

# The Bible Quiz Network Quizzing Rules

## A. TEAM REQUIREMENTS

1. **Teams will consist of 1-6 quizzers.** Teams may represent a church, a school, a city, a neighborhood, a business, a family, any combination of these, or none of these.
2. **Children's quizzing**  
Children's quizzing will be divided into three flights. A Flight will consist of 4<sup>th</sup> through 6<sup>th</sup> graders (or ages 9 through 11), B Flight will consist of 2<sup>nd</sup> and 3<sup>rd</sup> graders (or ages 7 and 8), and C Flight will consist of Pre-K through 1<sup>st</sup> graders (or ages 5 and 6). These grades and ages are based on the age or grade of the quizzer at the beginning of the quiz year. To form a children's team, coaches are allowed to "pull down" one quizzer from one grade level (or one year by age) above the flight regulations of their team, or "pull up" any number of quizzers from any lower level.
3. **"Teen +" quizzing (7<sup>th</sup> grade through college)**  
Teen quiz teams will be composed of individuals from 7<sup>th</sup> grade through college. No team shall have more than two quizzers between the ages of 18 and 26. The combined age for team members over 18 must not exceed 44 at any time during the quiz year. Teen teams will be allowed to pull up no more than six quizzers from below the 7<sup>th</sup> grade level.
4. **Adult option** (not a requirement) applies only to A Flight and Teen Flight teams with less than six quizzers. When listing the quizzers prior to the match, one adult (the coach, someone directly associated with the team or not at all) can be listed by name and designated as "adult" on the roster. This adult can participate in the quiz by taking a seat on the bench for no more than five questions. These must be consecutive questions. All the regular quizzing rules apply to this adult.

## B. FOUR QUESTION CATEGORIES

1. **Published questions** - These are the most frequently asked questions in a quiz, 10 of the 20 questions in every quiz will be of this type. They come from the question bank that you can download from our website. They include the Who, Why, What, When, How questions, along with miscellaneous questions, according to questions (which provide a reference in the question and require the answer to come from that verse) and situation questions (which the Quizmaster will identify as a situation question before starting the question, and in which a quizzer is required only to provide the answer without finishing the question).
2. **Unpublished questions** - These questions are only for A and T flights. The quizmaster will identify this type of question before starting the question. These questions will originate from anywhere within the designated material for study, or from quotes taken outside the study material and will not appear in any published list of questions either on the website or elsewhere for use by the quizzers. All A and T flight quizzes will have 5 unpublished questions. The quizmaster will identify this type of question before starting the question. Quizzers will not be required to finish the unpublished question (they can if they want to), but they will be required to provide the quizmaster with all the information contained in the question and answer. Thus, if a quizzer simply quotes the verse(s) that contains all the information contained in question and answer the quizmaster has on his paper, the quizzer would be counted correct.
3. **Finish-the-Verse** - These come from a designated list available on our website. The quizmaster will identify this type of question before starting the question. Once the quizmaster has signaled the start of a new question, by saying "question" s/he will begin to read the first five words of the verse and stop when interrupted by a quizzer's jump or when s/he reaches the end of the fifth word. Any quizzer that wins this jump will be required to finish the verse word perfected from the point of their jump or from the beginning of the verse.
4. **Quote** - These come from a designated list available on our website. Some of the quote questions will be one, two, or three verse quotes. The quizmaster will identify this type of question and indicate if it is a one, two, or three verse quote, before starting the question. Once the quizmaster has signaled the start of the new question, by saying "question" s/he will provide only the reference(s) for the verse(s) to be quoted. Example: Question; Quote Romans Chapter 1 verse 1, or "This is a three-verse quote. Question; Quote Romans chapter 1 verses 1, 2, & 3. If a quizzer jumps during the question, the quizmaster will stop and ask the quizzer to finish the question. Once the question has been finished correctly, the quizmaster will ask the quizzer to provide the answer.

**The O/F question ratio will shift as we ascend the flights as follows:**

1. C and B flights; 5 finish the verse questions and 0 quotes.
2. A flight; 3 finish the verse questions and 2 quotes.
3. T flight; 2 finish the verse questions and 3 quotes.

