

Ethics Bowl Canada

Governing Documents

Part 4: Rules and Regulations

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Ethics Bowl Canada

Part 4: Rules and Regulations

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1. Preamble

This document specifies the official rules and regulations of Ethics Bowl Canada. In the eventuality of conflict with guides, training materials, or educational resources produced by Ethics Bowl Canada or by other organizations, the specifications in this document take precedence.

The rules and regulations specified in this document must be strictly followed in all sanctioned events that are part of the National cycle, including the National final and qualifying events such as Regionals and leagues, both at the high school and at the college and university levels. However, for additional events that are not part of the National cycle (e.g. junior bowls, open competitions, local topical events, etc.), Ethics Bowl Canada and its partners reserve the right to make modest amendments to the rules that are consistent with the guiding principles of the Ethics Bowl.

Team members, coaches, judges, and moderators ought to familiarize themselves with sections [2 \(Composition of teams\)](#), [3 \(Match structure and rules\)](#), and [5 \(Judging criteria and rubric\)](#). Organizers should also familiarize themselves with section [4 \(Competition rules\)](#).



2. Composition of teams

2.1 Team affiliation

A team must be affiliated with an eligible school, under the eligibility conditions specified under rule [2.2 \(Eligibility of schools\)](#). A team must have the official endorsement of the school administration to participate.

An exception is made for teams of homeschooled students, with special approval from the Regional organizer in the region where they reside.

More than one team affiliated with a given school may take part in an event, unless otherwise specified by the event's organizer. The organizer may set any limit on the number of teams allowed per school, based on capacity.

2.2 Eligibility of schools

All schools duly accredited by the governmental authority that has jurisdiction are eligible, both in the public and private education systems.

2.3 Composition of teams

A team is composed of 3 to 7 eligible members, as specified under rule [2.4 \(Eligibility of members\)](#).

No person can be a member of more than one team at a particular event.

All teams must have a coach or advisor (henceforth, “coach”) designated by school administration. An exception is made for teams of homeschooled students, for whom the coach will be vetted and approved by the event's organizer. A person can coach more than one team, but must first obtain permission from the event's organizer.

The composition of the team, including both the coach and the team members, must be indicated on the registration form for the event (see the [Registration form](#) in appendix). Changes to the team composition after registration are allowed, with approval of the event's organizer.

2.4 Eligibility of members

In order to be eligible, each member of a team must be enrolled at the school with which the team is affiliated.

In order to be eligible for the high school Ethics Bowl, members must be in grades 9 to 12. Grades 9 to 12 correspond to what is designated as “high school” in all Canadian jurisdictions,



except in the Province of Québec, where it also includes students in their first year of enrolment in a cégep.

In order to be eligible for the college & university Ethics Bowl, members must be enrolled as undergraduate students and never have been enrolled as graduate students. Since a team represents their school at an Ethics Bowl, Québec students in their first year of enrolment at a cégep may be included alongside other students enrolled in a DEC (diplôme d'études collégiales) at the same school. In other Canadian jurisdictions, teams of eligible grade 12 high school students are allowed to participate in the college & university Ethics Bowl with the approval of the event's organizer. However, once a student is allowed to take part in a college & university Ethics Bowl, they would no longer be eligible for the high school Ethics Bowl.

3. Match structure and rules

3.1 Roles in a match

For each round, persons are assigned to at most one of the following roles:

- Participant
- Moderator
- Judge
- Audience

Up to 5 members of a team can be designated as participants in a round. One person is designated as moderator and three persons are designated as judges. Every other person in the room, including non-participating team members and the coach, is automatically designated as part of the audience.

3.1.1 Participants

Up to 5 members of a team can be designated as participants in a match. Members of a team are designated as participants in a given match by the coach of the team. The remaining team members are called "alternates" for the duration of the match. Substitution of alternates within a match is not allowed. However, as an event typically includes more than one match, different team members may be designated as participants and alternates in different matches.

Teams are not to engage with judges or moderators between matches in a competition.

3.1.2 Judges and moderator

The persons designated as judges and moderator of a match are so designated by the event's organizer. An organizer must follow the guidelines of Ethics Bowl Canada in designating judges and moderators that have the required training.



The responsibilities of judges are:

- To question the leading teams as specified in section [3.3 \(Match format\)](#), and subject to the rules in section [3.5.4 \(Rules applying to judges\)](#).
- To score matches based on the criteria specified in section [5 \(Judging criteria and rubric\)](#), and subject to the rules in section [3.5.4 \(Rules applying to judges\)](#).

Note that judges have no say in the application of match rules.

The moderator runs the room. As such, the moderator must ensure that matches proceed in a timely fashion following the format specified in section [3.3 \(Match format\)](#). In particular:

- Moderators will direct the match by indicating whose turn it is to speak.
- Moderators will keep official time for each period of the match (moderators may use their own device to keep accurate time).
- Moderators will signal to teams how much time is left, as specified by the match format.
- Moderators will not allow a team to finish a sentence/thought once time has expired.
- Moderators will intervene when judges fail to ask their questions within the time allocated for that purpose.
- If there are outside distractions, such as construction or students talking, it is up to the moderator, not coaches or parents, to decide if the match should be paused (in which case the moderator may consult with the event's organizer to determine the appropriate course of action).
- At the end of the match, moderators will help assist judges with calculations if needed and collect the [judges' scoring sheet](#) and the [judges' team feedback sheets](#).
- Once judges have completed their scoring of the match, the moderator will complete the [moderator's match report sheet](#).
- Moderators will announce which team is the winner or announce that the match is a tie, following the criteria specified in section [3.4 \(Match decisions and tiebreaks\)](#). However, moderators will not announce the judges' votes or their scores.
- After matches, moderators will hand in the [judges' team feedback sheet](#) to coaches of the participating teams.
- After matches, moderators will return the [judges' scoring sheets](#) and the [moderator's match report sheet](#) to the event's organizer. The event's organizer will hand in score sheets to coaches after the end of the event.

In addition, the moderator must ensure that the match rules specified in section [3.5 \(Match rules\)](#) are applied, including match rules applying to the behaviour of judges. When applicable, under the conditions specified in section [3.5.4 \(Enforcement of match rules and sanctions\)](#), the moderator is also responsible to apply sanctions for violation of match rules.

Only persons that can be considered neutral may be designated as judges and moderators. Judges and moderators cannot be family members, friends, or coaches of any member of the teams taking part in the match. Furthermore, judges and moderators cannot be alumni or staff members at any of the schools represented by a team registered in the event. Judges and



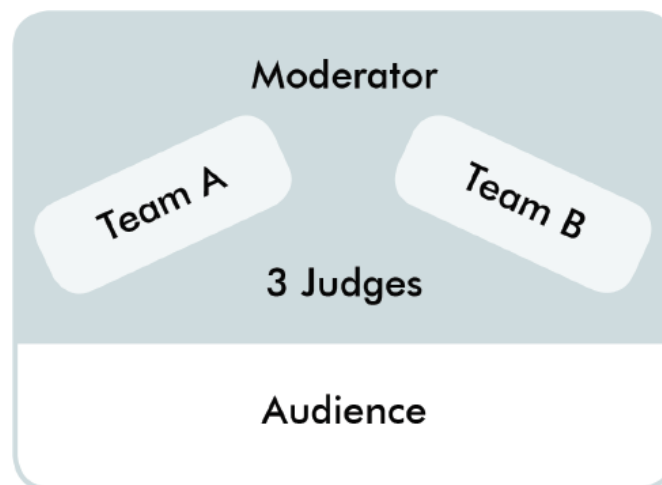
moderators should not have any other obvious conflict of interests. Judges and moderators are required to disclose any conflict of interest or any fact that may contribute to the appearance of conflict of interest to the event's organizer. A failure to disclose such information must be reported to Ethics Bowl Canada by the event's organizer; the report will be reviewed by the Rules and Regulations committee to determine the gravity of the situation and, if judged appropriate, the committee may terminate the person's certification as a judge and/or moderator.

Given facts that may contribute to the appearance of a conflict of interest, the event's organizer will determine whether the person is in a position of conflict of interest, in which case the person will not be designated as judge or moderator for the match. Given that judges' and moderators' decisions may influence the standing of teams in the event beyond the teams taking part in a match, the event's organizer should avoid indirect conflicts of interest resulting from the structure and the state of the competition.

Socializing with teams and/or their coaches between matches within a competition (e.g. greeting teams or coaches you may know) is discouraged for both judges and moderators, as this behavior can appear to confer an unfair advantage to one team over another. Interaction in scheduled events (e.g., lunch, coffee break) is permitted, but judges and moderators must refrain from discussing matches.

3.2 Setup of match rooms

The room is set up as illustrated below whenever the event's site makes it possible.



The tables where Team A and Team B sit should not be facing each other, but rather should be directed partly towards each other, and partly toward the judges and the audience, in a way that symbolizes the non-oppositional and collaborative nature of the Ethics Bowl.



All participants in a match should remain seated for the duration of the match, with the exception of time periods assigned to a team to confer, during which students may stand and move around to facilitate communication.

3.3 Match format

3.3.1 Phases of a match

An Ethics Bowl match features two teams meeting to discuss and evaluate two cases. Each team is the “leading” team on one case, and the “responding” team on the other case. The structure of the discussion for both cases is identical.

