

# Bible QUIZZING

## Student Eligibility

### Elementary

2-5 Students (+ 2 subs)

### Junior High

2-5 Students (+ 2 subs)

### Senior High

2-5 Students (+ 2 subs)

Students in grades 7 through 8 may compete with the senior high, but must not comprise more than 25% of the group. Maximum student participation guidelines still apply.

Bible quizzing is a competition, quizzing Bible knowledge and speed of recall. Opposing teams are challenged by oral questions, and any team member responding first is given the opportunity to answer within a time limit. Points are scored for correct answers, and penalties may be assessed for incorrect and incomplete answers. Both individual and team scores are kept. The highest-scoring team is declared winner at the game's end. Competition is double-elimination. Early rounds of competition may involve three teams in each match. When only two teams remain in the competition, play will continue until an overall winner is determined. No video or recording of any kind is permitted during competition.

## Rules by Category

### Quiz Panel

The Quiz Panel will determine any contested decisions upon request of the Quizmaster and will declare the winner.

1. The Quiz Panel will consist of a Quizmaster, Scorer, and Timekeeper.
2. The Quiz Panel will be appointed and instructed by the Coordinator.
3. All decisions by the Quiz Panel will be final.

## Team Membership

1. A team consists of two to five members and two substitutes.
2. A team may change team members after the conclusion of a given game in the tournament. A maximum of seven ribbons will be awarded.
3. Team members will be in grades nine through twelve at the High School level, and grades seven through eight at the Junior High level, and grades four through six at the Elementary level.
4. If a school does not have enough students to constitute a high school team, a student from a junior high level may enter the high school level. However, that player will not be eligible to be a part of a junior high team.
5. When a school team is called to quiz, they must compete even if they are missing a team member. The number of teams quizzing and the time involved does not allow for competition to wait until a school locates a team member. While every effort will be made to accommodate team members who enter multiple areas of competition, time does not permit quizzing to be delayed while a school's quiz team member competes in another area.

## Team Coaches

Each team's coach must be present during competition.

1. Although the number of coaches for pre-contest preparation will be at the school's discretion, each team will have only one official coach present during the competition.
2. If a school does not have separate coaches for each team entered in quizzing, then the school must have an alternate coach in the event that two teams are competing at the same time. At no time will a school be allowed to change the team lineup or change coaches while a game is in progress.
3. The coach will be responsible for the behavior of the team at all times.
4. The coach's behavior will be considered as team behavior and, as such, will meet the contestant's conduct code outlined under General Information.
5. The coach may lodge a protest solely with the Competition Director after a game has been completed. No protests will be entertained by the judges at any time. Protests presented to the Competition Director courteously will be received courteously.
6. At the beginning of competition, the team coach for each school must report to the Quiz Master. He will give the Quiz Master a cell phone number where he can be reached to notify him that a new round of quizzing will begin and that his team will be quizzing.
7. If, at the beginning of a round of quizzing, a school cannot be located for quizzing, a reasonable effort will be made to locate the school. If the school cannot be located in a reasonable amount of time, that school will forfeit that round, receive a low loss, and a different team will be chosen to compete in that round.

## Study Cycle

1. The King James translation will be the only authorized translation for all competition purposes.
2. The nine-year cycle is listed below:

	<b>Junior/Senior High</b>	<b>Elementary</b>
2019	1 and 2 Thessalonians, 1 and 2 Timothy, Titus	1 and 2 Timothy
2020	Galatians, Ephesians, Philippians, Colossians, and Philemon	Ephesians and Philippians
2021	John	John 1–10
2022	Acts	Acts 1–14
2023	1 and 2 Corinthians	1 Corinthians
2024	Matthew	Matthew 1–14
2025	Hebrews, 1 and 2 Peter	1 and 2 Peter
2026	Romans, James	James
2027	Mark, 1, 2, 3 John, and Jude	Mark

## Pre-Game Procedure and Seating Plan

1. The Quizmaster and judges will face the opposing teams.
2. Opposing teams will be seated so all may see and clearly hear the Quizmaster and see the scoreboard.
3. Each school's starting contestants will sit as a team, numbered one, two, three, four, and five.
4. Each team will choose a captain and a co-captain.
5. The official mode of response will be announced and explained prior to play.
6. The Quizmaster will review the rules and game procedures, answer any related questions preceding play, and take attendance.

## Game Procedure

1. A game will consist of ten (grades four through eight) or fifteen (grades nine through twelve) correctly answered regular or toss-up questions plus whatever free or tie-breaking questions become necessary, regardless of time.
2. A game will commence with the reading of a regular question by the Quizmaster to all competing teams.
3. If no quizzers respond within ten seconds after the reading of a question, the question will be tossed out and another read to continue play.
4. After the reading of a regular question, the first team member to produce a response on the quiz box will be recognized by the Quizmaster as the team spokesman for that question and will be addressed by number.