\*\*\*Finish-verse and quotes are the only questions in which the quizzer must be word perfect. If the quizzer makes a mistake during the reciting of the verse, the quizmaster is to stop them at the point of the mistake and is to ask them to “please correct”. At that point the quizzer is to start over from the beginning of the verse.

**C. TIME-OUTS**

1. Only a coach or quizmaster may call a time-out. If a team has no coach present, any quizzer may call for a time-out.
2. The quizmaster will recognize the coach calling a time-out. No time-out may be called after the quizmaster has started the new question with the word “question”.
3. Each team is permitted three time-outs per quiz.
4. A time-out will be of 45 seconds duration.
5. An official time-out may be called by the Quizmaster and will not count against any team's time-outs.
6. There will be an automatic time-out after the 15th question and before a tiebreaker question unless waved by both teams.
7. A time-out will be charged only to teams that lose an appeal or counter appeal during an appeal process.

**D. SUBSTITUTIONS**

1. Coaches may substitute quizzers only during time-outs. Individuals not listed in the line-up at the beginning of the quiz will not be allowed to substitute during the quiz.
2. A quizzer being substituted may return to the quiz unless he has been removed because of five correct answers or three errors.
3. At the discretion of the coach, a substitute may replace a quizzer leaving the quiz with five correct answers or three errors. This is an official (un-timed) time-out for the replacement of the quizzer only. If the substitution or the removal of the quizzer does not occur at the time of the fifth correct question, or third incorrect question, a time out must be charged to the team making the time of the transaction.
4. Once a line-up has been submitted in a quiz, a quizzer cannot change positions unless he is removed from the quiz for at least one question.
5. If the quiz begins and the quizzers are not seated according to the line-up turned into the quizmaster, a deduction of ten points from the team score and the quizmaster will correct the lineup that was turned in to make it match the quizzers on the seats. If the coach desires to take a time-out to correct the line-up, no point deduction will be made. If the ten-point deduction is applied, it must be clearly indicated on the score sheet why the deduction was taken.
6. Substitutions must be correctly recorded on the score sheet turned in at the Score Table by the winning coach. Failure to correctly record substitutions will result in the deduction of ten points from the team score by the Scoremaster. This deduction is subject to an appeal to the Scoremaster. If the ten-point deduction is applied, it must be clearly indicated on the score sheet why the deduction was taken.

**E. SIGNALING**

1. Judging to determine the first quizzer signaling shall be by an electronic judging device. In the event of an equipment malfunction during a quiz, or it is discovered that a switch was not turned on for a competing quizzer, the Quizmaster will return to the point in the quiz where the malfunction occurred, or where the switch should have been turned on and continue with different questions. If this involves only a few questions, the Quizmaster

should take questions from the supplied bonus sheet. If it involves a large number of questions, the quizmaster will jump to the next set of quiz questions and see that the situation is reported to the Score Table

