

PETROBOWL 2014

Rules and Regulations
(FINAL 24 March 2014)

General Rules and Regulations

A. Overview

The PetroBowl competition is a fast-paced quiz-style competition that matches Society of Petroleum Engineers (SPE) student chapters against one another in a bracket-style tournament. The competition has been held as a separate program at the SPE Annual Technical Conference and Exhibition (ATCE) since its inception, and was created, organized, and administered in its entirety by the SPE Gulf Coast Section (SPE-GCS) Young Professionals Committee (YP).

The most recent PetroBowl occurred in 2013 at the ATCE in New Orleans, and marked the twelfth rendition of what has become a highly anticipated and much-publicized event. The 2013 PetroBowl registration, based on a merit process, yielded 36 qualifying teams, 50% of which were from outside the USA.

The PetroBowl Committee would like to build on this momentum towards its vision of PetroBowl as an international competition, while at the same time ensure quality and fairness is maintained at all levels. A structure and overarching plan has been developed to govern a proposed expansion of PetroBowl for future years, with 2014 being the pilot year for execution. In the pilot year, the PetroBowl Committee will be executing two Regional Qualifiers in Asia Pacific and Africa in 2014 as a pilot program. Two teams from each of these two regions will automatically qualify for the PetroBowl Championship, which will continue to be held at ATCE.

All eligible teams, regardless of region, will be able to qualify for “at-large” spots in the PetroBowl Championship through the procedure outlined in Section E. **There will be a total of 32 “At-Large” and 4 “Regional Qualifier” teams for the PetroBowl Championship.**

B. Eligibility

1. Competition is open to any SPE student chapter in good standing with SPEI, the definition of which includes submission of the prior year's annual report. Interpretation and enforcement of this rule shall be at the discretion of the PetroBowl Committee.
2. All competition participants must be student members of their school's SPE student chapter at the time of each competition.
3. Teams will consist of five (5) members. There will be no degree-specific criteria for each team (i.e. certain number of Bachelor or Master students), although it is strongly recommended that teams diversify participants amongst graduates and undergraduates to ensure continuity in future years. This recommendation is considered “Best Practice” but will not be enforced.
4. Participants will be considered eligible as long as they are currently enrolled in the institution, are studying towards a degree, and do not have more than two (2) years of full-time work experience (excluding internships/co-ops) at the time of the competition. The latter rule shall be self-enforced by the team's advisor.

5. Teams must identify an advisor and a team captain at the time of registration. The team captain shall be responsible for all team-related decisions and any correspondence with the PetroBowl Committee. The advisor must be a faculty member employed by the university and cannot be a student.
6. Teams will be required to submit a team roster at the time of a qualification event. **Teams will be allowed to substitute a maximum of two (2) students between such event(s) and the PetroBowl Championship;** the remaining participants must participate in the PetroBowl Championship per Rule B.4.
7. All teams awarded with a spot in the PetroBowl Championship must register for ATCE at their own expense. Only team members that are registered for ATCE will be allowed to compete in the PetroBowl Championship.

C. Communications

1. All presentations, verbal communications, written documentation, and the competition itself will be in English.
2. Any comments, corrections, and/or clarifications regarding the PetroBowl rules must be submitted via email by **26 March 2014** to the following address:
petrobowl@spe.org
3. Although the PetroBowl Committee will make every attempt to contact Student Chapters via e-mail to the registered representatives of each Chapter, social media is the preferred method of disseminating general updates so teams are strongly urged to follow PetroBowl on Twitter @PetroBowl and become a fan of PetroBowl on Facebook.

D. Rule Changes

1. Competition rules are subject to change. Any rules changes, clarifications, and/or addenda will be announced to all participating schools and during the team meeting before the competition.

E. Awards and Prizes

1. The PetroBowl Committee will not provide help securing financial sponsorship for participation at a Regional Qualifier event. Although registration to participate in PetroBowl is free, teams will be responsible for all costs associated with traveling to a Regional Qualifier and registering for any coinciding events/conferences.
2. The top two teams from each Regional Qualifier will be rewarded for their superior performance with a full subsidy of travel and hotel accommodations to the PetroBowl Championship. SPE staff shall decide on the best mode of disbursement of all financial awards according to the organization's Best Practices.
3. The PetroBowl Committee will not provide help securing financial sponsorship for At-Large winners to participate in the PetroBowl Championship, including hotel accommodations, travel expenses, and registration fees.