The phases of a match are as follows:

1. Moderator’s phase #1
 - a. Moderator’s opening remarks (This includes acknowledgements of both teams, introductions, etc. See the [Moderator’s instructions and script](#) in appendix for details).
 - b. Moderator flips a coin, and the winning team chooses to lead or pass on Case #1. Let “Team A” be the name of the team leading on Case #1.
 - c. Moderator poses question for Case #1.
2. Presentation #1
 - a. Team A confers.
 - b. Team A presents their position on Case #1.
3. Commentary #1
 - a. Team B confers.
 - b. Team B comments, responds, and/or asks questions concerning Team A’s presentation.
4. Response #1
 - a. Team A confers.
 - b. Team A responds to Team B’s commentary.
5. Judge’s period #1
 - a. Judges ask questions to Team A
 - b. After each question, Team A answers, and then the match proceeds to the next question until time elapses.
 - c. Judges score both teams for Case #1 and write feedback for both teams.
6. Moderator’s phase #2
 - a. Moderator poses question for Case #2.
7. Presentation #2
 - a. Team B confers.
 - b. Team B presents their position on Case #2.
8. Commentary #2
 - a. Team A confers.



- b. Team A comments, responds, and/or asks questions concerning Team B's presentation.
- 9. Response #2
 - a. Team B confers.
 - b. Team B responds to Team A's commentary.
- 10. Judge's period #2
 - a. Judges ask questions to Team B
 - b. After each question, Team B answers, and then the match proceeds to the next question until time elapses.
 - c. Judges score both teams for Case #2 and write feedback for both teams.
- 11. Closing phase
 - a. The moderator completes the [moderator's match report sheet](#) (see appendix).
 - b. The moderator declares the winner (or whether it is a tie), but discloses no further scoring information.
 - c. The moderator invites a round of applause for each team.

The [judges' team feedback sheet](#) for each team will be given to the teams' coaches after the end of the match, and the [judges' scoring sheet](#) will be returned to the event's organizer along with the [moderator's match report sheet](#).

3.3.2 Match timing overview

The time allocated to each phase of an in-person match is as follows:

Match phase	Time allowance
Moderator's period	can vary (≈ 5 minutes)
Presentation	2 minutes to confer 5 minutes to present
Commentary	1 minute to confer 3 minutes to comment
Response	1 minute to confer 3 minutes to respond
Judge's period	10 minutes for both the questions and the answers variable time (≈ 2 minutes) to score teams

For online events, the time allocated to each phase of a match is as follows:

Match phase	Time allowance
Moderator's period	can vary (≈ 5 minutes)
Presentation	3 minutes to confer 5 minutes to present



Commentary	3 minute to confer 3 minutes to comment
Response	3 minute to confer 3 minutes to respond
Judge's period	10 minutes for both the questions and the answers variable time (\approx 2 minutes) to score teams

Note that the time during the judge's period is not stopped while judges ask their questions.

All teams will get two standardized nonverbal time notifications (e.g., with the use of cards, or by raising the appropriate fingers) from the moderator during their Presentation Period: one when three minutes remain and one when one minute remains. During the Commentary Period and Response Period, the moderator will give notifications when one minute remains.

In order to ensure that matches feature equitable Judge's periods, the 10 minutes allocated for questions and answers shall be structured as follows:

- 3 minutes and 20 seconds will be allocated to the question and answer of each of the three judges.
- Each judge will have up to one minute to ask their question.
- Participants of the leading team will have the remainder of the 3m20s period to answer the judges' questions.

The moderator will intervene to ensure that this structure is followed.

3.4 Match decisions and tiebreaks

3.4.1 Definitions for match decisions

Match decisions are based on the assessment of three judges (with one exception indicated in [3.4.2. Match decisions](#)), as reported on their respective [judges' scoring sheet](#).

Decisions are made on the basis of rules grounded in the following definitions:

- ★ A **judge's score** is a number ranging from 0 and 60, obtained by correctly completing the scoring sheet.
- ★ A **judge's vote** is based on their scoring sheet, and there are two possibilities:
 - One team has a higher score: in this case, the judge awards their full vote to the team with the highest score.
 - Both teams have the same score: in this case, the judge assesses the match to be a tie, and each team receives a partial vote.
- ★ Full votes are numerically valued as 1.0 and partial votes are numerically valued as 0.5.



- ★ The **number of votes** received by a team in a match is the sum of the numerical values of the votes awarded to that team. It is a number ranging from 0.0 and 3.0 by increments of 0.5.
- ★ The **match's result** for a team is numerically expressed as 1.0 if the team wins the match, 0.5 if the match is a tie, and 0.0 if the team loses the match. The match's result is used to determine a team's standing in a competition, as specified in [4.2 \(Tournament structures\)](#). The rules to decide the match's result are laid out in the next subsection.

Note that, as per Ethics Bowl Canada's regulations, other concepts such as the cumulative score or the cumulative score differential do not play a role in determining a match decision. However, they will be introduced in section [4 \(Competition rules\)](#) as they may play a tiebreaking role in determining a team's ranking in a competition.

3.4.2 Match decisions

Match wins are not directly based on the scores assigned by individual judges, as expressed on their scoring sheets, but on the number of votes awarded to a team.

In normal matches, the team with the largest number of votes (i.e., a team with 3.0, 2.5, or 2.0 votes) wins the match. If both teams earn 1.5 votes (which may happen if all three judges score the match a tie, or if one judge scores the match a tie while the other two judges award their full votes to different teams), the match is declared a tie.

Some competitions have a structure that contains elimination matches, i.e., matches in which ties are not admissible. In such elimination matches, a tiebreak will be used to determine the winner of a match in which both teams have earned 1.5 votes.

The tiebreak procedure for elimination matches is as follows. In all elimination matches, prior to the start of the match, the organizer will designate a fourth judge such that:

1. Their identity will be known only to the event's organizer.
2. They will be sitting in the audience and will not take part in the judges' question period.
3. They will cast a vote only in the eventuality that the match is judged a tie by the three main judges.
4. They must award their full vote to one of the two teams, i.e. they cannot declare the match a tie.

Upon seeing that the match remains a tie in virtue of the three main judges' decision, the fourth judge will discreetly let the organizer know for which team they cast their vote, and the information will be transmitted to the moderator who will then announce the match's result.

In order to help the reader, consider the following examples, followed by a brief commentary.



		Judge 1	Judge 2	Judge 3	Judge 4 (elim. match)	Number of votes	Result
Example 1 (normal match)	Team A	42	45	36		2.5	winner
	Team B	37	38	36		0.5	
Example 2 (normal match)	Team C	40	41	37		2.0	winner
	Team D	39	40	40		1.0	
Example 3 (normal match)	Team E	56	48	43		1.5	tie
	Team F	37	49	43		1.5	tie
Example 4 (elimination match)	Team G	47	38	38		1.5	
	Team H	31	40	38	Vote B	2.5	winner

Example 1 is the most typical, Team A has earned the full vote of two judges, and judge 3 has judged the match a tie, so that Team A wins with 2.5 votes. Example 2 is similar but calls for an additional comment. If we add the three judges' scores, Team D has a higher cumulative score, and nonetheless Team C wins due to their having 2.0 votes. The number of votes is a more robust assessment of a team's performance than the sum of the judges' scores, as it is not affected by the volatility of judges' score; this is why the decision is always based on the number of votes. Example 3 is a standard example of a tied match. As it is a normal (non-elimination) match, the match is declared a tie. Example 4 is also tied based on the three main judges' scores; the decision is then based on the vote of judge 4, and the winning team advances to the next elimination round (if any).

3.5 Match rules

3.5.1 General match rules

- I. All procedural questions must be directed to the moderator.
- II. Students are allowed to bring a beverage to a match, but no food is allowed.
- III. Foul, insulting, or excessively graphic language or confrontational behavior by anyone in the room is prohibited.
- IV. Participants may not bring written notes of any kind or other supporting materials to a match.
- V. When one team confers or speaks, the other team, judges, and audience members must remain silent. However, participants of the other team may pass notes to each other.
- VI. Participants and members of the audience must under no circumstances make distracting noises and gestures.



- VII. It is prohibited for coaches and other members of the audience to communicate with participants, verbally or otherwise, or to demonstrably react to team members during a match.
- VIII. During the question phase, team members may ask judges to repeat a question or ask for clarification.
- IX. Team members are allowed to briefly and quietly confer (up to 20 seconds) before answering a judge's question.

3.5.2 Rules for in-person matches

- X. At the start of each match, scratch paper will be provided for team members to take and pass notes during the match.
- XI. No electronic devices are allowed.

3.5.3 Rules for online matches

- XII. Every member of the audience must be muted and have their camera off.
- XIII. Participants, moderators, and judges must have their camera on (non-distracting, static virtual backgrounds are allowed), and unmute themselves when it is their turn to speak. However, in cases where bandwidth issues arise, the moderator may grant a speaker permission to disable their camera in order to proceed with an audio-only connection. This permission should only be granted in cases where a stable internet connection would be otherwise impossible.
- XIV. Unless granted special permission by the organizer, each team member, judge and moderator must use different devices with their own cameras and microphones.
- XV. Team members may use pre-authorized group chat software (with the group limited to the designated participants) in lieu of passing written notes to each other.

