

I. STATEMENT OF PURPOSE

The purpose of the Bible Quizzing program is to aid youth in securing the scriptures in their hearts and minds for quick and ready reference in times of decision and need. Additionally, it is to educate them so they will have a foundation for their beliefs, making them knowledgeable and devoted leaders of our churches in the years ahead.

II. PERSONNEL

The following positions will be filled before the start of a quiz: quizmaster, material judge, equipment judge, timekeeper, and scorekeeper. A person may perform more than one of these jobs if the need arises. For instance, the material judge may also be the scorekeeper.

A. Quizmaster

1. The quizmaster will assume full responsibility for judging and determining the correctness of an answer, with the aid of an open Bible. The quizmaster will be assisted by the material judge, but the quizmaster's decision is final.
2. Fouls will be called by the quizmaster only, for any infraction of the rules. The material judge or equipment judge may call such infractions to the quizmaster's attention.
3. The quizmaster will start each question with an introduction that gives the question number and the teams that are eligible to jump. An example of an introduction would be: "Question number 2, to all three teams, question number 2, question." After the quizmaster says the last "question," the room should be quiet and ready to hear the question.
4. The quizmaster will say nothing during the 30 seconds allowed the quizzers to answer a question. When the quizzers sit down, judgment will be made as to the answer's correctness.
5. Reading of the question will stop immediately if a pre-jump occurs.
6. The quizmaster may ask a quizzers to repeat an answer or to "be more specific" in order to determine the correctness of an answer.

B. Material Judge

1. The material judge will assist the quizmaster in the determination of the correctness of an answer.
2. This person will watch the question being asked for accuracy of reading.
3. A quiz may be conducted without a material judge if the need arises.

C. Equipment Judge

1. The equipment judge will inform the quizmaster of the first quizzers to jump by calling the number of that quizzers. This should happen as soon as that quizzers jumps.
2. The equipment judge is responsible for making sure the lights are all working at the beginning of each quiz.
3. This person will inform the quizmaster of any fouls.

D. Scorekeeper

1. The scorekeeper will be responsible for tabulating the score as the quiz progresses.
2. This person will write down the line-up as received from each team, keep records of substitutions, and keep a record of the number of time-outs taken by each team.

E. Timekeeper

1. After a question is read in its entirety, this person will keep time on the five second time limit for a response (jump) to that question.
2. This person will keep time on the thirty second time limit for completing an answer. The timing begins when the quizzers' number is called.
3. This person will keep time on the forty-five second limit for time-outs.

F. Bible Quizzing Director(s)

1. This is an administrative position that is separate from the quizmaster position. It may be held by more than one person if the need arises.
2. The Bible Quizzing Director(s) are responsible for establishing the quiz grids for each General Conference tournament, and for securing people to assist them in the other leadership roles.
3. The Director(s) will typically meet with all coaches and quiz officials before a tournament to answer any questions they might have.

III. MEMBERSHIP AND ELIGIBILITY

A. A team will be composed of two to five members.

1. The maximum number of quizzers that each team may have on the quizzing platform during any one question is three.
2. The teams will be allowed to substitute quizzers during any legitimate time out. Quizzers who have "quizzed out" or "erred out" may not be substituted in.
3. The lower age limit for tournaments will be defined as any student who has begun the 6th grade. The upper limit will include anyone who is less than 20 years of age at the first day of the national tournament, and has not attended any specialized institution beyond high school.
4. A junior high tournament will be exclusively 6th through 9th grades. Junior high students can participate in senior high tournaments, but not vice versa.
5. During a tournament, members from one team may not switch to another team, even if the teams are from the same church. Once a team is registered for finals, no changes may be made to the team membership.

B. Each church must have at least one coach per team.

C. A coach must have completed high school, or be at least 20 years of age. A coach may not be a quizzer on any team.

IV. GENERAL RULES

- A. There will be 20 questions in each quiz. All questions will be based on the New International Version of the Bible.
- B. Questions are to be read only once. After a question is read, if no quizzer responds within five seconds, the question is closed.
- C. The decision as to whether an answer is correct will be made by the quizmaster.
 1. An answer is correct when:
 - a. it contains the information requested.
 - b. all information given is correct.
 - c. the quotation is word for word as found in Scripture (in finish-this-verse and quote type questions).
 - d. mispronounced names are still recognizable as correct.
 - e. it gives the correct member of the Trinity. While we believe the three members of the Trinity (Father, Son, and Holy Spirit) exist as one, we also believe that each member possesses attributes unique to the role He plays in the relationship between Himself and humanity. Therefore, it is necessary to maintain the distinction between members of the Trinity in answers that are given.
 2. An answer is incorrect when:
 - a. any information given is incorrect.
 - b. the information given is incomplete.
 - c. the time limit has elapsed before all needed information has been given.
 - d. any word or letter is omitted or added in a finish-this-verse or quote type question.
 - e. in “according to...” type questions, the answer does not come from the particular chapter and verse referenced, or if correct answers to the question are provided from more than one passage.
 - f. the wrong chapter and/or verse is stated, in a finish-this-verse type question, whether the reference was requested or not by the quizmaster.
 - g. more than the specifically requested verse or verses is given in a Finish-the-verse, Finish-these-verses, or quote question. These questions have only one specific answer.