2. The feet of the quizzers must be on the floor (or footstool) and hands must not touch any part of the chair or bench. Exceptions will be granted for quizzers with physical limitations.
3. From the time the first quizzer signaling has been recognized by the Quizmaster and has reached the microphone (when used), the quizzer has a total of 30 seconds to start and finish his answer. The quizzer must not take unnecessary time reaching the microphone. If a quizzer who has NOT been recognized by the Quizmaster gives a portion of the question or answer, it will be considered his error with the minus ten points given to the quizzer in error. The Quizmaster will give a bonus question (See Point 7) in its entirety to the quizzer of the corresponding seat on the other team.
4. If the quizzer signals after the Quizmaster calls "Question" and before the question is finished, the quizzer must finish the question to the satisfaction of the Quizmaster before answering. Time required to finish the question is counted against the 30-second time limit. Any information already given by the Quizmaster is on record as being correct. Situation questions do not need to be finished.
5. If the quizzer signals after the Quizmaster calls "Question" but before any other information has been given, the quizmaster has the option of offering grace with a warning (on account that sometimes this error is more due to a sensitive than a problematic quizzer). The quizmaster will start the question over.
6. Quizzers must stand to finish the question or answer the question once that have been recognized by the quizmaster. Failure to stand will result in a ten-point penalty being charged to the quizzer but will not disqualify him from finishing the question or giving the answer and earning the points for a correct response or the points for an incorrect response. If the ten-point deduction is applied, it must be clearly indicated on the score sheet why the deduction was taken.
7. The quizzer has only one try at finishing the question or the answer (unless it is the answer for a finish the verse or a quote as corrections are allowed for quotes and finish the verse answers). The Quizmaster must accept his first answer. If the question is missed, an error is charged, and ten points are deducted from the quizzer's score. If no part of the answer is given, the Quizmaster then gives the question in its entirety to the quizzer of the corresponding seat on the other team. If any part of the answer is given, a new bonus question shall be given. If a "Quote" or "Finish this Verse" question is missed, and no part of the answer is given, the same question may be asked as a bonus question. If any part of the answer is given, a new bonus "Quote" or "Finish this Verse" question will be given. In the case of a situation question, a regular bonus question will be asked. (Example: if a part of a "Quote" is missed, a new "Quote" will be given as a bonus. If a part of a "Finish this Verse" is missed, a new "Finish this Verse" will be given as a bonus, by giving the first five words.) Ten points will be awarded to the quizzer for a correct answer to the bonus question. No error points are charged for an error on a bonus question.
8. If no quizzer on either team signals within five seconds after the question is completed by the Quizmaster, no points will be awarded for that question.
9. In the event that the quizmaster makes a mistake, (calling on the wrong quizzer to answer, reading the question wrong, introducing the question as a quote when it should have been introduced as a two-verse quote, etc.) the quizmaster will throw out the question and any points (if given) and start the question over.

## **F. TIE IN SIGNALING**

1. In the event that opposite team's tie in signaling, the quizzers will individually approach the quizmaster's table and answer directly to the quizmaster. Each quizzer will be counted correct or incorrect according to his answer. Points are not split or divided, and no bonus question is given to any team. A note must be made on the score sheet that a signaling tie happened.
2. If the tie occurs on the same team the coach will select one quizzer to answer.

## **G. QUESTIONS**

1. No question or part thereof will be repeated after any quizzer has signaled.
2. The decision of whether an answer is right or wrong will be made by the Quizmaster, and the judges when judges are present.

3. When a question is a "Finish this Verse" or "Quote", the answer must be word perfect from the verse(s) that the Quizmaster wanted. If the quizzer is stopped for an error at any point by the Quizmaster with the phrase "please correct", the quizzer must go back to the beginning of the "Finish this Verse" or "Quote" (not the point at which the quizmaster stopped to identify the quizzer that jumped) and correct it within the remaining time. If a quizzer jumps before the Quizmaster has completed the question for a Quote, the quizzer must finish the question including the correct verse reference before being allowed to continue. The Quizmaster must take the quizzers first response, no correcting of the question will be allowed.
4. There is to be no verbal or non-verbal communication between quizzers, coaches, or audience from the time the Quizmaster calls "Question" until the points have been awarded.

