

RULES AND REGIONAL GUIDELINES 2007

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In order to have consistency across the many rooms we will be using at this year's regional event, we ask that you read through these pages. Different districts do things differently so this document is an attempt to put us all on the same page. We ask that you quizmaster according to these agreed on guidelines and interpretations. Quizzers will have many things to adapt to from room to room so agreeing on these basics will minimize this. This document should be circulated to coaches and quizzers so they are aware of the guidelines.

The following is a mark up of the relevant portion of the Nazarene Bible Quizzing Rules with commentary.

******* Signifies a rule that has not been consistently enforced on our Region and is marked for emphasis. RED BOLD type represents Regional rule changes or commentary.**

A. THE TEAM

1. Five persons compose a team

A team may be comprised of fewer than five persons. One team may use more than five quizzers during a tournament as well; however, only five may be used by one team during any one round (i.e., six quizzers may be used at one event if one sits out each round)

2. One quizzer in the quiz area shall be designated as captain

a. Only the captain may address the officials to present an appeal, a challenge, or a rebuttal

b. The captain may request a time-out

c. A team shall have a captain serving at all times

(1) At the beginning of each round, the coach shall designate one quizzer to serve as captain and another as co captain for that round

(2) If for any reason in a round the acting captain becomes ineligible to fulfill his/her duties (i.e. by answering four toss-up questions correctly or by being substituted), the co captain shall assume the captain's duties. If the captain reenters the quiz round, he/she shall automatically reassume the captain's duties

(3) If at any time the captain and co captain both become ineligible to fulfill the captain's duties, the coach shall designate a new captain from among the remaining eligible quizzers to assume the captain's duties.*****

3. Each round, one quizzer shall be designated as substitute

a. The substitute may enter a quiz only during a time-out or when another quizzer has answered four toss-up questions correctly, answered three toss-up questions incorrectly, or committed three fouls

(1) Only one quizzer may be substituted per time-out

(2) Only the substitutes may replace an active quizzer; two active quizzers may not exchange places

(3) A quizzer who answers four toss-up questions correctly must leave the quiz area if a substitute is available to replace him/her. A quizzer who answers four toss-up questions correctly but remains in the quiz area is ineligible to answer bonus questions or to act as captain.

(4) A quizzer who answers three toss-up questions incorrectly must leave the quiz area if a substitute is available to replace him/her. A quizzer who answers three toss-up questions incorrectly but remains in the quiz area is ineligible to answer bonus questions or to act as captain. **On our region, we have as many quizzers as are ineligible due to quiz out or error out, take a seat in the audience.** 4. One adult may serve during the quiz as coach. **We allow assistant coaches.**

- a. The coach may request time-outs
- b. Only the designated coach and quizzers may be present in the quiz area during a time-out
- c. The coach may substitute a quizzer only during time-outs
- d. The coach may not converse with the quizzers or the audience after "Question" is called and before all points are awarded
- e. Any infraction of the quiz rules or inappropriate conduct/attitudes by the coach may be designated as a team foul and may result in deduction of points from the team score

B. THE OFFICIALS

1. QUIZMASTER

- a. The quizmaster should have a thorough knowledge of the competition rules and a thorough knowledge of the biblical material being covered
- b. The quizmaster shall be impartial and consistent in his/her rulings
- c. The quizmaster shall:
 - (1) Read each question for the quizzers
 - (2) Recognize the first quizzer to jump after the start of the reading of a question
 - (a) If the quizzer has jumped before the completion of the question, the quizmaster shall instruct the quizzer to complete the specified question (except on all "Memory" type questions)
 - (b) If the quizmaster does not instruct the quizzer to complete the specified question, the quizzer may ask "Was the question complete?" The quizmaster shall respond with the appropriate word "yes" or "no" in order to clarify if the question was complete at the point of interruption. *********
 - (3) Rule on the correctness of an answer to a toss-up or bonus question
 - (a) As needed, the quizmaster may consult with the content judge to determine the correctness of the answer

