



**ALSA LC UI SECRETARIAT**

Student Center, 1<sup>st</sup> Floor, F Building Faculty of Law, Universitas Indonesia  
Depok, Indonesia, 16424

**RULES AND REGULATIONS**

**BATTLE OF BRAINS COMPETITION**

**THE 23<sup>RD</sup> ALSA NATIONAL ENGLISH COMPETITION**

**PREFACE**

Battle of Brains is a competition where each team, consisting of 3 (three) people, will be competing in answering questions about general knowledge within the scope of national and international social, political, economic, law, environmental and cultural issues.

**RELEVANT DATES**

- 1. Technical Meeting : **Thursday, April 4<sup>th</sup>, 2018**
- 2. Competition
  - a. Preliminary Round  
(Senior High School and Varsity) : **Saturday, April 6<sup>th</sup>, 2019**
  - b. Semi-final Round  
(Senior High School and Varsity) : **Sunday, April 7<sup>th</sup>, 2019**
  - c. Final Round  
(Senior High School and Varsity) : **Monday, April 8<sup>th</sup>, 2019**
- 3. Closing Ceremony and Awarding Night : **Tuesday, April 9<sup>th</sup>, 2019**

**PARTICIPANTS**

The participants consist of 27 (twenty-seven) teams of high school participants and 27 (twenty-seven) teams of varsity participants.

- 1. Senior High School  
Each team should consist of **3 (three) members.**
- 2. Varsity  
Each team should consist of **3 (three) members.**

Each team (senior high school and varsity) will have to appoint a **Team Administrator** to manage the registration process. The team administrator will be the person responsible for the online registration of the team and will be the individual with whom the organizing committee will communicate with for all the registration-related matters.

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**Each senior high school and university is allowed to send the maximum of 3 (three) teams. For every 3 teams registered, 5% discount will be applied to the registration fee.**

**PURPOSES**

The objective of this competition is to challenge the participants to sharpen their English skills and their knowledge of national and global issues, as well as amplify the use of common sense.

**COMPETITION SEQUENCES**

1. The Competition is divided into the **Preliminary Match**, the **Semi-final Match** and the **Final Match**.
2. Each match is divided into four rounds: **English Knowledge**, **Music Master**, **Save or Kill** and **Overkill**.
3. Three teams will compete in each match, with the possibilities of two teams per match.
4. The winner of the Preliminary Match will proceed to the Semi-final Match, and the winner of the Semi-final Match will proceed to the Final Match.
5. The winner of the Final Match will be the winner of the Competition.

**GENERAL RULES**

1. Every participant in this competition must be a **senior high school student or university student**.
2. The committee of ALSA E-Comp 2019 **will not provide refund** for those who are disqualified or quit for any reason.
3. The committee is entitled to unilaterally cancel a competition if the number of participants do not reach the minimum quota as determined by the committee. The minimum quota for each competition:
  - Debate : 20 teams.
  - MUN
    - **United Nations Women (UNW)** : 20 delegates.
    - **United Nations Development Programme (UNDP)** : 20 delegates.
    - **United Nations Human Rights Council (UNHRC)** : 20 delegates.

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- **Economic and Financial Affairs Council (ECOFIN)** : 20 delegates.
  - **Legal Committee (LC)** : 20 delegates.
  - **United Nations Security Council (UNSC)** : 10 delegates.
  - Battle of Brains : 15 teams.
  - Newscasting : 20 participants.
  - Paper Presentation : 15 participants.
  - Speech : 20 participants.
  - Spelling Bee : 15 participants.
  - Storytelling : 20 participants.
4. Every participant who has registered online **MUST** re-register themselves and attend the Technical Meeting on **Thursday, April 4<sup>th</sup>, 2019**. Participants who failed to follow this rule will be **disqualified**. There will be an exception only for those who are not able to come on the re-registration day by sending their permission for absence to the committee beforehand through Anzalta (081288102232 / LINE ID: anzaltata) for senior high school students or Vanya (08176062314 / LINE ID: vanyarisha) for varsity students. The permission for absence must be due to personal urgencies or reasons of which the committee found acceptable and it must be done **maximum 1 (one) day before** the re-registration day.
5. The participants who have been registered online can be **replaced** with a new participant **before Monday, March 18<sup>th</sup>, 2019** or precisely 7 (seven) days after the registration ends by sending the request of replacement to ALSA E-Comp 2019 Registration's e-mail address: registration@alsaecomp.com, with the following format subject: Replacement\_(Competition Type)\_(Institution) and the following format body mail:
- a. Competition Type :
  - b. Institution :
  - c. Name of Original Participant :
  - d. Name of Replacement Participant :
  - e. Name for Certificate (20 characters tops including punctuation marks) :
  - f. Reason :

