

Additions or clarifications over the 05-06 quiz rules are highlighted in yellow.

# 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 quizzier at the beginning of the quiz year. To form a children's team, coaches are allowed to "pull down" one quizzier 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.

## 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 quizzier 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 **Unpublished questions** - These questions are only for A and T flights.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 neither 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 quizzier simply quotes the verse(s) that contains all the information contained in question and answer the quizmaster has on his paper, the quizzier 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 quizzier's jump or when s/he reaches the end of the fifth word. Any quizzier 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 a one, two, or three verse quote. The quizmaster will identify this type of question and indicate if it is a one, two, or three verse quote requirement 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 not to stop them at the point of the mistake but is to ask them to "please correct" once they have arrived at a stopping point.

## C. TIME-OUTS

1. Only a coach or quizmaster may call 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. Only coaches may converse with team members during time-outs.
6. An official time-out may be called by the Quizmaster and will not count against any team's time-outs. There is an automatic time-out after the 15th question and before a tiebreaker question.
7. A time-out will be charged to each team making an appeal or counter appeal during an appeal process.

## D. SUBSTITUTIONS

1. Coaches may substitute quizzers only during time-outs.
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 transaction at a later time.
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 in to the quizmaster, a deduction of ten points from the team score and the quizmaster will correct the line up that was turned in to make it match the quizzers on the seats. If the coach desires to
6. Substitutions must be reported to the official scorer. Failure to do so will result in the deduction of ten points from the team score.
7. Individuals not listed in the line-up at the beginning of the quiz will not be allowed to substitute during the quiz.

## 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, the Quizmaster will continue the quiz from the point where the malfunction occurred. In the event a switch has not been turned on, the Quizmaster will return to the point of the quiz when the switch was turned should have been turned on.
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 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. Situation questions do not need to be finished. 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.
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. Quizzer 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.
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 on the bonus question. No error points are charged for an error on a bonus question.
8. If no quizzer on either teams 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 the question and any points (if given) and start the question over.

## F. TIE IN SIGNALING

1. In the event that opposite teams 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.
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 if the Quizmaster needs their help.
3. When a question is "Finish this Verse" or "Quote", the answer must be word perfect from the verse(s) that the Quizmaster wanted. If the quizzer has incorrectly completed the "Finish this Verse" or "Quote", the Quizmaster will say, "Please correct it." At that time, 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 QTV, 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 or changing 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. A correct answer is given twenty points.
2. Five correct answers (not including bonus answers) by any quizzer without an error will result in a ten-point bonus to the quizzer if the quizzer chooses to leave the quiz at the point of the his/her fifth correct jump.
3. Error points, for incorrect questions or answers (minus ten), will be deducted from the quizzer's score.
4. 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.
5. 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).
6. 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.

## I. PERFECT SCORE

1. Any quizzer with five correct answers may leave the quiz platform for the duration of the quiz. If he has a perfect score (no errors) and s/he chooses to leave the quiz, a bonus of ten points will be added to the quizzer's score. The quizzer must leave the bench immediately after completing the 5<sup>th</sup> correct question in order to receive the 10 point bonus.
2. If the quizzer chooses to remain on the platform, s/he may answer bonus questions only. A quizzer with a perfect score (no errors) remaining in the quiz will not receive the bonus points mentioned above. This choice must be made at the time a perfect score is reached.

## J. The 20TH QUESTION

1. Penalty points and bonus points are doubled if an error is made on either 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. Unless the score is tied, the 20th question ends the quiz. 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, a second tiebreaker question will be asked. 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.

## K. 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 those making the appeal, but simply to make a final decision after the appeal has been completed.
- d. No appeal can be made following a time out. When an appeal is made in any flight, the team making the appeal will be charged with a time out even though quizzers will be allowed to confer with their coaches as during a regular time-out. The appeal must not exceed the regular 45 seconds allowed for a regular time out. If the team has no remaining time out, no appeal can be made.
- 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. 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 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 passage.
  - 2. The requesting coach must make the appeal to the quizmaster in a public fashion. If the opposing coach wishes to speak, 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.
  - 3. No coach will be allowed to make two appeals on one question.
- c. For Teen quizzing (Teen Flight only).
  - 1. Any quizzer occupying a seat in the quiz can make an appeal. A coach may only make and appeal in regard to the quizzing rules. A time out will be charged and the coach will be allowed to state what quiz rule is in question.
  - 2. The quizzer who wishes to appeal must first request of his/her coach 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. The coach has the authority to permit or deny the appeal request, but must do so without hearing the content or nature of the appeal.
  - 3. If the coach denies the request, no time out will be charged, the judgment will stand, and quizzing will resume.
  - 4. If the coach grants the request, a time out will be charged and 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 the verse form which the question was taken for the appeal to be considered, 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. The appealing team will be charged with a time out even though no quizzers will be allowed to confer with their coaches. If a quizzer on the opposing team wishes to speak, s/he must wait until the first quizzer is finished and then make their own request, appeal, and accept the charge of a time out to their team.
  - 5. No team will be allowed to make two appeals on one question.
- 2. Counter appeals will follow all the rules of an appeal, but will be made only by the 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.

**The material above was revised by 8/28/06**

## **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 line up 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 be 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 used for Quizfest 2005**

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.

(Chart from 2005)

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. 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 tie-breaker.
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.