- (4) Repeat the entire question to the quizzers who qualify for a bonus question
- (5) Serve, with the content judge, as a timekeeper
- (6) Confer with the content judge for ruling on all challenges
- (7) Rule on all appeals regarding a misreading of the question, a question containing erroneous information (including incorrect/improper grammar), or auditory/visual interference
 - (a) The quizmaster may request assistance from the content judge
- (8) In the event that no score is visible, announce periodic scores
- (9) Call any foul committed
 - (a) The quizmaster shall make certain the actions and attitudes taken by all officials, quizzers, and coaches during each quiz adhere to the Quiz Code
- (10) The quizmaster shall call a foul for any conduct he/she deems inappropriate or not in accordance with the Quiz Code
 - a. The quizmaster's interpretation of the official rules and the Quiz Code is final. The quizmaster shall rule on all issues during competition not covered by the rules and/or Quiz Code

3. CONTENT JUDGE

- a. A content judge should have a thorough knowledge of the official quizzing rules and a thorough knowledge of the biblical material being covered
- b. The content judge shall be impartial
- c. The content judge shall:
 - (1) Have access to the questions during each quiz and shall silently read the questions as the quizmaster reads them aloud
 - (a) The content judge shall immediately alert the quizmaster of an error in the reading of a question
 - (2) Bring to the attention of the quizmaster any fouls committed
 - (3) Shall serve in an advisory capacity to the quizmaster. He/she shall:
 - (a) At the quizmaster's request, assist in the ruling on the correctness of an answer
 - (b) Confer with the quizmaster on all challenges and, at the quizmaster's request, assist in ruling on appeals
 - (c) Confer with the quizmaster in determining if any challenges or rebuttals contain erroneous information
 - (d) Serve, with the quizmaster, as a timekeeper and judge in listening to whispered answers.

4. FOUL JUDGES

- a. Any quiz official may act as a foul judge (e.g., quizmaster, content judge, scorekeeper, jump judges)
- b. An official acting as a foul judge shall inform the quizmaster of a foul committed during any given round of quizzing

5. SCOREKEEPER

- a. The scorekeeper should have a thorough knowledge of the official quizzing rules, especially those concerning scoring
- b. The scorekeeper shall be impartial
- c. Only the scorekeeper's record is official
- d. The scorekeeper shall:
 - (1) Record the team lineups
 - (2) Record the points gained or lost by each individual and team
 - (3) Notify the quizmaster when a quizzers has:
 - (a) answered four questions correctly
 - (b) committed three errors
 - (c) committed three fouls
 - (4) Notify the quizmaster when a team has:
 - (a) committed five errors
 - (b) two overruled challenges
 - (c) requested a substitution
 - (d) committed its second (and every subsequent) foul
 - (5) Record the final team and individual scores
 - (6) Supply the quizmaster with score updates and the final score

6. TIMEKEEPER

- a. The timekeeper shall be impartial
- b. The timekeeper shall announce any infringement of time limits by a horn, bell, or verbal means
- c. Any quiz official may also serve as timekeeper

C. THE QUIZ (1) QUESTIONS

- a. All English language questions shall be based on The Holy Bible, New International Version (1984 edition)
- b. A toss-up question shall be read only once
- c. If no quizzers jumps to answer within five seconds after completion of the toss-up question, the quizmaster shall give the correct answer, and the quizmaster shall proceed to the next toss-up question
- d. A question cannot be challenged but may be appealed
 - (1) If a question contains erroneous information or is misread, the quizmaster may throw out the question at any time before his/her ruling is made
 - (2) A captain may appeal to the quizmaster that a question was misread, contains erroneous information (including incorrect/improper grammar), or could not be understood because of excessive or sudden auditory/visual interference

2. QUIZ AREA RULES

- a. All quizzers will be seated facing the quizmaster
- b. Only the officials, coaches, quizzers, and substitutes may occupy the quiz area at any time during a quiz, including time-outs