V. CHALLENGES

If there is reason to believe the quizmaster has ruled incorrectly on an answer, any quizzer that is sitting in a quiz seat may challenge the decision. This is the only time when a challenge will be considered.

- A. The challenge must be made immediately following the quizmaster's decision. This means before a time-out is recognized by the quizmaster, before the quizmaster starts the next question, and without conferring with any other quizzers.
- B. If a challenge is sustained, points which would have been awarded are withdrawn, and the quizzers who initially responded will receive an error.
- C. If a challenge is over-ruled, 10 points will be deducted from the challenging team's score.
- D. The correctness of a challenge shall follow the guidelines of the correctness of an answer.

VI. TYPES OF QUESTIONS

- A. Finish-the-verse type
 - 1. Finish-the-verse type questions will be direct quotations from Scripture and may require a reference.
 - 2. A reference will consist of the book, chapter, and verse or verses that were quoted.
 - 3. Modifications of this type of question can be "finish-this-verse" or "finish-these-(2 or 3)-verses." A "finish-these-verses" question relates to more than one verse, but not more than three.
 - 4. Each quiz must contain two finish-the-verse type questions.
 - 5. The quizmaster will typically give five words to begin the verse in a finish-the-verse type question.
 - 6. If there are two or more memory verses in any given year that begin with the same five words, the quizmaster will read more than five words until the first unique word is encountered.
- B. Quote type
 - 1. These questions will also be direct quotations from Scripture.
 - 2. The quizmaster will specify the book, chapter, and verse(s) to be quoted.
 - 3. Each quiz must contain one quote type question.
- C. "According to" type
 - 1. All of these questions will begin with the words, "According to..."
 - 2. "According to" questions can direct quizzers to a specific chapter and verse, or to a specific chapter.
 - 3. Each quiz will contain three or more "According to" type questions.
- D. Situation type
 - 1. These will refer to a specific occurrence in the material being studied.
 - 2. There is a minimum of two parts, and a maximum of three parts, to the question.

3. Examples of this type are:
 - a. Who said it, and where?
 - b. Who said it, to whom, and in what situation?
4. There will be a maximum of three situation type questions in a quiz.

E. Content type

1. These questions will include interrogatives such as: who, what, why, where, when, which, and how.
2. They will also consist of direct key words from Scripture.
3. The rest of the questions in a quiz will be content type questions.

VII. SCORING

- A. Any question having more than one team eligible to respond will have a value of 20 points.
- B. If a question is answered incorrectly the next question will be a toss-up question, and only the two remaining teams will be eligible to answer. If a toss-up question is answered incorrectly by one of the two teams, a free question will be given to the remaining team.
- C. When a free question is asked, the value will be 10 points.
- D. Finish the verse and quote type questions will be worth an additional 10 points. For example, regular and toss-up questions will be worth 30 points and free questions will be worth 20 points.
- E. Quizzers must leave the platform if they have “quizzed out” or “erred out.” “Quizzing out” refers to a quizzer who has correctly answered four questions while at least two teams were eligible to answer. “Erring out” refers to a quizzer who has received three errors.
- F. Quizzers who have left the platform after having quizzed or erred out may be replaced by a substitution, and may not return in that quiz.
- G. In the event of an incorrect answer, the following rules apply:
 1. All point deductions will be taken from the team score. However, the only way for a quizzer to lose points on his or her personal score is to err out or foul two or more times.
 2. Incorrect answers are recorded as an error (“E”) when two or three teams are eligible for a question.
 3. When a quizzer has erred out, 10 points will be deducted.
 4. When a team accumulates four errors, 10 points will be deducted. For each error after four, the team will lose 10 points.
 5. Beginning on the 16th question, 10 points will be deducted for all errors.

