

City Academic League 2007-2008
Contestants' Code of Ethics

With due regard for the seriousness of the Academic League competitions, the coaches of the Metro League at their meeting of January 10, 2006, discussed decorum and dress of contestants and requested a handout of procedures for distribution to their students. This document is the result. Coaches are responsible for making certain that students comply with these rules. A coach might be asked to provide a substitute for a player who does not comply with this code.

As emissaries of their schools and communities, student contestants should:

- remember that their behavior reflects upon their teammates, their coach, and their parents;
- react with sensitivity and encouragement to answers given by both teams;
- shake hands with opposing team members at the conclusion of matches and congratulate their efforts;
- refrain from calling out or signaling answers to contestants;
- dress appropriately and in accordance with their school dress codes;
- write only their common first name **and grade** on name cards as required by the rules (see host and visiting school responsibilities);
- eat snacks and chew gum **only** during breaks between matches or before and after competition **if allowed by the rules of the host school**;
- bring **only** water to the contestants' table;
- turn off cell phones during matches;
- allow any objections or protests to be presented by their coaches;
- respect the decisions of moderators as final and make no further protests or appeals once moderators' rulings have been made;
- wait to be called on by name and school before answering a question (1 point penalty);
- neither record nor allow the recording of match questions by any means, including by hand, or by audio or video recording;
- refrain from conferring* during toss-up questions (1 point penalty), or after time is called in a bonus question (20 seconds);
- refrain from requesting prompts for bonus questions when playing varsity; and
- become familiar with and abide by all Academic League rules of play.

*Conferring is defined as any action the moderator feels involves communication in any form from one team member to another member of the same team.