

# COMPETITION RULES & REGULATIONS

2017 PETROBOWL  
ASIA PACIFIC  
REGIONAL  
QUALIFIER

BROUGHT TO YOU BY :



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PETROBOWL  
COMPETITION SET UP

# ABOUT THE COMPETITION

The PetroBowl Regional Qualifiers pitches SPE Student Chapter teams against one another in a series of quick-fire rounds based on technical and non-technical oil and gas industry related questions. The PetroBowl Asia Pacific Regional Qualifier 2017 is held from 25th to 27th July 2017 in Universiti Teknologi PETRONAS (UTP), Tronoh, Perak, Malaysia.



# PARTICIPANTS (TEAM)

- Each team must source from compliant SPE Student Chapters of the Asia Pacific region (Northern Asia Pacific and South Asia and the Pacific SPE Regions).
- Each SPE Student Chapter can only provide **ONE(1)** team only.
- Each team will consist of no more than **FIVE(5)** members. There will be no specific qualification criteria for each team. However, it is strongly recommended that teams diversify participants amongst Bachelor, Master and PhD level to ensure continuity in future years.
- Each team is required to identify **ONE(1)** Accompanying Lecturer and **ONE(1)** Team Captain. The team captain is responsible for all team-related decisions and any correspondence with the organizers.
- Teams will be required to submit the registration form on the 25th of June, 2017 at 11.59 pm (GMT+8) to the email displayed on the website. All registration forms are to be submitted to **aprq17.reg@gmail.com**.

# PRIZES, AWARD & STIPEND FUNDING

The organizers will not provide any form of financial aid for participants. Each team is advised to acquire sponsorship from their SPE Student Chapter or related university departments. Teams will be responsible for all travelling costs to the PetroBowl Asia Pacific Regional Qualifier 2017. Transportation from Kuala Lumpur International Airport (KLIA) to UTP and vice versa will be **provided subjected to the schedule provided** and prior arrangements. A commitment fee will be collected for the food and accommodation of each participant. Winning plaques will be awarded to the top FIVE(5) teams.

# SEEDING TO THE CHAMPIONSHIP

**FIVE(5)** teams will be selected based on the results from the Asia Pacific Regional Qualifiers 2017 to represent Asia Pacific Region in the PetroBowl Championship 2017.



# TOURNAMENT OFFICIALS

Tournament officials will be recruited as volunteers amongst professional personnel and SPE Student Chapter members. Certificates of appreciation will be provided to all volunteers.

## **Judges:**

Each round will have a maximum of **THREE(3)** judges. All judges' decisions concerning compliance to the rules and awarding of points will be final.

## **Moderator:**

Each game will have at least **ONE(1)** moderator. The moderator will read the questions at a suitable pace, consult judges to determine the competence 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 "Visual Aids", in which case the moderator will clearly direct participants' attention to a screen.