Participation Guidelines

F. Procedure

1. There are two methods that will determine the teams that qualify for the PetroBowl Championship:
 - a. Regional Qualifiers
 - i. Regional Qualifiers will occur on a pilot basis in select regions and will be announced in mid-February. All teams in those regions will be eligible to participate in their respective Regional Qualifier. In order to participate in a Regional Qualifier, teams will need to enroll no later than two (2) weeks before the event. For enrollment procedure, please refer to Enrollment Section below.
 - ii. Regional Qualifiers will take place in the March – April timeframe. For a list of Regional Qualifiers, including venue information and dates, go to:
<http://info.specommunications.org/14PetroBowlRQ.html>
 - iii. A minimum of four (4) participating teams will be required to execute a Regional Qualifier. Regional Qualifiers will be confirmed within two weeks after the registration deadline to all teams.
 - b. At-Large Qualifiers
 - i. A call for participation will be circulated to all SPE student chapters in good standing via e-mail and on social media. Should a student chapter wish to participate in PetroBowl, a contact e-mail address will be requested at that time.
 - ii. During the time between the call for participation and the official registration day, the PetroBowl committee will establish and confirm communication between the student chapter's contact e-mail address and the PetroBowl committee's e-mail address.
 - iii. Student chapters will receive via e-mail a hyperlink to a website that will contain a set of 10 PetroBowl-style questions ("Registration Question Set"). Upon receipt, each student chapter should methodically and efficiently submit the answers on the website. Only answers submitted via the provided website will be considered (i.e. no e-mail submissions).
 - iv. Multiple retrievals of the Registration Question Set and/or submissions by a student chapter will result in disqualification.

G. Qualification

1. The top two (2) teams from each Regional Qualifier will automatically qualify for the PetroBowl Championship.
2. Student Chapters that did not win a Regional Qualifier may participate in the At-Large qualification process.

3. The At-Large spots in the PetroBowl Championship will be awarded to student chapters based on a ranking of correct answers to the Registration Question Set. In the event that multiple student chapters have the same number of correct answers, the student chapter with the shortest “response time” shall be chosen preferentially. “Response time” is defined as the timestamp of submission minus the timestamp of access to Registration Question Set. Response times will also be used to assign seeding in the competition (see Seeding section). All timestamps will be administered by a third party website and are final.

H. Timeline

1. For Regional Qualifiers, a call for participation will be circulated to all SPE student chapters in good standing on or before February 18, 2014. All student chapters that wish to participate in a Regional Qualifier must confirm their intent to participate by enrolling at least two (2) weeks prior to the day of the competition. Should a team confirm intent to participate but be absent during the day of competition, a penalty will be assessed to the student chapter for future registrations.
2. For At-Large Qualification, a call for participation will be circulated to all SPE student chapters in good standing on or before March 31, 2014.
 - a. All student chapters that have expressed an interest will be segregated into regional groups. Each regional group will receive a link to access the Registration Question Set at a previously announced time on registration day.
 - b. The official registration day as outlined above will be April 29, 2014.
 - c. Qualified teams must confirm intent to participate no later than one month prior to the day of the competition. Should a team confirm intent to participate but be absent during the day of competition, a penalty will be assessed to the student chapter for future registrations.

I. Enrollment

1. Prior to a qualification competition, teams must fill out a roster form in its entirety, including any required Faculty Advisor approvals that may be requested on the form. To access the form, visit the PetroBowl webpage.
2. All participants must also fill out a Photo/Video Release. To access the form, visit the PetroBowl webpage.
3. Teams shall submit both forms by the stated deadlines to:

petrobowl@spe.org

Competition Rules

J. Game Format

1. The games will be single elimination in which two teams compete and the winning team (team with most points at end of the round) advances to the next round.