The participant is required to attach any kind of related document that supports the

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# THE 23<sup>RD</sup> ALSA NATIONAL ENGLISH COMPETITION

"ENHANCE YOUR KNOWLEDGE, STEP UP TO THE CHALLENGE"



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participant's reason (e.g. signed medical permit from hospital). If the committee finds the reason as an acceptable reason, then the committee will send the approval of replacement request to the participant's e-mail address.

6. **After Monday, March 18<sup>th</sup>, 2019** replacement of participants are not allowed and will result in **disqualification**.
7. The names registered on the website or the name of the replacement participant registered on the ALSA E-Comp 2019 Registration's e-mail will be the names printed on the certificates with the limit of 20 characters for each name. The committee are not responsible for mistakes and misspelling made by the participant in the registration form.
8. Every rule must be followed. **Disqualification for any participant who violates the rule will be under the discretion of the committee to decide unilaterally.**
9. The **certificate** can **ONLY** be taken on the closing ceremony on **Tuesday, April 9<sup>th</sup>, 2019** by the participants or the representative.
10. The **prize** and the **trophy** for the winner can **ONLY** be taken by the winner on the closing ceremony on **Tuesday, April 9<sup>th</sup>, 2019**. If the winner cannot be present during the closing ceremony due to several significant reasons (which are allowed only under the approval of the committee), the prize and the trophy can be taken by the representative.

### TECHNICAL MEETING

1. Every participant or representative **MUST** attend the Technical Meeting on **Thursday, April 4<sup>th</sup>, 2019**.
2. Each of the participants will be handed the Rules and Regulations of the competition at the Technical Meeting.
3. The Technical Meeting will be the platform for discussion about the rules to which the competition will be based upon.
4. The committee holds the ultimate control towards deciding whether a rule needs to be changed or not.
5. Results of the Technical Meeting are considered accepted and legitimate by the participants and no objection later will be accepted by the committee.
6. The participant and/or representative who are not able to attend the Technical

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Meeting due to personal urgencies or for any reason will be considered in favor with all the result of Technical Meeting's discussion, no objection will be accepted by the committee.

### ELIGIBILITY

To be eligible to compete, competing individual must:

1. Be enrolled legitimately in a Senior High School or a University by showing the committee a legitimate Student Identity Card at the time of re-registration.
2. Have completed the payment of registration fee and was successfully registered as a participant.
3. Note all relevant dates regarding the competition as mentioned in the RELEVANT DATES section.
4. Maintain eligibility at all rounds of the competition. The participant will be **disqualified** if discovered ineligible to compete in any round.
5. Each participant must be present to compete and cannot be represented by anything else other than themselves. Participation by audio, video and/or teleconference is strictly prohibited.

### RULES OF THE VENUE

1. The participants must not wear sandals, shorts and/or t-shirt at the premises of the competition. The participants must wear shoes, collared shirt and pants, unless stated otherwise in the specific rules and regulations for every competition.
2. The participants must keep his/her appearance neat and clean.
3. Senior High School students are required to wear their school uniform and shoes, unless stated otherwise in the specific rules and regulations for every competition and/or explained and allowed by the committee.
4. for every competition and/or explained and allowed by the committee.
5. Varsity students are required to wear collared shirt, with their respective university jacket and shoes, unless stated otherwise in the specific rules and regulations for every competition or explained and allowed by the committee.
6. The Participants are not allowed to smoke in the premises, unless in designated smoking area.

