

## **Academic Triathlon Guidelines**

In order to provide neat and orderly Academic Triathlon Meets, we have listed *Coaches/Judges, Parent, and Student Guidelines*. These guidelines were set-up to provide positive environments for fun and learning to take place. If there are questions with any of the guidelines, please contact Lead Coaches or G/T Contacts from your school or the ZED office at (507)775-2037 (Becky Remmele, [bremmele@zumbroed.org](mailto:bremmele@zumbroed.org).) Thank you very much for your cooperation.

## COACHES & JUDGES GUIDELINES

1. Must run Meets as prescribed by the manual. If a coach or judge does not intentionally follow this format, the teams or the coach/judge may be disqualified for the rest of the season.
2. Copyright laws must be respected. Used Meet challenges may be reused in the classrooms.
3. Must *absolutely* refrain from assisting teams as they compete. From the time a team registers until all P.A.R.T.Y. performances have been judged, no adult should confer privately with team members.
4. Must set high standards of sportsmanship and fairness.
5. Must reward good ideas and sportsmanship as displayed by students from all participating schools.
6. Coaches and Judges must serve as facilitators during meets or provide a prepared substitute. “Prepared” means “familiar with A.T. rules to serve as a judge/facilitator at a Meet Event.’
7. Must exercise good judgment and be ready to make hard decisions regarding penalties or issuing warnings. Issuing a warning is often recommended, though not required, before assessing a penalty.
8. Must be at least 16 years old.
9. Must respect the student competitors’ right to compete in an atmosphere of acceptance.
10. As a coach and judge, they agree to abide by the rules and spirit of this program and conduct themselves according to the state’s High School League rules and coaches may be asked to host a Meet at their school.
11. Must receive and maintain the security of questions for Meets.

## **PARENT GUIDELINES**

1. All food and beverages must be consumed in the registration area (cafeteria). No food or beverage is allowed in any of the Meet Events.
2. All cell phones must be turned off while attending the Meet Events.
3. If a Meet Event is in progress, you must wait outside of the closed door until the session is finished.
4. There is to be NO communication with any student(s) either at the Meet Event or traveling between Meet Events. A coach or Meet facilitator could interpret the conversation as sharing of Meet Event questions and answers. This could result in student or team penalties being issued.
5. While attending the P.A.R.T.Y In a Box presentation, there is to be NO conversation with any students or judges while waiting for the judges to complete their evaluations. Theater etiquette is required during the performances.
6. No one will be allowed in the Party Prep rooms because it is only a student work session.

If there is an infraction of these guidelines, it could result in one of the following:

1. Receive a warning that an infraction has occurred.
2. Asked to leave a particular Meet Event.
3. Cause a team to lose points or be removed from the Meet Event.

# STUDENT GUIDELINES

1. All team members, including alternates, must wear a nametag and a competition letter above the waist so it can be read by facilitators and participants.
2. Team members must keep problems and questions *strictly secret* until the end of the competition. If information is shared with anyone including parents, the entire team will be disqualified.
3. Must exhibit good sportsmanship throughout the Meet by respecting the facilities, judges and other teams. If unsportsmanlike conduct is exhibited, a team can lose points or incur possible disqualification.
4. At the P.A.R.T.Y performances, full and silent attention will be given to the team performing. No negative comments or inappropriate behavior will be tolerated. Students and coaches are not allowed to approach P.A.R.T.Y judges about scoring.
5. Teams must arrive on time and to the correct room. If late, they will be allotted the remaining time. If another is prevented from having their full time, they will be subjected to an unsportsmanlike conduct penalty.
6. No extra items can be brought into a Meet. Only those things specified in the rules.
7. Teams must use appropriate language, humor, gestures, etc. An inappropriate response, will be decided by the facilitator who will:
  - a. Ask for a more appropriate response
  - b. Disqualify a team member or team
8. Student Dress and Appearance:
  - a. Appropriate clothing includes, but is not limited to, the following—appropriate for the weather, does not create a health or safety hazard, and is appropriate for the activity.
  - b. Inappropriate clothing includes, but is not limited to, the following—“short shorts or skirts,” skimpy tank tops that expose the midriff, anything bearing a message that is lewd, vulgar, or obscene, apparel promoting products or activities that are illegal for use by minors and chains.
  - c. Hats or any type of headwear are not permitted unless approved by AT Coordinators.
  - d. If a problem arises, students will be directed to make modifications or the team member or team will be disqualified and points deducted.

9. Students whose temporary or permanent physical disability may prevent or hamper them from following physical instructions *must tell* the facilitator.
10. Teams must provide assigned P.A.R.T.Y materials.
11. Teams must be aware of these “Caution Comments”: “*louder,*” “*clarify*” “*inappropriate*” and “*repeat.*”
12. Students *must leave* all food and beverages in the registration area.
13. Cell phones *must be* in back packs or coats and *left* in the registration area.