K. Tournament Officials

1. Judges: Each game will have three judges who are SPE members chosen by the PetroBowl Committee. All judges' decisions concerning compliance to the rules and awarding of points will be final.
2. Moderator: Each game will have a moderator. There may be two moderators to share the responsibility. The moderator(s) will read the questions, consult judges as needed to determine the correctness 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 a "Visual Aid", in which case the moderator will clearly direct participants' attention to a screen.
3. Scorekeeper: Each game will have at least one scorekeeper. The scorekeeper(s) will keep the official score and individual statistics. Games will not be considered final until the scorekeeper has declared the official score.
4. Timekeeper: Each game will have one timekeeper. The timekeeper will enforce time limits and supervise the game clock.

L. Equipment

1. All games will be played such that each participant in the current game has a "buzzer" – an electronic device that determines which participant buzzes in to answer a question first.
 - a. Each participant is responsible for monitoring whether his or her own buzzer is operating properly throughout the game.
 - b. If a buzzer malfunctions, only the current toss-up question or the last completed toss-up question can be replayed, subject to the moderator's ruling that the malfunction impacted play of that question.
 - c. If the buzzer system is 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.
2. All games will be timed and will use a clock clearly visible to both teams.
3. Participants will be provided paper and pencils.
4. Calculators will be provided. To ensure fairness, competitors will use only the provided calculators.
5. Participants may not use reference materials during the game.

M. Participants

1. A team consists of up to 5 players who meet all eligibility requirements, though only 4 players are involved in a game at any given time.
 - a. It is considered “Best Practice” that a team diversifies its participants such that a mix of graduates and undergraduates represent the student chapter. However, this recommendation will not be enforced.
 - b. Any combination of the 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.
 - c. Teams may play short, with a minimum of two players.
 - d. Each team shall designate a team captain.
2. Players and schools are responsible for any liability arising from their conduct while at the tournament. 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.

N. Time

1. Tardiness of more than 5 minutes from the scheduled match time may result in a forfeit. This rule will be enforced at the discretion of tournament officials.
2. In all rounds, the clock starts when the moderator begins reading the first toss-up question. The time structure of each round is as follows:
 - a. All rounds before the Elite Eight will consist of “half games” of 8-minutes with no intermission.
 - b. In the Elite Eight and Final Four rounds, each game will consist of two 8-minutes halves with a brief intermission between them.
 - c. The Championship and Third Place rounds will consist of two 10-minute halves with a brief intermission between them.
3. When the clock sounds the end of time, the half or game shall end, except in the following scenarios:
 - a. A player who has buzzed in on a toss-up question is allowed to answer that toss-up and, if correct, earns a bonus question. If incorrect, the other team will have a chance to answer the toss-up question and earn a bonus question.
 - b. A team will be read its entire bonus question, even if time expires during the bonus or before the bonus is read.
4. The team with more points at the end of the game wins. In the event of a tie:

- a. There will be an overtime period consisting of three toss-up questions. Bonuses are not used in overtime.
 - b. If the game is still tied after three toss-up questions, the moderator will read toss-up questions until the score changes.
- 5. The clock shall not stop, except:
 - a. When an appeal has been expressed by the captain of a competing team.
 - b. When stopped by a tournament official to resolve a problem or to replace a question.
 - c. At the end of the half or game.
 - d. When a moderator needs extra questions because of replacement of questions or overtime.
- 6. The clock used by the time keeper is the official time and is not contestable.

O. Questions

- 1. Each game uses 1) toss-up questions worth 10 points each, and 2) bonus questions, worth up to 20 points each.
 - a. A team receives a bonus question for each toss-up question correctly answered by one of its players (except in overtime).
- 2. 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.
- 3. 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.
- 4. Suggested (but not all inclusive) list of study materials as possible sources of questions:
 - a. Academic: Technical, Fundamentals of Petroleum Engineering
 - 1. Content from SPE's PetroWiki (www.petrowiki.org)
 - 2. Petroleum Engineering and related (Geology, Reservoir Engineering, etc.) textbooks
 - 3. Glossary of Industry Terminology: <http://www.spe.org/spe-app/spe/industry/reference/glossary.htm>
 - 4. Schlumberger Oilfield Glossary: <http://www.glossary.oilfield.slb.com/Default.cfm>
 - b. Non-Academic: Industry Statistics, History, Trivia, Current Events
 - 1. <http://www.spe.org/industry/statistics.php>
 - 2. Journal of Petroleum Technology
 - 3. SPE Annual Reports