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7. Littering is also prohibited, please keep the venue nice and clean and put away litters properly.
8. Do not bring any illegal substances or materials, such as illegal drugs and/or weapons especially ones that might cause harm to the other participants.

### RULES DURING THE COMPETITION

1. During performances, participants and/or spectators are not allowed to create disturbances and unnecessary noises that might cause distraction to the participants (including but not limited to entering or leaving the premises of the competition during a performance, applauds that are not intended in good-faith, laughing or talking loudly, using cameras with flash, sounds from cell phones, etc.)
2. Coaches, teachers and/or spectators **MUST NOT** provide help, assistance and/or answers in any way during making their case, or during the performance to the participants and are only allowed to watch performances.
3. The committee are allowed to expel coaches, teachers and/or spectators at anytime to prevent cheating.
4. If the participants are caught cheating, the committee are entitled to unilaterally decides to disqualify participants from the competition.
5. During the competitions, the registered participants cannot be represented by anyone else, or otherwise will be **disqualified**.
6. All participants should respect and appreciate every judgement from the judges.
7. The judges' decisions are final and there are no correspondence pertaining to the judging process will be reconsidered.
8. When the participants make mistakes when performing, the committee does not compromise and/or allow any pauses of duration nor provide any restart for the participants.
9. If there are technical difficulties (such as power failure or broken equipment) or should any problems arise during the performance of the participants, to which is no fault of the participants, then the committee might allow a restart with the discretion of the committee with the approval of the judges.
10. Every participant should be present punctually, at least 1 (one) hour before the competition starts. We do not compromise any tardiness. If the participant is late to be

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present, then the committee will decide unilaterally to either postpone the performance or disqualify the participants from the competition.

### SPECIFIC RULES

#### MATCHES ROUNDS

##### 1. Round One: English Knowledge

- a. The First round will evaluate the participants' **English knowledge** which consists of Word War, Jumbled Paragraph and Grammar Guess.
- b. The bell will not be needed during this round.
- c. Each team will be given a piece of paper.
- d. To answer the questions on this round, teams will write their answers on the piece of paper.
- e. The team will **only** have 20 (twenty) seconds to write their answers on the paper after the Announcer finishes reading the question.
- f. The teams will have to submit their paper to the committee after the 20 (twenty) seconds runs out, even when they are not finished writing the answers down.
- g. In **Word War**, the Announcer will announce a set of jumbled letters, that when rearranged will form a word.
- h. In **Jumbled Paragraph**, the Announcer will announce a set of sentences, that when rearranged will form a coherent paragraph.
- i. In **Grammar Guess**, the Announcer will announce a sentence with one or more grammatical mistakes.
- j. Teams that answer correctly for **Word War** will be given **10 (ten) points**.
- k. Teams that answer correctly for **Jumbled Paragraph** will be given **10 (ten) points**.
- l. Teams that answer correctly for **Grammar Guess** will be given **10 (ten) points**.
- m. There is no reduction point for this round.

##### 2. Round Two: Music Master

- a. The Second round will evaluate the participants' knowledge about **Music**, in

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which the participants will guess the song's title and artist from 5 (five) music videos and 5 (five) songs played. Teams who can only guess the title or the artist, not both, will not get a point.

- b. The team will **only** have 15 (fifteen) seconds to answer the question once the song has stopped playing. Teams may answer before the song has stopped playing but if found to be incorrect that team is not allowed to answer again the same question unless the question remain unanswered.
- c. If all the teams are unable to answer, the question will be skipped until the end of the round and then played again.
- d. The fastest team that rings the bell will be given the chance to answer the question in 10 (ten) seconds.
- e. If the team answers incorrectly, they will get **10 (ten) points** of reduction and the other teams that ring the bell will be given a chance to answer.
- f. Teams may only try to answer one question once unless a question remain unanswered and was skipped to be replayed.
- g. Teams that answer correctly in this round will be given **20 (twenty) points**.