In addition, the following rules shall apply if there are technical problems:

- XVI. The moderator may, at their discretion, call a time-out during a match to deal with any issues affecting the ability of participants to be seen/heard/understood. In such cases, the moderator may stop the timer and work with participants to remedy any connectivity issues that arise.
- XVII. If serious technical issues arise which affect the integrity or competitive/conversational experience of the match, the moderator may use their discretion to officially suspend the match, in consultation with the event's organizer. In such cases, a match may be rescheduled with different cases, or excluded from score calculations at the discretion of the event's organizer. Issues justifying a match suspension may include the loss of more than one judge, the loss of the moderator, the loss of multiple members of either team, or platform technical failure.
- XVIII. In the event that a judge experiences connectivity issues or drops out of the match, a moderator time-out should be called. If the judge is unable to regain connectivity after multiple attempts, the moderator may either suspend the match or, with explicit permission from the event's organizer, implement another scoring contingency plan.



3.5.4 Rules applying to judges

Judges are ultimately responsible for scoring matches, but they are not in charge of the room. Their behaviour is subject to the following rules:

- XIX. Judges should present themselves to all teams in a completely neutral and unbiased manner, and should under no circumstances display signs of hostility toward any team or member of a team.
- XX. Judges should not interrupt teams during their presentation, commentary, or response periods by asking questions, offering prompts, or gesturing.
- XXI. Judges should direct their questions to a team as a whole and not to an individual or individuals on the team. It is inappropriate to ask a question of one or more students based on an immutable characteristic, such as race, religion, gender, gender identity, ethnicity, disability, national origin, sexual orientation, appearance, etc. (e.g., addressing a question about immigration to a student who speaks with an accent).
- XXII. Judges should not discuss their scoring decisions with each other; each judge is to rely on their own personal assessment.
- XXIII. Judges should not talk to teams about scoring matters (including other judges' scoring). Teams will receive score sheets with comments after the event is over.

3.6 Enforcement of match rules and sanctions

Sanctioned events must have an adjudication committee composed of three persons including:

- the event's organizer
- at least one additional on-site person with adequate training to be judge and moderator, and a good understanding of the [competition rules](#) described in section 4
- at least one person with extensive experience as judge, moderator, and organizer, who may or may not be on site, but must be reachable at any time during the event.

The adjudication committee is responsible for reviewing the facts, deliberating on sanctions, and imposing sanctions.

The enforcement of match rules is effected following this process:

1. Ascertainment of infraction to the match rules
The ascertainment that a rule is being infringed upon is usually based on the moderator's direct observation of the infraction. However, judges, team participants, and coaches may report infractions, which will be dismissed or ascertained by the moderator. Groundless infraction reports by coaches or team participants may be treated and sanctioned like any other infractions to the match rules.
2. Conciliation by the moderator.
Upon ascertaining that an infraction was committed, the moderator will remind the infringing party of the rules and will request that the behaviour in question be stopped. If the match has not started yet, the moderator may ask the coach that a participant be replaced if that would resolve the problem. If an infraction was committed by a member



of the audience other than coaches and non-participating team members, the moderator may expel that member of the audience from the room before allowing the match to continue.

If no permanent advantage results from an infraction to the match rules, no further action is required and the match may resume its normal course. If a permanent advantage results from the infraction, the moderator must refer the case to the adjudication committee. The moderator will also refer the case to the adjudication committee if multiple infractions that don't individually result in advantages are made.

3. Adjudication.

When a case is referred to the adjudication committee, the committee will confer with the moderator and the coaches of the two teams. The committee will first hear the case as presented by the moderator, and ask the coaches to add any information that they judge relevant. The adjudication committee will then retire to a private area and deliberate on the sanction, if any, that must be imposed.

4. Sanction.

The adjudication committee may elect to impose one or more of the following four types of sanctions:

- a. Match disqualification of an individual: A match disqualification of an individual will result from an infraction by a single individual that does not in any way involve the complicity or foreknowledge of other individuals taking part in the match. An individual disqualified for a match must leave the match room. A match disqualification is equivalent to being put in the penalty box, and the individual may return in subsequent rounds.
- b. Match disqualification of a team:
A match disqualification of a team will result from a complicit infraction by two or more individuals on the same team. A team disqualified for a match must leave the match room. A match disqualification is equivalent to being put in the penalty box, and the team may return in subsequent rounds.
- c. Event disqualification of an individual:
An event disqualification of an individual will result from a serious infraction, or repeated infractions, by a single individual that does not in any way involve the complicity or foreknowledge of other individuals taking part in the match. An individual disqualified for an event may not enter the room of any match, but will usually be allowed to remain on the site of the event.
- d. Event disqualification of a team:
An event disqualification of a team will result from a serious complicit infraction, or repeated infractions, by two or more individuals on the same team.

In all cases, bad behaviour following a disqualification may lead to further sanctions. Serious offenses include behaviour that violates the integrity of the event, such as offensive or hostile language, violent or disruptive behaviour, and cheating, without mitigating circumstances.

In case an infraction is ascertained after the completion of a match, the adjudication committee may retroactively disqualify teams.



Team members must follow all federal, provincial and territorial, and local laws while taking part in sanctioned competitions. Illegal activity and/or disruptive behavior (including, but not limited to, intoxication, violence, verbal abuse, or harassment) may result in disqualification of an individual or of the team.

If a team is disqualified, it automatically loses the match. The winning team will be considered to have won the match 3-0, and their score differential for the match (only required for qualification tiebreaks, if required at all) will be the largest of the following two numbers:

- +3.0 points
- The average of their score differential in the rest of the event prior to qualification rounds (if any).

If a team is disqualified from a match, they lose the match 3-0 and their score differential for the match is -3.0 points.

Decisions of the adjudication committee are not subject to appeal.

4. Competition rules

4.1 Cases and questions

Cases approved by Ethics Bowl Canada must be used in all sanctioned events. In Regionals and the National, only case sets prepared for this specific purpose must be used.

Cases should be distributed to participating teams as soon as possible. Cases include study questions to support the preparation of participants, but these study questions do not necessarily include questions moderators will ask teams during the competition. Thus, whereas cases are known in advance by participants, the specific questions moderators might ask are not.

4.2 Tournament structures

The tournament structure and the rules to determine team rankings in Ethics Bowl competitions may vary depending on the decision of the event's organizer. The following describes the options officially recognized by Ethics Bowl Canada.

4.2.1 Definitions, purpose, and main considerations

In addition to the definitions already laid out in [3.4.1 \(Definitions for match decisions\)](#), the following definitions will be used to characterize tournament structures and team rankings.



- ★ The **schedule** of a tournament determines which teams are paired together in each match that is part of the tournament.
- ★ The **(cumulative) result** of a team in a competition is the sum of their result in each completed match.
- ★ The **cumulative number of votes** of a team in a competition is the sum of the number of votes awarded to the team in each of their completed matches.
- ★ With respect to a judge's Scoring Sheet, the **score differential** of a team is the score awarded to them by the judge minus the score awarded to the other team by the same judge. A team's **score differential for a match** is the sum of the score differential of that team with respect to each of the three scoring sheets. A team's **cumulative score differential for their matches** is the sum of that team's score differential in each of their completed matches.
- ★ The **ranking** of a team in a competition is determined primarily by their cumulative result: the higher the cumulative result, the higher the ranking. If needed, tied rankings are settled by means of tiebreaks specific to a tournament structure. Tiebreaking rules must be used in accordance with the order of priority provided.
- ★ The **final ranking** is the ranking of the teams when all matches are completed. The final ranking determines the winner, second place, and so on.

The purpose of a tournament is to determine a final ranking of the participating teams and, in particular, to determine which teams are in first place (the tournament winners), in second place (the runners up), and in third place. In a well-designed tournament, the final ranking of the teams should reflect the quality of the performance of the teams.

Game theorists have written extensively about the main challenge faced by organizers in their deliberations about which tournament structure must be adopted in the events they organize. The challenge is to balance the following three types of considerations:

- Practical considerations about the number of teams taking part in the event and the number of matches per team.
- Fairness considerations to ensure that no team is unduly disadvantaged by being assigned a more difficult schedule, above and beyond what is unavoidable due to practical considerations.
- Theoretical considerations about the likelihood that the team performing best will be declared the winner following the rules specific to a given tournament structure.

Typically, an Ethics Bowl tournament will include five (5) matches; this will be assumed in the following discussion for the sake of concreteness. There is exactly one case in which this balance is easy to obtain without concessions regarding the fairness and theoretical considerations: the case of a round-robin tournament with six teams (see [4.2.2, Full round-robin tournaments](#)). However, most Ethics Bowl competitions do not have exactly six teams, and thus other tournament structures must be considered, each of which requires some concessions. Ethics Bowl Canada further recognizes the following tournament structures: [Partial round-robin tournaments](#) (subsection [4.2.3](#)), [Elimination tournaments](#) (subsection [4.2.4](#)), [Swiss tournaments](#)



(subsection [4.2.5](#)), and a number of combinations of them ([4.2.6 Multi-stage \(hybrid\) tournaments](#)).

4.2.2 Full round-robin tournaments

A (full) round-robin tournament is a competition in which each team meets all other teams in turn. This is the most straightforward tournament structure. In a full round-robin tournament, all teams have identical schedules, i.e., they face exactly the same teams, and they do so the same number of times.¹ The rules to determine the final ranking, explained below, are also straightforward.

Unless it is impossible to implement due to the number of teams, a full round-robin is the best option since it is an otherwise flawless tournament structure. The number of rounds in a round-robin tournament is determined by the number of participating teams. Thus, a round-robin tournament in which 10 cases are discussed (5 rounds) will be suitable for a tournament with 6 teams. Smaller events may elect to do a double round-robin, in which each team meets all other teams twice. This would be suitable for a tournament with 3 teams and 4 rounds. However, for events with more teams, this structure is not practically feasible.