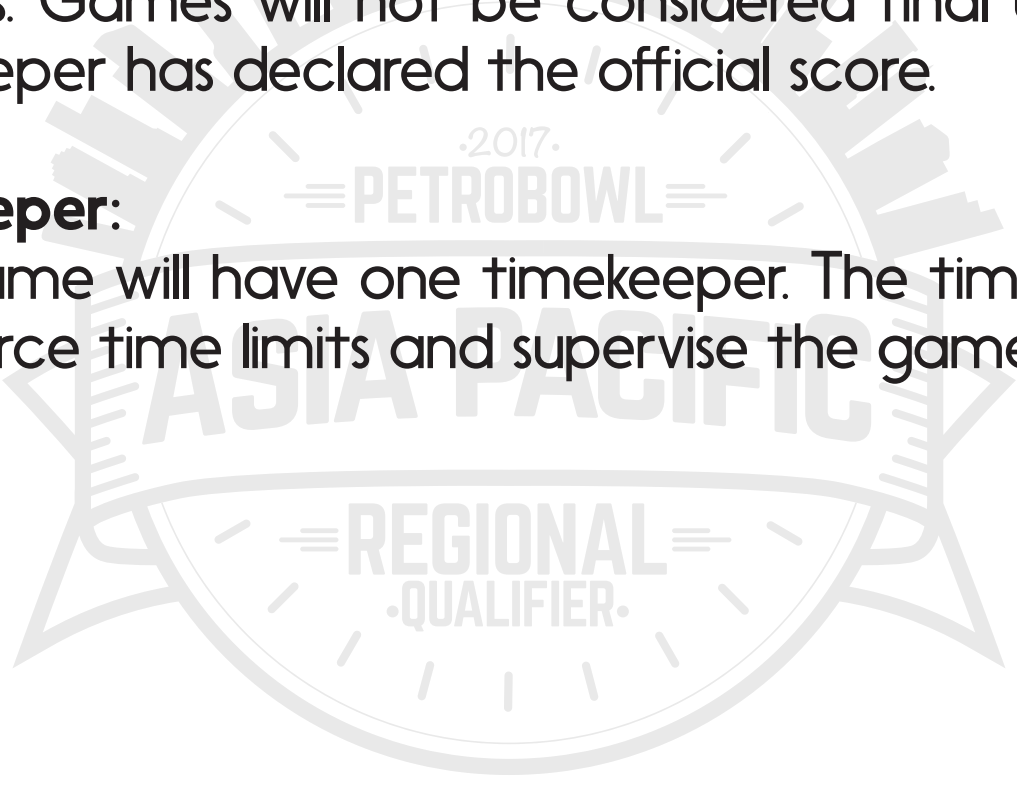
# TOURNAMENT OFFICIALS

## Scorekeeper:

Each game will have at least **ONE(1)** scorekeeper. The scorekeeper 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





# EQUIPMENTS & MATERIALS

- At the PetroBowl Asia Pacific Regional Qualifier 2017, each player will be provided with a buzzer or another electronic device that determines which player buzzes in to answer a question first.
- Each player is responsible for monitoring whether his or her own buzzer is operating properly throughout the game.
- If a player believes a buzzer is malfunctioning, it is the player's responsibility to alert tournament 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. Tournament 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.

# EQUIPMENTS & MATERIALS

- 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.
- All games will be timed and a clock will be clearly visible to both teams.
- Players will be provided paper, pens and pencils.
- Non-programmable calculators will be provided by the organizers.
- Players may not use any form of reference materials during the game.

# PETROBOWL COMPETITION SET UP

## Teams and Players

- A team consists of up to **FIVE(5)** players who meet all eligibility requirements, though only **FOUR(4)** players are involved in a game at any given time.
- It is considered "Best Practice" that a team diversifies its participants such that a mix of postgraduates and undergraduates represent the Student Chapter. However, this recommendation will not be enforced.
- Any combination of the **FIVE(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.
- Teams may play short, with a minimum of **TWO(2)** players.
- The designated team captain would sit nearest to the Moderator.

# PETROBOWL COMPETITION SET UP

## Teams and Players (cont.)

- Players and schools are responsible for any liability arising from their conduct while at the competition. 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 from SPEI.



# PETROBOWL COMPETITION SET UP

## Time

- 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 causes.
- In all rounds, the time starts when the moderator begins reading the first toss-up question.
- When the clock sounds the end of time, the half or game shall end, except in the following scenarios:
  - A player who has buzzed in on a toss-up question can answer that toss-up. If answered correctly, earns a bonus question. If answered incorrectly, the other team will be given the chance to answer the toss-up question and earn a bonus question.
  - A team will be read the 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.

# PETROBOWL COMPETITION SET UP

## Time (cont.)

- The team with more points at the end of the game wins. In the event of a tie (for single elimination bracket system only) :
  - There will be an overtime period consisting of three toss-up questions. Bonuses are not used in overtime.
  - 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
    - one team answers correctly and receives points to win the game or
    - one team answers incorrectly and is given negative points, in which case the other team wins by default.

# PETROBOWL COMPETITION SET UP

## Time (cont.)

- The clock shall not stop, except :
  - When an appeal has been expressed by the captain of a competing team.
  - When stopped by a tournament official to resolve a problem or to replace a question.
  - At the end of the half or game.
  - When a moderator needs extra questions because of replacement of questions or overtime.
- The clock used by the timekeeper is the official time and is not contestable.
- Each round will be question-based and expected to last for 8 to 15 minutes.

# PETROBOWL COMPETITION SET UP

## Type of Questions

- Each round uses **FIFTEEN(15)** Toss Up questions (accompanied with Bonus Questions whenever appropriate). A team receives a bonus question for each toss-up question correctly answered by one of its players (except in overtime).
- 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.
- 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.



# PETROBOWL COMPETITION SET UP

## Type of Questions (cont.)

### Toss-up questions

- 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 signaling between team members (or from the audience) to indicate who will buzz in on a toss-up question.
- Restricted signaling includes verbal signals, written signals, hand motions, head motions, eye contact, and anything else construed as signaling by the tournament officials.
- Violation of the signaling rules could, subject to moderator, result in forfeiture of opportunity to answer the toss-up question. Repeated violations can result in ejection and/or disqualification per the "Ethics and Conduct" rules.
- 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.