### 3. Round Three: Save of Kill

- a. The Third round will evaluate the participants' strategy and general knowledge of issues relating to general knowledge, which involves a 5 (five) x 5 (five) set of square game that contains a question in each square.
- b. The squares will be divided into five categories both nationally and internationally in social, political, economic, law, environmental and cultural issues.
- c. The team with the lowest current score will be given the chance to pick the first square in the round.
- d. All teams can answer the question once it is revealed, regardless of which team picked the square.
- e. The fastest team that rings the bell after the question is revealed will answer the question.
- f. After the team rings the bell, they will **ONLY** be given 10 (ten) seconds to answer the question.

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- g. If the team answers the question correctly, the team will be given **10 (ten) points** and a chance to choose between “killing” one of the members of the other teams or “saving” one of their team members.
- h. If the team answers incorrectly, the team must “kill” one of their own team members.
- i. The other teams will be given the chance to answer the question if the first team answers incorrectly. The fastest team to ring the bell after the Announcer announces that the answer is incorrect will be given the chance to answer first.
- j. If all three teams are unable to answer the question correctly, then the question will remain unanswered.
- k. If any team manages to correctly answer 5 (five) questions that forms a line on the 5 (five) x 5 (five) square, they will be able to “kill” 2 (two) members from the other teams, or “kill” only one member from the other teams and “save” one of their own member.
- l. This round end when every question inside the squares is exposed or all of the other team members are “killed”.
- m. The remaining unanswered points or questions will not be given to anyone once the round has ended.

#### 4. Round Four: Overkill

- a. The Fourth round will evaluate the team’s strategy and general knowledge about International issues.
- b. Each question is worth **25 (twenty-five) points**.
- c. The fastest team that rings the bell will answer the question first.
- d. If the team answers the question **correctly**, the team can choose to **either add 25 (twenty-five) points to their own score, or decrease another team’s score by 25 (twenty-five) points**. The team will **only** be given 10 (ten) seconds to decide this.
- e. If the team answers the question incorrectly, that team’s score will be **decreased by 25 (twenty-five) points**.
- f. Teams may only try to answer one question once.
- g. If the first team answers incorrectly, the question will be passed on to the other

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teams. The team that rings the bell first after the Announcer announces that the answer is incorrect will be given the chance to answer.

- h. If every team is unable to answer the question, the question will remain unanswered.

5. The **tiebreaker round** is commenced when there are equal numbers of points between teams. There will be one question, team that answer it correctly will get 10 (ten) points and win the competition.

### PRE-MATCH RULES

1. If one or more members of a team are not present during the start of the match, their names will be announced 3 (three) times in a time span of 5 (five) minutes.
2. If the members of the team are still not complete after the 5 (five) minutes, the team will be **disqualified**. In this case, if the remaining 2 (two) teams are present, the match will continue without the disqualified team. But, if there are 2 (two) disqualified teams in a match, the team present will proceed to the next round.

### RULES DURING THE MATCH

1. Participants are not allowed to bring any dictionaries, books, newspapers, tabloids, magazines, calculators, hand phones, tablets, laptops or any other devices irrelevant to the competition.
2. The committee will provide paper for the participants, however participants **should provide his/her own pens/pencils**.
3. Teams may only discuss quietly.
4. Teams may bring maximum 6 spectators into the match-venue as audience on the preliminary and semi-final rounds. There are no limitations on spectators for the final round.
5. The audience should be quiet, calm and content during the match and are not allowed to assist the competing participants in any ways. Any communication devices must be silenced or turned off at the venue, unless permitted by the Committee.
6. Any acts that violates these rules or disrupts the match will result in the audience

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member being expelled from the match-venue.

These rules apply to all participants of this Battle of Brains competition of The 23<sup>rd</sup> ALSA National English Competition. These rules may not be supplanted or modified except by the authorized Committee. All participants are obligated to obey the rules.

### CONTACT PERSONS

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