5. The reading of a regular, toss-up, or tie-breaker question may be interrupted by a quizzer, but he must then answer the question without hearing it read in its entirety.
6. The Timekeeper will deem the Quizmaster's verbal recognition of the quizzer as the signal to start the clock.
  - a. Thirty seconds will be allowed in which to answer any question in its entirety.
  - b. The quizzer will be allowed a maximum of ten seconds before beginning his answer, but the clock will continue to run, marking the thirty-second count.
  - c. If the quizzer fails to begin his answer within the ten seconds, it will constitute an error.
7. Upon correctly answering a regular question, twenty points will be scored for the answering team and another regular question read to continue the cycle.
  - a. Individual quizzer's points will be tallied on a score sheet.
  - b. During the competition, any High School quizzer having correctly answered five twenty-point questions will leave the game (quiz out). Elementary and Junior High quizzers may only answer four twenty-point questions before quizzing out.
    - 1) He may be replaced by an eligible substitute.
    - 2) He will not return to the current game.
    - 3) Should the team captain quiz out, the co-captain will assume the role of captain.
8. At the Timekeeper's call of time, any incorrect or incomplete answer will constitute an error.
  - a. Individual quizzer's errors will be tallied on a score sheet.
  - b. During the competition, any quizzer for grades nine through twelve having made five errors on regular or toss-up questions will leave the game (error out). For grades four through eight, the quizzer shall leave the game after four errors.
    - 1) He may be replaced by an eligible substitute.
    - 2) He will not return to the current game.
    - 3) Should a team captain error out, the co-captain will assume the role of captain.
  - c. Beginning at the fourth team error, ten penalty points for each error will be deducted from the team's score.
    - 1) The first three team errors will not affect a team's score.
    - 2) On the thirteenth and all subsequent questions (eighth question for grades four through eight), ten penalty points for each error will be deducted whether or not the team has previously committed three errors.

## Toss Up Questions

After any penalty points have been assessed for the incorrect answer to a regular question, the regular question shall be re-read and will constitute a toss-up question.

1. Only the remaining teams may vie for response to this challenge.
2. If no contestant responds within ten seconds, the question will be tossed out.
3. A correct answer to a toss-up question will score twenty points for the answering contestant's team.

4. Beginning at the fourth team error, an incorrect answer to a toss-up question will deduct ten points from the team's score.
5. In the thirteenth and all subsequent questions (eighth for grades four through eight), ten penalty points for each error will be deducted whether or not the team has previously committed three errors.
6. When competition consists of only two teams, incorrect answers for toss-up questions will not be penalized.

### Free Questions

Upon error on a toss-up question, the remaining teams will be given a free question, which will be a new, previously unread question.

1. The first team member to rise may attempt to answer a free question without fear of penalty upon error.
2. No other attempts to answer will be permissible.
3. A correct answer to a free question scores ten points for a team.
4. No penalty points will be assessed at any time for free questions which are incorrectly or incompletely answered, or unanswered in any manner, hence the term "free."
5. An unanswered free question shall be tossed out.

### Tie Score

In the event of a tie score after the fifteenth question (tenth for grades four through eight), single regular questions, termed "tie-breaker questions," shall be asked until the tie is broken.

1. An error will not cause points to be deducted.
2. If the fifteenth question (tenth for grades four through eight) is answered in error, the entire round will continue to completion, toss-up, and, if necessary, will include a free question. Thereafter, the single tie-breaker questions will continue until a winner is declared, as in a sudden-death play-off.
3. If, after the fifteenth question (tenth for four through eight), one team has the highest score and the remaining two teams are tied in score, then the winner will drop from the contest, and the game will continue until a tie-breaking question produces a loser.
4. The same process as described in number three will be followed if two teams are tied for first place honors at the end of a game. Remember, each game will have a high and middle winner and one loser (See Determination of Winner, page **15**).
5. When quizzing consists of four or more teams and there is a tie score after the fifteenth regular question (tenth for grades four through eight), there will be no tie-breaker question(s). If two or more

teams are tied with the lowest score, each team will receive a low loss. When play is between three or two teams, the tie-breaker questions will be read until there is only one low loser.

## Timeouts

1. Timeouts will be allowed after the answer of one question or after time has been called for a question and before the reading of the next question.
2. Timeouts will be no longer than one minute.
3. No timeouts will be allowed after the twelfth question (eighth for grades four through eight) has been answered correctly.
4. A timeout will not be necessary for substitutions due to the quizzing out or erroring out of team members.
  - a. Voluntary substitutions require the calling of timeout.
  - b. Other teams may substitute contestants during one team's timeout.
  - c. A timeout may be called for a team conference.
  - d. A challenge will take precedence over a timeout.
  - e. The procedure for calling a time-out will be as follows: The captain or coach should stand and say, "Mr. Quizmaster, we would like a timeout."

