathematical tables, slide rules, calculators, textbooks, cellphones etc. are to be used.
11. Teams are asked not to take drink bottles or cellphones onto the competition floor.
- 12. Teams are asked to alert the Officials to any questions they may have by all the Team members raising a hand in the air.**

*(File edited 20/01/07)*