6. If an individual answers incorrectly on a free question prior to the 16th question, it will be recorded as a miss (“M”) and not an error. No points will be deducted for a miss. Therefore, any incorrect answer from the 16th question to the end of the quiz will be recorded as an error, regardless of the number of teams answering the question.
 7. No more than 10 points can be deducted from a team on any one question unless there is a challenge or a foul. It is possible to have 10 points deducted for an error plus a 10 point deduction for an over-ruled challenge. It is also possible to lose 10 points for any foul beyond the first foul in addition to a 10 point deduction for an error.
- H. Two fouls on the same team will constitute a 10 point deduction. Any additional fouls will also be 10 point deductions.
- I. If teams tie after 20 questions, and it is necessary to break the tie, single questions will be added until the tie is broken. Only the teams involved in the tie will remain on the platform. Individual scores and errors will continue to be tallied during tie-breaker questions.
- J. All quizzes must end with a correct answer.

VIII. FOULS

A foul will be given for each of the following situations:

- A. Team members communicating with anyone between the time the introduction to the question is spoken and a ruling has been made.
- B. Any part of the hands or feet touch the chair during the time between the introduction to the question, and a light is called.
- C. A member of the team opens a Bible or portion of it during a time-out.
- D. A quizzer starts to answer a question before his or her light is called. This applies to someone whose light is not even on, but starts to answer anyway.
- E. A quizzer’s light is called after the question has begun, and the quizzer has not jumped.

Note: If a foul occurs after the quizmaster has begun reading the question, the question may be thrown out and replaced by a new question.

IX. TIME-OUTS

- A. Any member of a team may call a time-out, including the coach.

- B. Only coaches and team members may be on the platform during time-outs.
- C. Each team will have a limit of two 45 second time-outs.
- D. During time-outs, the Bible or any portion of it may not be opened by any quiz team personnel.
- E. A time-out will be taken when a quizzier “quizzes out” or “errs out.” This will just be long enough to make the change of quizzers on the platform.
- F. No time-outs may be taken after the 18th question has started.
- G. Only one time-out may be taken between questions.
- H. Substitutions can only be made during time-outs.

X. GUIDELINES FOR TOURNAMENTS

Tournaments will consist of three rounds.

A. Round One

1. Each team will quiz three times, and will not quiz against the same team twice.
2. The total points accumulated in the three quizzes will be totaled, and used to rank the teams. This ranking will be used to set up the brackets in Round Two.
3. There will be no tie-breakers in Round One.

B. Round Two

1. The teams will be placed into brackets according to the rankings from Round One. In order to fit all of the teams into the brackets, one or two of the top teams may be automatically advanced to Round Three.
2. Although the brackets may look different every year to accommodate the growing number of teams, the concept will remain the same. The team that wins a quiz will advance in the bracket and the other two teams will drop down in the bracket. Eventually a team that wins will advance to the finals, and the teams that do not will drop out of the bracket.
3. There will only be tie-breakers in Round Two if the tie is between first and second place. If there is a tie for second and third place, there is no need for a tie-breaker because they will both drop down to the next bracket.

C. Round Three

1. Only the teams that advanced to the finals will participate in Round Three.

2. If at all possible, each team will quiz the same number of times in Round Three. If this is mathematically impossible in the time allotted, the average score for each team will be calculated.
 3. Each team will quiz every other team at least once. Depending on the number of teams in the finals, some teams may quiz each other more than once. Choosing which teams will quiz each other more than once will be done randomly to ensure fairness to everyone.
 4. It may be necessary to have a quiz in which one team is a “placeholder” team. The points that the placeholder team accumulates will not count toward their personal score, nor will their score in the quiz count for Round Three. They are only in the quiz to prevent the other teams from getting first place.
 5. Quizzes in Round Three must end without ties, so tie-breaker questions will be added until this is achieved.
 6. A first place in Round Three is worth 10 points, second place is worth 5 points, and third place is worth 1 point. After Round Three is over, these points will be totaled, and the final standings will be decided.
 7. If there are ties in the final standings, they will be broken by adding up the total points the teams accumulated in Round Three. If a tie persists, the errors will be added up, and if that does not solve it, the fouls will be added up.
- D. If a team does not have enough quizzers to start a quiz at its appointed time, the quizmaster will wait five minutes. If the team is still not present, they will receive last place and will get no points for that quiz.
- E. If a team is caught cheating, it will be up to the Quiz Director(s) to decide the punishment. The pastor of the team’s home church will be contacted, and they may be disqualified from the tournament.
- F. All quizzers who wish to participate in the National Bible Quiz Championships must also be registered for the whole week of Impact. The number of teams eligible for the National Bible Quiz Championships will be determined by the Director(s) of Bible Quizzing and the Associate for Youth and Family Life Ministry of the Churches of God General Conference.
- G. Teams planning to participate in the National Bible Quiz Championships must register their team(s) with the Office of Youth and Family Life Ministries by the deadline given for Impact registrations.