The final ranking of a round-robin tournament is determined by the cumulative result of each team: the higher the cumulative result the better.

If two or more teams have an equal cumulative result, their position in the ranking shall be determined by the following tie-breaking procedure. The tiebreakers must be used in the specified order. If a tiebreaker isolates a single team as best in a group of tied teams, this team is placed first in the ranking and the procedure to break the tie between the remaining teams starts over at step 1. If a tiebreaker isolates more than one team as better in a group of tied teams, the group of teams is split in two, and the procedure to break the tie between the teams in each subgroup starts over at step 1. For example:

- Teams A, B, and C are tied for 2nd-4th place. Suppose that criterion 1 and 2 can't break the tie between the three teams, but that criterion 3 identifies team A as the best of the group. Thus, team A is ranked 2nd.
In order to break the tie between teams B and C, we must resume from the start. Suppose B has won against C. Then, in virtue of the first criterion, B is ranked 3rd and C is ranked 4th.
- Teams A, B, C, D, and E are tied for 1st-5th place. A and B have the best cumulative result of the group, and are in this respect tied. One subgroup with teams A and B is formed, and another one with teams C, D, E (whether or not those three teams have the same cumulative result). To rank the teams within each subgroup, we start over at step 1.

¹ In order to determine a schedule specifying which teams are paired with which in each round, a simple visual method is to use the so-called "polygon" or "circle" method (easily found online). Automated generators are also widely available.



Notice that a different ranking might have resulted if we didn't restart from the beginning to rank subgroups.

The ordered list of tiebreakers for full round-robin tournaments is the following:

1. Considering only the matches between the tied teams, the team with the **best cumulative result** wins the tiebreaker.
2. Considering only the matches between the tied teams, the team that has received the highest cumulative **number of votes** wins the tiebreaker.
3. Considering the entire tournament, the team with the highest cumulative **number of votes** wins the tiebreaker.
4. Considering only the matches between the tied teams, the team with the **best cumulative score differential** wins the tiebreaker.
5. Considering the entire tournament, the team with the **best cumulative score differential** wins the tiebreaker.
6. The tie is broken by random draw (such as a coin flip, if two teams are tied).

For example, consider the following tournament results:

	A	B	C	D	E	F	Result	Partial ranking	Final ranking
A		1 (2.5)	1 (3.0)	0 (0.0)	1 (2.5)	0 (1.0)	3.0	Tie 2nd-4th	3rd
B	0 (0.5)		1 (2.0)	1 (2.0)	0 (0.0)	1 (2.0)	3.0	Tie 2nd-4th	4th
C	0 (0.0)	0 (1.0)		0 (1.0)	0 (0.5)	1 (3.0)	1.0	Tie 5th-6th	5th
D	1 (3.0)	0 (1.0)	1 (2.0)		0 (1.0)	1 (2.0)	3.0	Tie 2nd-4th	2nd
E	0 (0.5)	1 (3.0)	1 (2.5)	1 (2.0)		1 (2.5)	4.0	1st	1st
F	1 (2.0)	0 (1.0)	0 (0.0)	0 (1.0)	0 (0.5)		1.0	Tie 5th-6th	6th

This is a standard way of presenting results of round-robin tournaments. The first number in a cell indicates the result, and the second (between parentheses) indicates the number of votes. For example, the result "0 (0.5)" in the cell in row B and column A indicates that B lost the match against A, receiving 0.5 votes while A received 2.5. Similarly, the result "1 (2.0)" in the cell in row B and column C indicates that B won the match against C, receiving 2.0 votes while C received 1.0.

In order to obtain the final ranking, it is necessary to use the tiebreak procedure specified. First, consider the two-way tie between C and F. Note that C has won against F, and thus it wins the tiebreaker. C ends in fifth position, and F in 6th position. Secondly, consider the three-way tie involving A, B, and D. We begin with step 1: considering only the matches between A, B, and D, we see that A's result is 1.0, B's result is 1.0, and D's result is also 1.0. Thus, we must proceed



to step 2 to break the tie. Considering only the matches between A, B, and D, we see that A has received 2.5 votes, B has received 2.5 votes, and D has received 4.0 votes. Thus, D finishes 2nd, and we return to step 1 to break the tie between A and B. In their match, A has won against B. Thus, A finishes 3rd and B finishes 4th.

4.2.3 Partial round-robin tournaments

A partial round-robin tournament is a competition in which each team meets only some of the other teams. A partial round-robin tournament is what would result if, for whatever reason, a full round-robin tournament ended prematurely, i.e., after the completion of only some of the rounds. For example, in a tournament with 12 teams, a full round-robin would require 11 rounds. But since Ethics Bowl competitions typically have 5 rounds, an organizer may assign the tournament structure as the first 5 rounds of what can be regarded as a prematurely ended round-robin. This would constitute a 5-round partial round-robin tournament.

If a partial round-robin tournament has an odd number of teams, one team receives a “bye” for a round. A team receiving a bye is not assigned an opponent, as none is available. In a round in which a team receives a bye, the team will be considered to have won the match 3-0, and their score differential for the match (only required for tiebreaks, if any) will be the largest of the following two numbers:

- +3.0 points
- The average of their score differential in the rest of the event prior to qualification rounds (if any).

No team can receive more than one bye in a given tournament. For the assignment of the bye, it is recommended that organizers simply generate a schedule as above, randomly assigning positions to the teams where one of the teams is labeled “bye”.

Just as for full round-robin tournaments, this tournament structure is easy to understand and practically unproblematic. However, it is somewhat problematic regarding both fairness and theoretical considerations. The problems stem from the fact that teams have different schedules, i.e., teams have different sets of opponents. This has important implications that have been closely examined by game theorists.² Firstly, the quality of a team’s performance cannot be accurately assessed only on the basis of their result. Instead, the difficulty of the teams’ schedules (i.e., how strongly their opponents performed) must also be taken into account. Secondly, and perhaps surprisingly, using a team’s result as main ranking criterion in such tournaments may not accurately reflect the quality of the teams’ performance (contrary to full round-robins). Again, the difficulty of a team’s schedule must be taken into account. Thirdly, it is hard to get an unbiased assessment of the difficulty of a team’s schedule without engaging in extensive calculations that would make this format impractical. But the extent of the problems associated with this format should not be underestimated; though not perfect, the ranking rules presented below constitute a practical compromise.

² For example, see: Jech, T. (1983), “The Ranking of Incomplete Tournaments: A Mathematician’s Guide to Popular Sports,” *The American Mathematical Monthly*, 90(4), pp. 246-266.



The final ranking of a partial round-robin tournament is determined by the cumulative result of each team: the higher the cumulative result the better.

If two or more teams have an equal cumulative result, their position in the ranking shall be determined by the following tie-breaking procedure. The tiebreakers must be used in the specified order. If a tiebreaker isolates a single team as best in a group of tied teams, this team is placed in the ranking and the procedure to break the tie between the remaining teams starts over at step 1. If a tiebreaker isolates more than one team as better in a group of tied teams, the group of teams is split in two, and the procedure to break the tie between the teams in each subgroup starts over at step 1. (See [4.2.2 Full round-robin tournaments](#) for an example.)

The ordered list of tiebreakers for full round-robin tournaments is the following:

1. If all the tied teams have faced each other, then:
considering only the matches between the tied teams, the team with the **best cumulative result** wins the tiebreaker.
2. If all the tied teams have faced each other, then:
considering only the matches between the tied teams, the team that has received the highest cumulative **number of votes** wins the tiebreaker.
3. The team with the **best cumulative number of votes** wins the tiebreaker.
4. The team whose **opponents** have the **best total result** (i.e., the sum of the cumulative results of the team’s opponents) wins the tiebreaker.³
5. The team with the **best cumulative score differential** wins the tiebreaker.
6. The tie is broken by random draw (such as a coin flip, if two teams are tied).

Consider the following example of a 5-round event with 9 teams (an entry of the form “1 (3.0)” on the first line and “+5” on the second line indicates that the team won with three votes, and that their score differential for the match is +5.0):

	A	B	C	D	E	F	G	H	I	Bye	Result
A			1 (2.0) +14.0		1 (2.5) +29.0		0.5 (1.5) +5.0		0.5 (1.5) +0.0	1 (3.0) +12.0	4.0
B				0 (1.0) -28.0		0 (0.0) -13.0		1 (2.0) +26.0	0 (0.0) -11.0	1 (3.0) +3.0	1.0
C	0 (1.0) -14.0				0.5 (1.5) -1.0		0 (0.0) -14.0	0 (1.0) -5.0		1 (3.0) +3.0	1.5
D		1 (2.0) +28.0				0.5 (1.5) +4.0	0 (1.0) -6.0		0.5 (1.5) +2.0	1 (3.0) +7.0	3.0
E	0 (0.5) -29.0		0.5 (1.5) +1.0			0 (0.5) -9.0		0 (0.5) -8.0		1 (3.0) +3.0	1.5

³ This tiebreaking criterion is used for partial round-robin tournaments as it is imperative to take into account the difficulty of a team’s schedule in order to generate a ranking that captures the quality of the teams’ performance. For instance, a team that scored 2.5/3 by facing opponents that have 2.0/3, 2.0/3 and 2.5/3 (for a total of 6.5) will typically have performed better than a team that scored 2.5/3 by facing opponents that have 0.5/3, 1.0/3, and 0.0/3 (for a total of 1.5).