## H. SCORING

1. Twenty points will be given to the individual quizzer for a correct answer.
2. Ten points will be deducted from the individual quizzer's score for incorrect questions or answers.
3. Ten points will be given to the individual quizzer for a correct answer to a bonus question.
4. Five correct answers (not including bonus answers) by any quizzer without an error is a "perfect quiz out" will result in a ten-point bonus to the individual quizzer if the quizzer chooses to leave the quiz at the point of his/her fifth correct jump. This quizzer may choose to forfeit the ten-point bonus and remain in the quiz with his switch turned off to answer any bonus questions that might be directed to his seat number.
5. Three errors by any quizzer, not including bonus errors, will disqualify the quizzer from jumping. If the quizzer chooses to remain on the quiz bench, s/he may answer bonus questions only. If s/he leaves the quiz, s/he may not return to the quiz.
6. There are two different types of team bonuses, the **QTB** (question team bonus) and the **Q/FTB** (quote/finish the verse team bonus). Both types are worth 20 points and will be awarded to the third quizzer (and each additional quizzer) from the same team that wins a jump (bonus questions do not count) and answers the question, from the same question category. Each question can qualify only for the bonus awarded to the category of question to which it belongs. No question can qualify for a "double team bonus". QTB and Q/FTB bonus points are always added to the team total.
  - a. A **QTB**, is for the category of published and unpublished questions? (15 per quiz).
  - b. A **Q/FTB**, is for the category of quote and finish the verse questions (5 per quiz).
7. If a quiz has been declared finished by the Quizmaster after the 20<sup>th</sup> question (or tiebreaker) and a scoring error is later discovered, the final official score will stand unless an appeal is made to the Scoremaster at the Score Table. The Scoremaster at the Score Table will hear and decide on any appeals made to the Score's Table. The Scoremaster's discussions cannot be appealed.

## I. The 20TH QUESTION

1. Penalty points and bonus points are doubled if an error is made on the 20th question. Ten points are deducted from the quizzer (-10) and ten points from the team (-10) if an error is made on the 20<sup>th</sup> question. Ten points are awarded to the corresponding quizzer (+10) and ten points to the team (+10) if a correct answer is given for the bonus question on the 20<sup>th</sup> question. If the quizzer answers the bonus question incorrectly, no bonus points are awarded.
2. In the event of a tie after the 20th question, the quiz will be decided by a single tiebreaker question after the Quizmaster has given a 45- second timeout. If the tie is not broken on the first tiebreaker question, additional tiebreaker questions will be asked until the tie is broken. A tiebreaker question will be scored the same as a regular question.
3. If a quizzer achieves their 5<sup>th</sup> correct jump on the tiebreaker, the quizzer will be awarded a perfect quiz out with the 10-point bonus.
4. If a team bonus is achieved on the tiebreaker question, the team will be awarded the 20-point team bonus as during the regular quiz.

## J. Appeals, and Counter appeals.

1. Appeals to the quizmaster for the reconsideration of a judgment will be accepted in the following manner.

- a. Appeals cannot be made concerning the questions, only the answers or the quiz rules. Appeals must be made immediately after the quizmaster judgment in question and before the next question, or the bonus question is started, or a time out is taken.
  - b. In all appeals concerning Scripture (as contrasted to appeals regarding the quiz rules), a Scripture reference must be given that renders support for the appeal within 5 verses either way of the reference provided. A reference of 5:6 would cover everything from 5:1 through 5:11. The 5-verse leeway does not cross chapter breaks.
  - c. In all appeal cases, the quizmaster must remain quiet until the appeal is complete. The quizmaster is not to dialogue with the one making the appeal, but simply to make a final decision after the appeal has been completed.
  - d. Teen quizzers can NOT confer with their coaches. The appeal must not exceed the regular 45 seconds. When an appeal is made in any flight, the team making the appeal will be charged with a time out only if the appeal is lost. If the team has no remaining time-out, and an appeal is made but lost, a ten-point team penalty will be awarded. If the appeal is won, there will be no penalty. If the ten-point deduction is applied, it must be clearly indicated on the score sheet.
  - e. Coaches from any flight will be allowed to make an appeal regarding the rules. This appeal must be made in the 45 second time limit and the team will be charged with a time-out only if the appeal is lost. The coach will be allowed to look in their copy of the current rules and use these published rules when making an appeal concerning rules.
  - f. For Children's quizzing (Flights A, B, and C).
    1. Only the coach can request an appeal, though the coach and one quizzer may work together or individually in presenting the appeal. Neither the quizzer nor the coach will be allowed to "look up the Scripture passage" during the appeal but must base the appeal on their internal knowledge of the Scriptures.
    2. The requesting coach must make the appeal to the quizmaster in a public fashion. If the appeal is lost, the team will be charged with a time-out.
    3. If the opposing coach wishes to counter appeal, s/he must wait until the first coach is finished and then make their own appeal and accept the charge of a time out to their team if the counter appeal is lost. If the counter appeal is won, the team of the original appeal (that has now lost) will be charged with a time-out. If no time-out remains, a ten-point team penalty will be charged. If the ten-point deduction is applied, it must be clearly indicated on the score sheet why the deduction was taken.
  - g. For Teen quizzing (Teen Flight only).
    1. Any quizzer occupying a seat in the quiz can make an appeal.
    2. The quizzer who wishes to appeal must first request permission to make the appeal. The request must be made before the beginning of the next question, and it must be made without conferring with the coach.
    3. The requesting quizzer will make the appeal to the quizmaster while standing at his/her quiz seat and without the aid of the printed Scriptures. The quizzer must supply the quizmaster with a Scripture reference that is within five verses of Scripture that supports the appeal, unless the appeal is in regard to the quizzing rules. If the appeal regards a quizzing rule, the quizzer will indicate what rule is in question.
    4. If a quizzer on the opposing team wishes to counter appeal, s/he must wait until the quizmaster makes a decision regarding the original appeal and then request to make their own counter appeal and accept the charge of a time-out to their team if the counter appeal is lost. If the counter appeal is won, the team of the original appeal (that has now lost) will be charged with a time-out. If no time-out remains, a ten-point team penalty will be charged. If the ten-point deduction is applied, it must be clearly indicated on the score sheet why the deduction was taken.
2. Counter appeals will follow all the rules of an appeal but will be made only by the competing opponents of the appealing team. Only one appeal and one counter appeal can be made on any individual quiz question. No counter appeal to the counter appeal will be allowed. The judgment of the Quizmaster is final.