4. Yergin, Daniel, The Prize: The Epic Quest for Oil, Money & Power.

P. Toss-up Questions

1. 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 will result in forfeiture of opportunity to answer the toss-up. Repeated violations can result in ejection and/or disqualification per the “Ethics and Conduct” rules.
2. 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.
3. 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.
4. 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.
5. An answer to a toss-up 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 favor of the player.
6. Players have 5 seconds to buzz in after the moderator has finished reading the toss-up. 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.
7. 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.
8. Each correct answer to a toss-up question is worth 10 points. **An incorrect answer will be assessed a 5 point penalty.**

Q. Bonus Questions

1. Teams may confer on bonus questions.

2. 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.
3. A team has 25 seconds to answer a bonus question. The 25 seconds starts when the moderator finishes reading the question; once the time starts, the 25 seconds will not stop even if the moderator is asked to repeat the question. After 25 seconds, the moderator will prompt the team for an answer. Once prompted, the team captain (or a designated team member) must immediately begin answering or forfeit the opportunity to answer.
4. A team may begin its answer before the moderator is finished reading all of a bonus question. In such cases, the moderator stops reading when the team begins its answer. If the bonus contains another part, and the first part was answered correctly, the moderator then reads the next part of the question.
5. Each bonus question is worth up to 20 points. **There will not be a penalty for incorrect answers to bonus questions.**

R. Correct Answers

1. The moderator will accept only the first answer given by a player, except for multiple answer questions and situations enumerated below.
 - a. 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. Further, if a multi-part answer is given to a singular question, the judges must deem all portions of the answer to be correct in order for points to be awarded.
 - b. Modifying words before the first noun of a response are considered as one answer with the noun.
 - c. 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”).

S. Appeals

1. Teams will be allowed one (1) appeal per game.
2. Reversals to a decision will only be considered if an appeal has been made by a team.
3. Appeals can only come from the team captain.
4. 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.
5. A team will have 15 seconds immediately after the appeal to state their position. It will be up to the judges’ discretion whether to sustain or overturn a decision.

T. Ethics and Conduct

1. All players, institutional representatives, and other persons associated with a team are bound by an honor code 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 honor code to a tournament official.
 - a. Participating teams and audience shall not write down or record any questions and/or answers.
2. 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 behavior, unethical behavior, any violation of the honor code, or other unsportsman like conduct. Officials may interpret these categories at their discretion.
3. 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.

U. Seeding, Bracket, Wait List, and Byes

1. All competitions, including Regional Qualifiers and the PetroBowl Championship, shall follow a standard single-elimination bracket-style process.
2. Seedings at the Regional Qualifier will be based off each team's performance during the prior year's PetroBowl Championship. In the event of a tie (i.e. both teams lost in the same round that year), a random draw will decide seeds.
 - a. All teams that did not participate in the prior year's PetroBowl Championship will be seeded below the teams that did. For their specific seeds, a random draw will decide the order.
3. Seedings at the PetroBowl Championship will be awarded as follows based on a standard 36-team bracket:
 - a. Seeds 1-32 will go to the at-large invitees. The ranking will be determined from the team's performance on the online Registration Question Set, first by point total and then by response time.
 - b. Seeds 33-36 will go to the 1st and 2nd place teams from each Regional Qualifier. Each team's average points per game during their respective Regional Qualifier will be used to determine the specific seed. In the event of a tie (i.e. both teams scored an average of 20 points per game), a random draw will decide seeds.
If Regional Qualifier winners wish to improve their seeding at the PetroBowl Championship, they may participate in the At-Large Qualification process and their resulting performance will be used to seed the team.
4. The PetroBowl Committee reserves the right to re-seed teams prior to the competition in the event of a cancellation/disqualification. In the event of a "no-show" the morning of the competition, said team shall be removed from the bracket and the team scheduled to play them shall receive a "bye" for that round.