F		1 (3.0) +13.0		0.5 (1.5) -4.0	1 (2.5) +9.0		0 (0.5) -16.0		0 (0.5) -11.0		2.5
G	0.5 (1.5) -5.0		1 (3.0) +14.0	1 (2.0) +6.0		1 (2.5) +16.0		0.5 (1.5) +1.0			4.0
H		0 (1.0) -26.0	1 (2.0) +5.0		1 (2.5) +8.0		0.5 (1.5) -1.0		0 (1.0) -7.0		2.5
I	0.5 (1.5) +0.0	1 (3.0) +11.0		0.5 (1.5) -2.0		1 (2.5) +11		1 (2.0) +7.0			4.0
Bye	0 (0-3)	0 (0-3)	0 (0-3)	0 (0-3)	0 (0-3)						0.0

Firstly, observe how the number of votes and the score differentials were assigned to teams with byes. Secondly, let us calculate some of the numbers that may be required in applying our tiebreaking procedure:

	Number of votes	Result of opponents	Cumulative score differential
A	10.5	11.0	+60.0
B	6.0	12.0	-23.0
C	6.5	12.0	-26.5
D	9.0	11.5	+35.0
E	6.0	10.5	-42.0
F	8.0	13.5	-9.0
G	10.5	13.5	+32.0
H	8.0	13.5	-21.0
I	10.5	13.0	+27.0

The tiebreaking procedure must be applied as follows:

- A, G, and I are tied for 1st-3rd place with 4.0/5:
 - A has faced both G and I, but G and I have not faced each other. We thus go to step 3. However, A, G, and I have received the exact same number of votes over the course of the competition. We thus go to step 4. We see that the score of the opponents of G is the strongest, and thus G is ranked 1st.
 - To break the tie that remains between A and I, we start over at step 1. A and I have faced each other, but the match was a tie. We thus go to step 3. As we have seen, the two teams have received the same number of votes. We thus go to step 4. We see that the score of the opponents of I is the strongest, and thus I is ranked 2nd.
- F and H are tied for 5th and 6th place with 2.5/5:



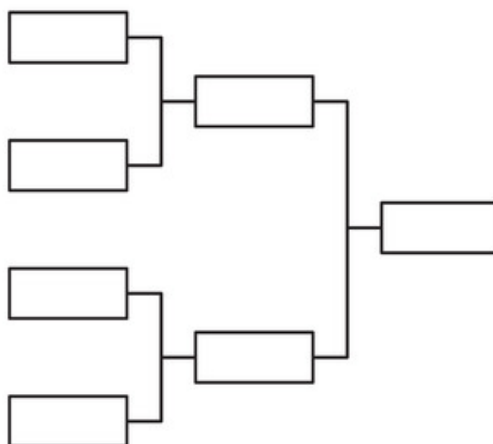
- F and H have not faced each other, and thus we go to step 3. The two teams have the same number of votes. We thus go to step 4, and we see that the score of their opponents is the same. We thus go to step 5. F has a better cumulative score differential, and thus F is ranked 5th.
- C and E are tied for 7th and 8th place with 1.5/5:
 - C and E faced each other. However, the match was a tie. So, we go to step 3. C has received more votes than E (+0.5), and thus C is ranked 7th.

With the correct application of the tiebreaking procedure for partial round-robin tournaments, the results for this tournament lead to the following final ranking:

Final Ranking	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Teams	G	I	A	D	F	H	C	E	B

4.2.4 Elimination tournaments

An elimination tournament is a competition that has the familiar “bracket” structure. With four teams, the bracket would be as follows:



In this case, the first round is called the semi-final and the last round is called the final.⁴ In an elimination tournament, of two teams that face each other, the team that scores best advances to the next round. The other team may be simply eliminated, or relegated to a third-place match, depending on the organizers’ decision.

In elimination tournaments, teams facing each other will usually do so in a single match, and the winner advances to the next round. However, there are scenarios in which an organizer may decide to have teams face each other in 3 or 5 matches, whereby the team advancing to the

⁴ In Ethics Bowls, elimination tournaments are normally used with two or four teams for finals and semifinals. In theory, they could be used with any number of teams. In general, for a tournament with n teams, let m be the smallest power of two greater than n . For the first round, a bracket with m rows is filled out at random, with $m-n$ teams assigned no opponent. Those teams are said to receive a “bye” and advance to the next round automatically. For example, for a tournament with 17 teams, fill out a bracket with 32 rows, in which 15 teams will receive a bye.



next round is the first to score 2.0 out of 3, or 3.0 out of 5. For instance, in a small event with only two teams, the best option is to do a “3 best of 5” elimination tournament.

The final ranking of an elimination tournament is determined by how far a team has advanced in the competition. The bracket indicates which team is first, which team is second, and may also indicate which two teams are ranked 3rd-4th, which four teams are ranked 5th-8th, etc. Relegation rounds may be used to break those ties, if needed.

As every match in an elimination tournament is an elimination match, there may be no ties, as specified in section [3.4.2 \(Match decisions\)](#). Instead, a fourth judge will be breaking any tie in an elimination round.

The position assigned to a team in the bracket (known as “seeding”) is determined as follows:

- If a ranking of the teams exists (perhaps as a result of qualification rounds), the team ranked first is paired with the team ranked last, the team ranked second is paired with the team ranked second last, and so on.
- If no prior ranking of the teams exists, teams are paired at random.

4.2.5 Swiss tournaments

A Swiss tournament is a tournament with a fixed number of rounds in which each team meets only some of the other teams. All teams take part in each round unless there is an odd number of teams, in which case one team has a “bye”. No team can have a bye more than once. The result, number of votes, and score differential for a round in which a team has a bye is as specified in [4.2.3 \(Partial round-robin tournaments\)](#). The distinctive feature of a Swiss tournament is that, in each round, teams are paired using a set of rules designed to ensure that they meet another team with a similar result (but keeping a team from meeting the same opponent twice).

The pairing rules are as follows:

- In the first round, teams are paired randomly. If the number of teams is odd, a team randomly receives a bye.
- For the second round pairings, teams are divided into three groups: teams with 0 points, teams with 0.5 points, and teams with 1 point. First, pair the teams with one point at random with each other. If the number of teams with one point is odd, pair the last team with one point randomly with a team with 0.5 points. Then, pair the remaining teams with 0.5 points at random. If the remaining number of teams with 0.5 points is odd, randomly pair the remaining team with 0.5 points with a team with 0 points. Randomly pair the teams with 0 points. If the remaining number of teams with 0 points is odd, one randomly selected team receives a bye.
- For the third round pairings, teams will have one of five cumulative results: 2.0, 1.5, 1.0, 0.5, or 0.0. For the fourth round pairings, teams will have one of seven cumulative results: 3.0, 2.5, 2.0, 1.5, 1.0, 0.5, or 0.0. The same principle applies for the subsequent rounds. In each case, divide the teams by cumulative result groups and apply the following pairing procedure:



- Beginning with the top result group, pair the teams in the group with each other at random. If the number of teams in that group is odd, pair the last team with a randomly selected team in the next highest score group.
- For each subsequent result group, from highest to lowest, pair the remaining teams following the same method.
- If the remaining number of teams in the lowest result group is odd, one randomly selected team receives a bye.
- If a random draw leads to two teams facing each other a second time, a new draw must be made.

Sometimes, especially in smaller tournaments, makeshift adjustments must be made by the organizer in order to guarantee that no team receives a bye twice or faces the same team twice. In such cases, the organizer should simply use their discretion to ensure that teams are paired in an equitable way, compatible with the principle that teams with similar results should meet each other as much as possible.

There exists many refinements of these pairing rules (e.g., ranking teams within score groups by their cumulative number of votes), which organizers may adopt if they have studied them and found them fit for their event. But the above pairing rules are simple and work sufficiently well in practice.

The final ranking is determined by the cumulative result, so that the team with the highest cumulative result wins the competition.

If two or more teams have an equal cumulative result, their position in the ranking shall be determined by the following tie-breaking procedure. The tiebreakers must be used in the specified order. If a tiebreaker isolates a single team as best in a group of tied teams, this team is placed in the ranking and the procedure to break the tie between the remaining teams starts over at step 1. If a tiebreaker isolates more than one team as better in a group of tied teams, the group of teams is split in two, and the procedure to break the tie between the teams in each subgroup starts over at step 1. (See [4.2.2 Full round-robin tournaments](#) for an example.)

The ordered list of tiebreakers for full Swiss tournaments is the following:

1. If all the tied teams have faced each other, then:
considering only the matches between the tied teams, the team with the **best cumulative result** wins the tiebreaker.
2. If all the tied teams have faced each other, then:
considering only the matches between the tied teams, the team that has received the highest cumulative **number of votes** wins the tiebreaker.
3. The team with the **best cumulative number of votes** wins the tiebreaker.
4. The team whose **opponents** have the **best total result** (i.e., the sum of the cumulative results of the team's opponents) wins the tiebreaker.
5. The team with the **best cumulative score differential** wins the tiebreaker.
6. The tie is broken by random draw (such as a coin flip, if two teams are tied).

From an organizer's point of view, the Swiss tournament structure may first appear less straightforward. However, it is suitable no matter how many teams are taking part in the event



(but it is not best for small events). Moreover, from the participating teams' point of view, it has the advantage of ensuring that all teams take part in five rounds, and that teams at the same skill level face each other more often.