## Fouls

The following actions will constitute fouls:

1. Talking or conferring by any team members after someone has been recognized by the Quizmaster.
2. A team's display of an overly antagonistic attitude toward officials and rulings.
3. A disagreeable attitude evidenced by indiscreet challenging.
4. Any behavior not conducive to the Christian spirit.
5. For every three team fouls, ten points will be deducted from that team's score.
6. If a quizzer begins to answer before he is recognized, a foul will be given, but he will be allowed points for a correct answer.
7. If the wrong quizzer answers the question, the right quizzer will then be permitted to answer the question. However, if both quizzers are from the same team, an error will be assessed and the question will be repeated as a toss-up question.
8. If a light is on or comes on after the word "question" is spoken in asking the question, a foul will be given. Example: "Question number one, question." A foul will be given if the light comes on after the first time the word "question" is spoken by the Quizmaster.
9. If a light flicks on after the question is begun, this is an error, not a foul. The Quizmaster gives the error to the quizzer and moves to the toss-up question. Example: "Question number one, question: Who..." Light flicks (on and off) with word *who* or following words; this is treated as an attempted and failed answer.

## Challenges

1. A team is allowed three challenges during a game (four challenges for Senior High). A record will be kept of challenges, and a team will be told when they have only one challenge left.
2. Challenges must be made before any other question is asked.
3. Only a team captain may challenge by raising his hand and stating, "Excuse me, Mr. Quizmaster. I would like to challenge." The captain may yield the floor to a team member to voice the challenge.
4. The Quizmaster, with or without counsel of the Quiz Panel, will have sole authority to accept or reject the challenge.
5. Should a challenge for a regular question be sustained, points which should not have been awarded will be withdrawn, but no penalty points will be assessed against the team. Also, any point that should have been awarded will be added to the score of the team answering correctly.
6. Should a challenge be overruled, no additional points shall be deducted from the challenging team's score.
7. An answer to any question (regular, toss-up, free, or tie-breaker) will be considered open to challenge if one or more of the following is true:
  - a. It is believed that incorrect information was considered correct.
  - b. In a finish-the-verse question, the first five words of the verse are identical to those of another verse in the Scripture included in competition.
  - c. It is believed that correct information was considered incorrect.

## Questions and Answers

1. No unanswered (tossed out) questions shall be asked again until all questions have been asked once during the entire competition.
2. All decisions on the correctness of answers will be the sole responsibility of the Quizmaster who may, at his own discretion, seek counsel of the judges.

## Description of Question Forms and Acceptable Answer Forms

1. **Finish-the-Verse:** A verse completion question answerable by a direct Scriptural quotation.
  - a. Finish-the-verse questions will begin with the statement, "Finish the verse," or "finish this verse and the following verse," or "finish this verse and the following two verses." Verses must be quoted verbatim. Contestant must finish where quizmaster stops or quote the entire passage..
  - b. No quizzer will be expected to cite references in finish-the-verse(s) questions. Example: Question: "Finish this verse, 'He came unto his own...'" Answer: "...and His own received him not."

2. **Reference:** A question citing a reference.
  - a. Reference questions will contain both chapter and verse and chapter alone.
  - b. Reference questions are answerable with a paraphrased or a verbatim answer.

## Determining Correct Answers

1. An answer will be considered correct only if it is correctly and completely stated within the thirty-second time limit.
  - a. Answers to finish-the-verse questions must be verbatim and completely within the time limit.
  - b. When answering reference questions, if a quizzer is interrupted by the call for time while giving additional information beyond what the judges consider necessary for correctness and completeness, so long as the information given before the call for time was correct and complete, the answer will be considered correct.
2. An answer which would require clarification for understanding will constitute an error.
3. Quoting a verse word for word in response to a reference question will constitute an error.
4. An answer to a finish-the-verse question in which there is any deviation from verbatim quotation of Scripture (any additions, omission, reversal, or change of words) will constitute an error.
5. An answer will be considered correct if a proper name is mispronounced.
  - a. The Quizmaster may request clarification by spelling.
  - b. An incorrect spelling of the proper name will constitute an error.
6. Should a quizzer interrupt the reading of a question, he will not be required to complete the question before answering, but an incorrect answer will constitute an error.
7. Only the first answer from a quizzer will be considered. Starting over to make a correction will constitute an automatic error.
8. Any incorrect information in an answer will constitute an error.
9. Any incomplete answer at the call for time will constitute an error.
10. When a quizzer has finished his answer, he should be seated.

## Determination of Winner

1. The team with the highest score at the end of the fifteenth question correctly answered (tenth for grades four–eight) or sudden-death tiebreaker will be declared the high winner. The team with the second highest score will be declared the middle winner. The team with the lowest score will be considered the loser of the game. In other words, each game with three teams will have two winners and one loser. When four or more teams are competing and the competition ends with no tied score, only the lowest team will receive a loss.
2. The advantage of being a high winner is the draw of opponents as the contest eliminates quiz teams.

3. The Quizmaster will determine the teams competing in each game. "Determining a Winner" rule number one will help the Quizmaster determine the selection of teams to participate in each game.
4. Competition will proceed as in a double elimination tournament so that each team must be the losing team twice before being eliminated.