## K. DIMENSIONS OF QUIZ BENCHES

When benches are used the following specifications should be observed:

1. The hinge for the seat should be at the front of the bench.
2. The switch should be at the rear of the seat, at least 7" from the front of the bench.

## **FTV/Q COMPETITION RULES**

### Elimination Round

1. All quizzers who desire to compete will report to the room designated for their flight.
2. If there are more than eight quizzers in any one flight, quizzers will stand in a line for question rounds until 8 or fewer remain as “qualified”. During question rounds, each quizzer will be asked a randomly selected FTV/Q and be required to give the correct answer within 30 seconds. No questions will be repeated, and no round will end until every quizzer in the lineup has faced a question. Quizzers will become disqualified after their second error.
3. For C flight all rounds will be FTV. For flights A & B there will be 2 rounds of FTV then 1 round of Q, repeated as necessary. For T flight there will be 1 round of FTV, followed by 1 round of Q, repeated as necessary.

### Championship Round

1. Each flight will compete separately.
2. Quizzers will jump using benches.
3. The first quizzer to get 5 correct jumps is the Champion.
4. Quizzers will be disqualified after their second error.
5. C flight will have only FTV questions, A & B flights will have 2 FTV followed by 1 Q, and T flight will have 1 FTV followed by 1Q.

## **ONE-ON-ONE GUIDELINES AND RULES**

1. Each flight will be divided into groups according to flight level, number of quizzers in each flight and the ability levels of the quizzers.

Flights	Quizzers Rank # (Dec. stats) First Room	Second room	Third room	Fourth room
C	1-8	9-16	17-23	--
B	1-8	9-16	17-32	33 & lower 1st 16 to sign up
A	1-8	9-16	17-32	33 & lower 1st 16 to sign up
T	1-8	9-16	17-32	33 & lower 1st 16 to sign up

2. The top groups (of smaller numbers) will work through a double elimination tournament while all others will work through a single elimination tournament. Each group will be self-contained in a designated room. First place finishers in each group will receive an award.
3. Each quiz will be composed of seven questions. Each quiz will consist of five published questions, and two FTV for C & B flights, one unpublished question, four published questions, one FTV and one Q for A & T flights.
4. Scoring rules will remain the same, including a **limit of three wrong or five right**, the double penalty and double bonus on the last question. Ties will be broken with a one-question tiebreaker.
5. There will be no time outs, but a quizzer may ask for a score check between questions.
6. All other regular quiz rules apply.