Consider an example of a 5-round tournament with 15 teams. The pairings for round 1 are determined at random (let's name teams by number). Suppose the results are as follows (with the cumulative score after the round indicated between parentheses):

Team	Result	Team
Team 1 (1.0)	1-0	Team 2 (0.0)
Team 3 (0.5)	½-½	Team 4 (0.5)
Team 5 (1.0)	1-0	Team 6 (0.0)
Team 7 (0.0)	0-1	Team 8 (1.0)
Team 9 (1.0)	1-0	Team 10 (0.0)
Team 11 (0.0)	0-1	Team 12 (1.0)
Team 13 (1.0)	1-0	Team 14 (0.0)
Team 15 (1.0)	bye	

Following this round, the result groups are as follows:

- Cumulative result of 1.0: Teams 1, 5, 8, 9, 12, 13, 15
- Cumulative result of 0.5: Teams 3, 4
- Cumulative result of 0.0: Teams 2, 6, 7, 10, 11, 14

We first pair the teams with 1.0 together at random. Since there is an odd number of teams in this group, one team is paired with a random team from the next result group (0.5). There will be one team with 0.5, and that team is paired at random with a team in the next result group (0.0). The remaining teams are paired at random, and since the number of teams is odd, one team gets a bye. For example, the random draw may yield the following pairings for round 2 (results for the round are also indicated):

Team	Result	Team
Team 8 (1.0)	0-1	Team 15 (2.0)
Team 12 (1.0)	0-1	Team 13 (2.0)
Team 5 (1.5)	½-½	Team 9 (1.5)
Team 1 (2.0)	1-0	Team 4 (0.5)
Team 3 (0.5)	0-1	Team 11 (1.0)
Team 6 (0.5)	½-½	Team 10 (0.5)



Team 14 (0.0)	0-1	Team 7 (1.0)
Team 2 (1.0)	bye	

Following the second round, the result groups are as follows:

- Cumulative result of 2.0: Teams 1, 13, 15
- Cumulative result of 1.5: Teams 5, 9
- Cumulative result of 1.0: Teams 2, 7, 8, 11, 12
- Cumulative result of 0.5: Teams 3, 4, 6, 10
- Cumulative result of 0.0: Team 14

We first randomly pair the teams with 2.0, and since the number is odd, one team is paired with a random team with 1.5. The remaining team with 1.5 is paired randomly with a team with 1.0. Next, we randomly pair the teams with 0.5, and Team 14 gets a bye. For example, the random draw may yield the following pairings for round 3:

Team	Result	Team
Team 15 (3.0)	1-0	Team 1 (2.0)
Team 13 (2.0)	0-1	Team 9 (2.5)
Team 5 (1.5)	0-1	Team 2 (2.0)
Team 7 (1.5)	½-½	Team 12 (1.5)
Team 11 (2.0)	1-0	Team 8 (1.0)
Team 4 (0.5)	0-1	Team 6 (1.5)
Team 3 (0.5)	0-1	Team 10 (1.5)
Team 14 (1.0)	bye	

Following the third round, the result groups are as follows:

- Cumulative result of 3.0: Team 15
- Cumulative result of 2.5: Team 9
- Cumulative result of 2.0: Teams 1, 2, 11, 13
- Cumulative result of 1.5: Teams 5, 6, 7, 10, 12
- Cumulative result of 1.0: Teams 8, 14
- Cumulative result of 0.5: Teams 3, 4

For round 4, team 15 must be paired with Team 9. Next, we randomly pair the four teams with 2.0. Next, we pair the five teams with 1.5 at random, and one of them will be paired with a team with 1.0. Observe that some of them have already faced each other, so if a random draw yields a pairing with repeated opponents, a new draw must be made. One of the teams with 1.0 is paired with a team with 1.5, the other is paired with a team with 0.5, and the remaining team with 0.5 gets a bye. For example, the random draw may yield the following pairings for round 4:



Team	Result	Team
Team 15 (4.0)	1-0	Team 9 (2.5)
Team 13 (2.5)	½-½	Team 1 (2.5)
Team 2 (2.5)	½-½	Team 11 (2.5)
Team 10 (1.5)	0-1	Team 12 (2.5)
Team 7 (1.5)	0-1	Team 6 (2.5)
Team 5 (2.5)	1-0	Team 14 (1.0)
Team 8 (1.0)	0-1	Team 4 (1.5)
Team 3 (1.5)	bye	

Following the fourth round, the result groups are as follows:

- Cumulative result of 4.0: Team 15
- Cumulative result of 2.5: Teams 1, 2, 5, 6, 9, 11, 12, 13
- Cumulative result of 1.5: Teams 3, 4, 7, 10
- Cumulative result of 1.0: 8, 14

For round 5, team 15 is paired randomly with a team with 2.5 it hasn't already faced. The remaining seven teams are paired randomly (avoiding the same opponents), and one of them will be paired with a team with 1.5. Team 14 already had a bye, so team 8 has the bye for this round. For example, the random draw may yield the following pairings for round 4:

Team	Result	Team
Team 15 (5.0)	1-0	Team 12 (2.5)
Team 2 (2.5)	0-1	Team 9 (3.5)
Team 6 (3.0)	½-½	Team 11 (3.0)
Team 1 (2.5)	0-1	Team 5 (3.5)
Team 13 (3.5)	1-0	Team 4 (1.5)
Team 3 (1.5)	0-1	Team 7 (2.5)
Team 10 (2.0)	½-½	Team 14 (1.5)
Team 8 (2.0)	bye	

The partial final ranking is as follows:

Final Ranking	1st	2nd-4th	5th-6th	7th-10th	11th-12th	13th-15th
Teams	15	5, 9, 13	6,11	1,2,7,12	8, 10	3,4,14



To break the ties, more information about the number of votes and score differentials would have to be used.

4.2.6 Multi-stage (hybrid) tournaments

The previous sections lay out the rules for four different kinds of tournament. Organizers often structure their competitions as multi-stage tournaments, and different tournament structures may be adopted for different stages. When that is the case, we say that the tournament has a hybrid structure, and each stage is governed by the rules specific to the tournament structure adopted for this stage.

In Ethics Bowls, hybrid tournaments usually have two stages:

- First, a qualification stage;
- Next, an elimination stage (finals, and possibly semifinals).

If there is an elimination stage, it always is an elimination tournament. The qualification stage may have any structure, but it will usually not be an elimination tournament.

Here are some examples of how combinations can be generated to suit the number of teams in an event:

- Round-robin + elimination: in a tournament with five teams, the qualification stage would be a round-robin (4 rounds), followed by a final round (1 round elimination). The teams qualifying for the final round are determined based on the rules for round-robin tournaments.
- Partial round-robin + elimination: in a tournament with 10 teams, the qualification stage could be a round-robin (3 rounds), followed by semifinals and a final (2 round elimination). The teams qualifying for the semi-finals are determined based on the rules for partial round-robin tournaments.

In North America, this is the most popular structure, but it is by no means the best.

- Pools + elimination: In a tournament with 10 teams, the qualification stage could consist of separating the teams in two groups (also known as pools) of 5 teams, each taking part in a round-robin tournament. The winner of each pool would then face off in a final elimination round.

Though it is possible to integrate Swiss tournaments into multi-stage tournaments, it is not as common, since they are designed to accommodate a wide range of circumstances that may occur in one-stage tournaments.

4.2.7 Appeals

Appeals of decisions concerning match rules are covered in section [3.6 \(Enforcement of match rules and sanctions\)](#) above. Appeals concerning competition rules are addressed as follows.



The grounds of appeal are limited to the following:

- The pairing of teams in a given round.
- The ranking of teams and the determination of qualifying teams.

A team may file an appeal with the event's organizer if it provides grounds for believing that the team pairings for a round or the determination of which teams qualify for the elimination round has been done incorrectly. The case will be examined by the adjudication committee, whose decision is not subject to appeal.

An appeal may be filed on behalf of a team, but only by the team's coach.

To ensure that events are not delayed by appeals, an appeal must be filed within the first five (5) minutes following the announcement of the pairings or the qualifying teams. An appeal must precisely specify the grounds for the appeal, and must make explicit reference to the relevant article in the Rules and Regulations.

4.3 The National cycle

The National cycle refers to the National finals, and all the qualifying events leading to participation in the National finals, including the Regionals.

4.3.1 Registration and participation fees

Participation in any sanctioned Event part of the National cycle is contingent upon submitting a registration form (containing at least the information specified in the [Registration form](#) in appendix) and paying the registration fees to Ethics Bowl Canada. Minors must also submit a [Media Release and Authorization Form for Minors](#).

In the event of economic hardship, a school may request a partial or full fee waiver to Ethics Bowl Canada or the event's organizer.

Registration fees in Regionals are the sum of two components:

- \$125, constituting Ethics Bowl Canada's share, to support the organizations' promotion of the Ethics Bowl, to support Regional organizers, and to organize the National final.
- \$Y, constituting the Regionals share, to support the organizational costs.

Different regional organizers may set the value of Y as they see fit, based on their operational costs. Registration fees are collected by Ethics Bowl Canada, and the Regionals' share will be promptly reimbursed to the organization in charge of each Regional.



4.3.2 School participation and team composition in Regionals

A school is eligible to participate in only one Regional. Usually, it will be the geographically closest Regional, but exceptions may be agreed upon. All exception requests should be directed to an officer of Ethics Bowl Canada for consideration.

Students are eligible to participate via one team only, and may under no circumstances join different teams in different regionals or different schools within a regional.