# PETROBOWL COMPETITION SET UP

## Type of Questions (cont.)

### Toss-up questions

- 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.
- 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.
- An answer to a toss-up question 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.

# PETROBOWL COMPETITION SET UP

## Type of Questions (cont.)

### Toss-up questions

- Players have 5 seconds to buzz in after the moderator has finished reading the toss-up question.
- 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.
- 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.
- Each correct answer to a toss-up question is worth 10 points. An incorrect answer will be assessed a 5-point penalty.

# PETROBOWL COMPETITION SET UP

## Type of Questions (cont.)

### Bonus questions

- Teams may confer on bonus questions.
- 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.
- 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.

# PETROBOWL COMPETITION SET UP

## Answers

- The moderator will accept only the first answer given by a player, except for multiple answer questions and situations enumerated below.
- 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.
- Modifying words before the first noun of a response are considered as one answer with the noun.

# PETROBOWL COMPETITION SET UP

## Answers (cont.)

- 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").

# PETROBOWL COMPETITION SET UP

TOSS UP	BONUS
DESCRIPTION	
<p>Main questions of the contest which can be answered by either team. The team who buzzes in first will be allowed to answer.</p>	<p>Bonus questions are only awarded to the team who answers a toss-up question correctly.</p>
TYPE	
<p>Fast paced with single answer.</p>	<p>Longer phrase as an answer, at times will include a visual element.</p>
IF ANSWERED CORRECTLY	
<ul style="list-style-type: none"> <li>• Will be given to the other team to answer.</li> <li>• If both teams answer incorrectly, the correct answer is not read out by the moderator. Move on to next tossup question.</li> </ul>	<ul style="list-style-type: none"> <li>• Questions are <b>not</b> given to the other team to answer. Move on to next toss up question.</li> <li>• The correct answer is not read out by the moderator.</li> </ul>
PENALTY FOR INCORRECT ANSWERS	
-5	No penalty

# PETROBOWL COMPETITION SET UP

## TOSS UP

## BONUS

### BUZZ IN REQUIRED

Yes - **within 5 seconds**

No

### CONFERRING TYPE

No

Yes

### TEAM MEMBER WHO CAN ANSWER THE QUESTION

Only the person who buzzes in can answer the question, as acknowledged by the scorekeeper.

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)

### ANSWER TIME

(FROM THE MOMENT TEAM BUZZES IN OR FOR BONUS QUESTIONS FROM THE MOMENT THE MODERATOR FINISHES THE QUESTION)

5 seconds

15 seconds



# PETROBOWL COMPETITION SET UP

## Game Format

The PetroBowl Asia Pacific Regional Qualifier 2017 Competition follows a **question-based** style with **FIFTEEN(15)** Toss Up questions and **FIFTEEN(15)** Bonus questions (Bonus questions will be awarded only to teams who answers each toss-up question correctly) with no intermission. Teams with the highest points at the end of the round will be declared as **the winner of the round**.

There are two systems at different stages of the competition, they are sequenced as follows :

### 1. Single Elimination Bracket System :

- This system will be implemented during the preliminary rounds.
- The drawing of lots session will be conducted during the Technical Meeting to distribute the teams for match-up.
- Two teams will compete in each round and the winning team (team with the most points at end of each round) advances to the next round.
- The final top **EIGHT(8)** winning teams will advance to the next stage of competition.

# PETROBOWL COMPETITION SET UP

## Game Format (cont.)

### 2. Modified Round Robin Pool System :

- Only the remaining **EIGHT(8)** top teams from the single elimination bracket system are qualified and eligible to enter this stage.
- Each team will compete for **THREE(3)** rounds with random opponents within the pool
- Cumulative scores gained from questions (toss up and bonus) will be collected for the **THREE(3)** rounds and accumulated throughout the pool play.
- The top **FIVE(5)** teams with the most accumulated points after the **THREE(3)** rounds will be the champions and representatives of Asia Pacific Region to the PetroBowl Championship 2017.