4.3.3 Sanctioned Regionals

No competition is officially considered to be a Regional and part of the National cycle unless it is sanctioned by the Board of Ethics Bowl Canada.

Institutions wishing to host a sanctioned Regional should indicate their interest to an officer of Ethics Bowl Canada. Cases will be reviewed based on the requesting institution's potential for success and the need for a separate Regional in the institution's area. Ethics Bowl Canada will normally sanction only one event in each language at each educational level as the Regional in a given metropolitan area, unless exceptional uptake justifies the need for one or more additional Regional(s).

If the organizing team at an institution fails to meet the requirements laid out in these Rules & Regulations, the Board of Ethics Bowl Canada may resolve to cease to sanction events organized by that institution.

4.3.4 The National final

Twelve (12) teams qualify for the National final. The teams are selected as follows:

- A. One team in each sanctioned Regional automatically qualifies for the National final.
- B. If N Regionals take place, where N is less than 12, a second team from each of the 12- N largest Regionals qualifies for the National final.

In the application of qualification criterion B, Regionals are ranked from largest to smallest based on the following considerations:

- Regionals with more participating schools are considered larger.
- If multiple Regionals have the same number of participating schools, Regionals with more participating teams are considered larger.

In the event that two or more Regionals remain equal after being ranked based on those two conditions, the Regional(s) receiving an additional qualifying team will be determined at random.

Among the teams participating in a Regional, the qualifying team is the team ranking first based on the ranking criteria outlined in [4.2 \(Tournament structures\)](#). If a team that would normally qualify declines the invitation to take part in the National final, the next highest ranked team qualifies.



The composition of a team is allowed to change from the regional competition to Nationals; the school is being represented, not an individual team. However, no member of a qualifying team who wishes to remain on the team taking part in Nationals may be replaced by another participant. Furthermore, at least 50% of the members of the team taking part in the National final must have been members of the team that qualified at the Regional.



5. Judging criteria and rubric

Judges are responsible for scoring matches objectively based on the following rubric. See the [Judges' Scoring sheet](#) used to report scores in appendix.

Part 1: Leading Team's Initial Presentation (15 points total)

a. Did the presentation clearly and systematically address the moderator's question?

- 5 = Comprehensive presentation. Clearly and systematically addresses important issues and demonstrates excellent understanding of the moderator's question. Takes a clear position and articulates reasons for point of view, including relevant and corroborating evidence.
- 4 = Reasonably comprehensive and systematic presentation. Addresses and develops most issues relevant to the question. Provides some degree of rationale and corroborating evidence for position.
- 3 = Minimal awareness of issues surrounding the moderator's question and unclear position. Limited corroborating evidence for position. Many important issues are missed entirely.
- 2 = Underdeveloped presentation. Little attention paid to the moderator's question. Serious problems with logic of position.
- 1 = Presentation is confusing. No understanding of important issues. Does not address or answer the moderator's question.

b. Were the central ethical and moral dimensions of the case clearly and thoroughly discussed?

- 5 = Demonstrate thorough understanding of the ethical and moral dimensions of the case. Also explores socio-cultural values surrounding related issues. Explicit and rational reasoning is evident.
- 4 = Ethical and moral dimensions of the case are identified. Demonstrates good understanding of related issues. Rationale and corroborating evidence for position are also presented.
- 3 = Adequate understanding of ethical and moral dimensions of the case. Underdeveloped discussion.
- 2 = Minimal understanding of issues related to the case. Inadequate discussion of ethical and moral dimensions.
- 1 = Little or no understanding of the ethical and moral dimensions of the case.

c. Did the presentation indicate awareness and thoughtful consideration of different and conflicting viewpoints?

- 5 = Insightful awareness, analysis, and discussion of different viewpoints, including conflicting viewpoints.
- 4 = Good awareness of different viewpoints. Good analysis and discussion of differing perspectives on the issue.
- 3 = Very basic awareness and underdeveloped discussion of different viewpoints. Does not fully address opposing viewpoints.
- 2 = Minimal awareness or consideration of different viewpoints. Little understanding of the complexities of the issue.
- 1 = Does not address different viewpoints or complexities of the issue.



Part 2: Responding Team's Commentary on Initial Presentation (10 points)

To what extent has the responding team addressed and engaged with the position of the presenting team?

- 10 = Especially insightful response. Demonstrates active listening, as well as a spirit of respectful challenge. Takes intellectual risks to create new ways of thinking. Asks probing questions and provides ample evidence for positions taken.
- 9 = Solid response. Demonstrates strong listening skills, addresses most of the issues, and poses insightful questions. Challenges opposing team's position by exploring alternative viewpoints. Provides good evidence for positions taken.
- 7-8 = Good response. Demonstrates good listening skills and understanding of issues. Makes some attempt to challenge and examine opposing team's point of view, using some evidence. Asks good questions.
- 5-6 = Adequate response. Some important points made, but few insights. Some demonstration of active listening. Few, if any, questions posed.
- 3-4 = Inadequate response. Mostly argues for own viewpoint. Minimal attempt to explore different perspectives. No questions posed.
- 1-2 = Does not address or engage with the ideas presented by opposing team. Argues only for own viewpoint.

Part 3: Leading Team's Response to Responding Team's Commentary (10 points)

How did the presenting team respond to the opposing team's commentary?

- 10 = Excellent, insightful response. Open to, and synthesizes, new ideas presented by opposing team to take original position to another level.
- 8-9 = Very good response. Acknowledges and addresses key points raised by opposing team. Demonstrates some flexibility of thinking and openness to new ideas and ways of thinking.
- 6-7 = Good response. Demonstrates understanding of ideas presented by opposing team, but incorporates few, if any, new points of view that would take original position to a new level.
- 4-5 = Response seriously lacking. Team mostly restates original position, with little or no consideration of issues raised by opposing team.
- 1-3 = Inadequate response. Restates position; ignores commentary from opposing team.

Part 4: Presenting Team's Response to Judges' Questions (20 points)

How did the presenting team respond to the judges' questions?

- 20 = Exceptional response. Evidence of deep reflection and expanded thinking.
- 17-19 = Solid response. Thoughtfully addresses key points raised by judges. Demonstrates reflective analysis.
- 13-16 = Good response to judges' questions. Demonstrates understanding of issues raised.
- 9-12 = Mostly restates original position. Addresses some issues raised by judges' questions.
- 5-8 = Minimal understanding of issues raised by judges' questions.
- 1-4 = No understanding of, and/or minimal response to, issues raised by judges' questions.



Part 5: Respectful dialogue in the entire match (5 points)

Did the teams engage in respectful dialogue? (5 Points per Team)

- 5 = Respectfully engages all parties in an exceptionally open and productive discussion.
- 4 = Respectfully engages with opposing team's arguments and ideas.
- 3 = Respectful of opposing team's argument, with marginal engagement.
- 2 = Dismissive of other team's presentation and position.
- 1 = Combative and dismissive of opposing team's position.



Appendices

Below are documents that can be extracted and printed separately by organizers, judges, moderators, and participants.

The following documents are included:

- Registration form.
- Media release for minors.
- Judges' scoring sheet.
- Moderator's report sheet on the match result
- Moderator's script



Registration form

Notes:

- This form must be returned to the event's organizer.
- A media release form must be provided for each minor on the team.
- To complete the registration process, registration fees must be paid in full following the event organizer's instructions.

Event name: _____

School name: _____

Team name: _____

Coach name: _____

email: _____

Information about the 3 to 7 team members	
Name	Email address

We are officially authorized to represent our school at the Ethics Bowl:

- yes
- no



Media release and authorization form for minors

I hereby grant Ethics Bowl Canada and its non-profit partner organizations permission to use the likeness of my child in a photograph or video in any and all of its publications, including website entries, without payment or any other consideration. I understand and agree that these materials will become the property of Ethics Bowl Canada and will not be returned. I hereby irrevocably authorize Ethics Bowl Canada to edit, alter, copy, exhibit, publish or distribute this photo or video for purposes of publicizing the Ethics Bowl or for any other lawful purpose. In addition, I waive the right to inspect or approve the finished product, including written or electronic copy, wherein the likeness of my child appears. Additionally, I waive any right to royalties or other compensation arising or related to the use of the materials. I hereby authorize such use as publishing the photographs on posters, pamphlets, social media, websites, etc. but does not include permission to publish my child's name, address or other personal information except with prior written consent from me. I hereby hold harmless and release and forever discharge Ethics Bowl Canada from all claims, demands and causes of action which I, my heirs, representatives, executors, administrators or any other persons acting on my behalf or on behalf of my estate have or may have by reason of this authorization.

Name of Child/Minor (print):

Name of Parent/Legal Guardian (print):

Signature:

Date:

Please return this signed media release and authorization form for minors to the event's organizer along with the team's registration form.



Judges' scoring sheet

First case of the match

Judge's Name _____ Match No. _____

First Case (name of case lead by Team A): _____

Please refer to the rubric in assigning scores.

Name of Team A: _____	Team A scores
1. Team A Presentation	
a. Did the team's presentation answer the moderator's question in a clear and coherent manner? (1 to 5)	/5
b. Was the team able to discuss the moral and ethical dynamics of the case? (1 to 5)	/5
c. Did the team demonstrate the capacity and awareness of competing viewpoints, including those of the opposing team? (1 to 5)	/5
<p style="text-align: right;">Total a,b,c</p>	/15
2. Response to Feedback from Team B	/10
3. Response to Judges' Questions	/20
<p style="text-align: right;">Total 1,2,3</p>	/45
Team A Commentary on Team B on Case #2	/10
Team A Respectful Dialogue	/5
<p style="text-align: right;">Grand Total</p>	/60

Judge's Comments:



Judges' scoring sheet

Second case of the match

Judge's Name _____ Match No. _____

Second Case (name of case lead by Team B): _____

Please refer to the rubric in assigning scores.

Name of Team B: _____	Team B scores
1. Team B Presentation	
a. Did the team's presentation answer the moderator's question in a clear and coherent manner? (1 to 5)	/5
b. Was the team able to discuss the moral and ethical dynamics of the case? (1 to 5)	/5
c. Did the team demonstrate the capacity and awareness of competing viewpoints, including those of the opposing team? (1 to 5)	/5
	Total a,b,c /15
2. Response to Feedback from Team A	/10
3. Response to Judges' Questions	/20
	Total 1,2,3 /45
Team B Commentary on Team A on Case #1	/10
Team B Respectful Dialogue	/5
	Grand Total /60

Judge's Comments:



Judges' team feedback sheet

Team name: _____ Match No. _____

The team's strong points include the following:

The team could improve in the following areas:

Thank you for being part of the Canadian Ethics Bowl!



Moderator's match report sheet

-
- This form ought to be filled out and signed by the moderator at the end of a match.
 - The form must be promptly returned to the event's organizer alongside the three judge's scoring sheets.
 - The moderator should return the judge's team feedback form to each team's coach directly after the end of the match.
-

Match No. _____

Judges Scores

	Team A	Team B
	Name:	Name:
Judge 1 Name:	/60 points	/60 points
Judge 2 Name:	/60 points	/60 points
Judge 3 Name:	/60 points	/60 points

Final Result :

- Tie
- Team A wins
- Team B wins

Moderator's signature: _____



Moderator's instructions and script

Ahead of a match, the moderator will receive a package containing the following items:

- this moderator's script
- 14 copies (one for each team member, judge, and moderator) of each case and question
- three [Judges' Scoring sheet](#)
- six [Judges' Team Feedback](#) forms
- one [Moderator's Match Report Sheet](#)
- scrap paper

Furthermore, before beginning the match, the moderator must ensure that:

- the three judges have a copy of the [judging criteria and rubric](#).
- they have their own stopwatch or smartphone app.
- they have a coin or other random device
- the judges had time to write their names on the score sheets.

Do not distribute the cases or questions yet! Follow the following script (italics indicate that it may be read verbatim):

1. Welcome everyone. **In Round 1** only, start off with the following acknowledgement:

The work of Ethics Bowl Canada extends across the homeland of First Nations, Meëtis, and Inuit peoples, and is present on the territory of all the Numbered Treaties, as well as unceded land throughout what we now know as Canada. Ethics Bowl Canada acknowledges the power of education to amplify the truths of Indigenous people and to dismantle harmful beliefs, attitudes, and practices that have too often been perpetuated in Canada's schools and that obscure these truths. Ethics Bowl Canada is committed to supporting the recommendations of the Truth and Reconciliation Call to Action, including those involving education.

2. Introduce the schools involved in the match and yourself, and ask the judges to introduce themselves.

3. Welcome the participants and ask each team to introduce themselves.

4. State the main match rules:

Teams can only consult with their own teammates. No one from the audience including the coaches can communicate verbally or nonverbally. The audience must remain quiet throughout the match when it is not their turn to speak. Judges can only consult with each other at the end when deciding which question will be asked and when filling out the feedback form for the teachers. Students can use the scrap paper to communicate amongst themselves and for note taking.



5. Turn to the team to your left and ask the following: *Heads or tails?* The team calls, and you flip the coin.

The coin is [heads/tails]. The winning team decides if they want to present first or have the other team present first.

The team will make its choice—either to present first or to allow the other team to present the first case. Turn to the team that will present first. If the team winning the coin toss chooses not to go first, they will go first in the second half of the round.

6. Okay, _____ [name of high school], you will present first and are known as **Team A**. Judges, please note this on your score sheet that _____ [name of high school] is **Team A**, and _____ [name of high school] is **Team B**.

7. At this point, distribute a copy of the case/question to the judges and face down to the teams. *We are ready to begin! The case is # _____ [read the case title]. The question is _____ [read case question].*

8. **Team A**, you now have **up to two minutes** to confer before beginning your presentation. Either team may take notes, but **Team A** is the only team allowed to speak during this time.

Give **Team A** two minutes to confer.

9. **Team A** now has **five minutes** to make its presentation. Any member of the team may speak, one at a time. **Team A**, I will give you reminders when there are **three minutes** and **one minute remaining**.

Give **Team A** five minutes for its presentation, giving them the time reminders. If teams use up all of their time, tell them that time is up.

10. Judges, please mark your scores for **Team A's** presentation.

Wait a few moments for the judges to mark their score sheet.

11. **Team B**, you now have **one minute** to confer. Either team may take notes, but **Team B** is the only team allowed to speak during this time.

Give **Team B** one minute to confer.

12. **Team B**, you now have **up to three minutes** to comment on **Team A's** presentation. Any member of your team may speak, one at a time. **Team B**, I will indicate when you have **one minute** remaining.

Give **Team B** up to three minutes for its commentary, giving them a one minute reminder.

13. Judges, please write down your scores for **Team B's** commentary.

Wait a few moments for the judges to mark their score sheets.

14. **Team A**, you now have **one minute** to confer. **Team A** is the only team allowed to speak during this time.

Give **Team A** one minute to confer.



15. Team A has *three minutes* to respond to Team B's commentary. Any member of your team may speak, one at a time. Team A, I will indicate when you have *one minute remaining*.

Give Team A three minutes for its response, giving them the reminder.

16. Thank you. Judges, please write down your score for Team A's response.

Wait a few moments for the judges to mark their score sheets.

17. Now the judges will have an opportunity to ask Team A questions. The question and answer session may be up to 10 minutes long. Each judge may ask one question and one brief follow-up question. Each judge's Q&A will be allocated the same amount of time.

Judges, would you like 30 seconds to confer or are you ready to ask questions now?

If they need to confer, give them 30 seconds or so.

Okay, judges, you may begin.

Judges will ask questions, and Team A will answer for up to 10 minutes. You may need to remind the judges to keep their questions as brief as possible (less than one minute). After 3m20s of a judge's Q&A period, signal that it's time to go to the next judge's Q&A.

18. Thank you. Judges, please score Team A's responses to your questions.

Part 1 of Round Finished

19. Judges, are you ready to begin Part 2 with Team B?

Pass out the case and question to each judge and each team.

20. I will now read the case and question for Team B. The case is # _____ [read title of the case]. The question is _____ [read case question].

21. Team B, you now have up to *two minutes* to confer with each other before beginning your presentation. Either team may take notes, but Team B is the only team allowed to speak during this time.

Give Team B two minutes to confer.

22. Team B now has *five minutes* to make its presentation. Any member of the team may speak, one at a time. Team B, I will give you reminders when there are *three minutes* and *one minute remaining*.

Give Team B five minutes for its presentation, giving them the time reminders. If teams use up all of their time, tell them that time is up.

23. Judges, please mark your scores for Team B's presentation.

Wait a few moments for the judges to mark their score sheets.

24. Team A, you now have *one minute* to confer. Either team may take notes, but Team A is the only team allowed to speak during this time.

Give Team A one minute to confer.



25. *Team A, you now have up to **three minutes** to comment on Team B's presentation. Any member of your team may speak, one at a time. Team A, I will indicate when you have **one minute remaining**.*

Give Team A up to three minutes for its commentary, giving them a one-minute reminder.

26. *Judges, please write down your scores for Team A's commentary.*

Wait a few moments for the judges to mark their score sheets.

27. *Team B, you now have **one minute** to confer. Team B is the only team allowed to speak during this time.*

Give Team B one minute to confer.

28. *Team B has **three minutes** to respond to Team A's commentary. Any member of your team may speak, one at a time. Team B, I will indicate when you have **one minute remaining**.*

Give Team B three minutes for its response, giving them a one-minute reminder.

29. *Thank you. Judges, please write down your score for Team B's response.*

Wait a few moments for the judges to mark their score sheets.

30. *Now the judges will have an opportunity to ask Team B questions. The question and answer session may be up to 10 minutes long. Each judge may ask one question and one brief follow-up question. Each judge's Q&A will be allocated the same amount of time.*

Judges, would you like 30 seconds to confer or are you ready to ask questions now?

If they need to confer, give them 30 seconds or so.

Okay, judges, you may begin.

Judges will ask questions, and Team B will answer for up to 10 minutes. You may need to remind the judges to keep their questions as brief as possible (less than one minute). After 3m20s of a judge's Q&A period, signal that it's time to go to the next judge's Q&A.

31. *Thank you. Judges, please score Team B's responses to your questions, finish up your score sheets, and complete the written team feedback sheet for the team's coaches.*

Make sure the judges' scoring sheets are filled out properly, and assist the judges if needed. Collect the completed scoring sheet and fill out the moderator's match report sheet.

32. *Thank you to both teams for a great round. The scores are in, and [read one of the following]*

the winning team is [read team name].

the match is a tie.

Let us have a round of applause for both teams' performances.

33. Return the team feedback sheet to the teams' coaches

Return the judges' scoring sheets and the moderator's match report sheet to the event's organizer.