# PETROBOWL COMPETITION SET UP

## Game Format (cont.)

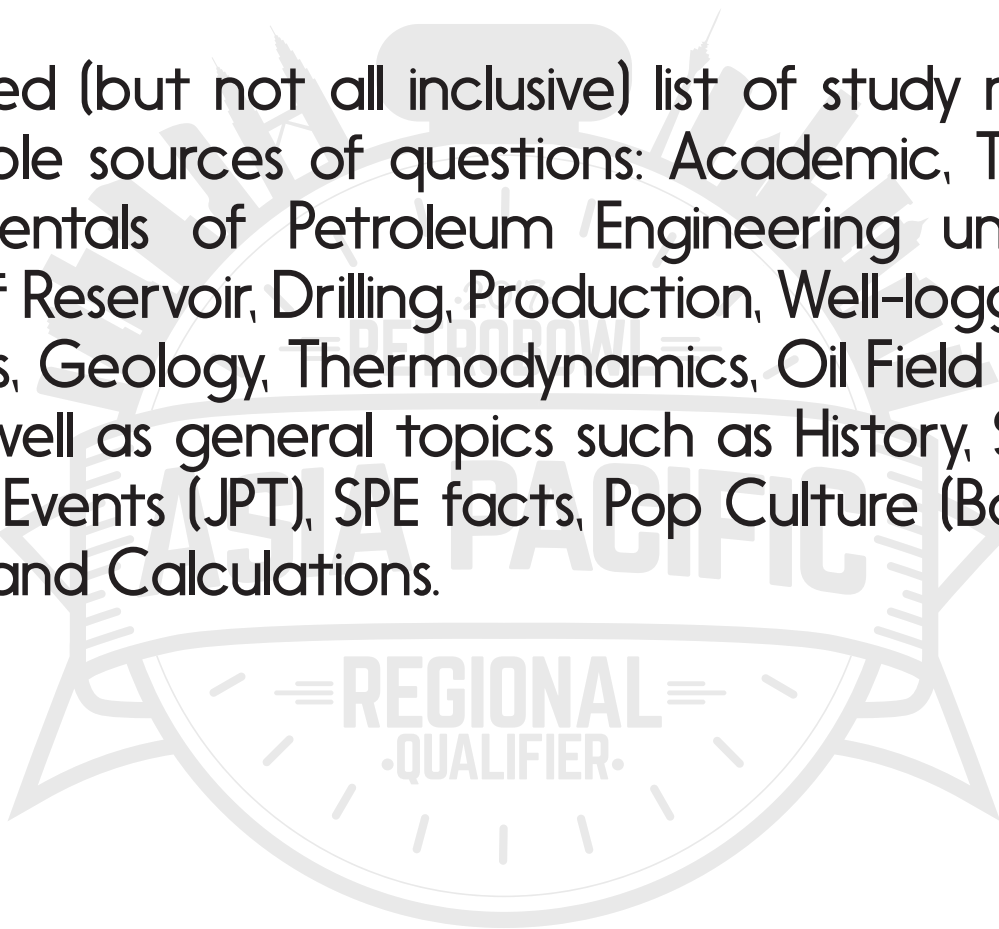
### 2. Modified Round Robin Pool System :

- In the event of equal cumulative scores gained between ranking teams after 3 rounds, the secondary judging system will be applied:
  - I. Should the cumulative scores after three(3) rounds be tied, the team that possesses the higher pool points after three(3) rounds will be awarded the higher rank. The team will be awarded three(3) pool points for wins at the end of each round, one(1) point for draws and zero(0) point for loses
  - II. Should the cumulative scores and pool points of two(2) teams be tied, the higher rank will be awarded to the team that has won in previously-dueled APRQ 2017 matches.
  - III. Should the cumulative points and pool points be tied and no previous match up has been dueled in APRQ 2017 pool play, an extra match will be conducted to decide the winning team between the two(2).

# PETROBOWL COMPETITION SET UP

## Study Resources

Suggested (but not all inclusive) list of study materials as possible sources of questions: Academic, Technical, Fundamentals of Petroleum Engineering under the topics of Reservoir, Drilling, Production, Well-logging, Petrophysics, Geology, Thermodynamics, Oil Field Technology as well as general topics such as History, Statistics, Current Events (JPT), SPE facts, Pop Culture (Books and Movies) and Calculations.



# PETROBOWL COMPETITION SET UP

## Appeals

- 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.
- 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.
- Reversals to a decision will only be considered if an appeal has been made by a team.
- Appeals can only come from the **team captain**. 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.
- A team will have 15 seconds immediately after the appeal to state their position. It will be up to the judge's discretion whether to sustain or overturn a decision.

# PETROBOWL COMPETITION SET UP

## Ethics and Conduct

- 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.
- Participating teams and audience shall not write down or record any questions and answers.
- For more on SPE's Code of Conduct, please refer to <http://www.spe.org/about/professional-code-of-conduct.php>

# PETROBOWL COMPETITION SET UP

## Ethics and Conduct (cont.)

- 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.
- 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.

# PETROBOWL COMPETITION SET UP

## Rule Changes

Qualifier rules are subject to change, and made at PETROBOWL Asia Pacific Regional Qualifiers by organizing committee. Any changes of rules, clarifications, and/or agenda will be announced to all participating student chapters in advance of the competition.







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