3. TEAM LINEUPS

- a. Each team will turn in its lineup to the scorekeeper prior to each round
 - (1) The lineup cannot be changed once it is turned in to the scorekeeper
 - (2) Failure to turn in a lineup on time results in a deduction of 10 points
 - (3) Any team **5** minutes late to a quiz forfeits that round **but only if authorized by the Regional Director. (It is imperative that the quizzers move quickly between quiz areas but disqualification is the "final solution". Quizzers will be retained in your quiz areas until all rooms in your "section" are done. Coaches can do their coaching and drafting their lineups while they wait. Then the teams are to move quickly to their next location. If they quiz right up to that time, then they don't have prep time for their next round. They just have to go and get on the seats. If your teams don't immediately appear, find them and encourage them in a firm but friendly fashion, to join you at once.**
 - (4) After the quiz has begun, a foul will be called if it is discovered team Members are sitting in an order not matching the official team lineup submitted by the coach at the beginning of the quiz
- b. **A team shall submit a lineup immediately upon arriving in each quiz area.**
- c. Each team will designate a coach, captain, co captain, and substitute (if applicable) in its lineup

4. TIME-OUTS

- a. In a two-team quiz each team is permitted two 60 second time-outs.
- b. No time-out is permitted after question 18 has been preannounce
- c. Only the captain or coach may request a time-out. Officials may request a time-out at their discretion
- d. The coach may decide to bring the substitute into the round during a timeout. This is the only time a substitution may be made
- e. During a time-out, only the designated coaches and quizzers (including substitutes) indicated on the official team lineup may occupy the quiz area

5. SUBSTITUTING

- a. The substitute may enter a quiz only during a time-out, or when another quizzer has answered four toss-up questions correctly, answered three toss-up questions incorrectly, or committed three fouls and must leave the quiz area
 - (1) Only one quizzer may be substituted per time-out
 - (a) The coach **or captain** must notify an official when a substitution is made during a time-out

(2) Only the substitutes may replace an active quizzer; two active quizzers may not exchange places

(3) A quizzer who answers four toss-up questions correctly must leave the quiz area.

(4) A quizzer who answers three toss-up questions incorrectly must leave the quiz area

6. LENGTH OF QUIZ

a. Twenty toss-up questions compose a quiz

b. In the event of a tie after 20 questions, single toss-up questions will be asked until no tie remains at the completion of a question

(1) All questions selected, as tiebreaker questions shall be "General" questions

(2) When tiebreaker questions are necessary, the team lineup shall remain the same as it was at the end of the 20th question; no substitutions may be made; no quizzer(s) having quizzed-out or errored-out may reenter the quiz

(3) Individual points and errors shall not be tallied for tiebreaker questions

(4) Any points scored on the tie-breaking question(s) shall be used only to determine placing in that quiz and shall not affect the total points scored for that quiz. For this reason, no bonus question (in the event of an error) shall be asked

7. PRE-ANNOUNCING QUESTIONS

a. Before reading each question, the quizmaster must announce to the quizzers the form the next question will take. (See THE QUESTIONS.) (1) Failure by the quizmaster to preannounce the type of question shall be accepted as a valid basis for an appeal by the captain

b. Although the quizmaster has pre-announced the type of question, he/she shall still read the question as it appears on the page—i.e., the quizmaster shall still read the introductory remarks as a part of the actual question

Example: "Number two will be an 'According to' question. Question number two. Question.

According to John . . ." c. All questions used in competition shall be introduced by the official "preannouncing code." This code assists the quizmaster in recognizing the various types of questions. The code is as follows: General G According to A Quote Q Verse V Reference R Book and chapter I Situation S Context X 8. JUMPING a. When a toss-up question is read, the first quizzer off the seat toward a standing position shall be recognized and given an opportunity to answer

(1) The first quizzer to jump shall be recognized by the quizmaster

(2) A quizzer shall not be permitted to begin answering until he/she has been recognized by the quizmaster or the jump judges

(4) If two opposing quizzers jump at the same time, each shall be given an opportunity to answer privately

(a) The 30-second time limit shall be enforced

(b) Each correct team shall receive points

- (c) No bonus questions shall be given
- (d) Error points shall be deducted if applicable
- (e) If a quizzer is convinced his/her whispered answer to the toss-up question was misunderstood; the quizzer may request reconsideration with no risk of point deduction

(5) If members of the same team jump at the same time, the captain shall immediately select one to answer

c. Special provisions shall be made by the competition director for physically challenged quizzers prior to a competition

9. ANSWERS

a. A quizzer's weight leaving the seat shall be considered a jump. **See discussion below on this issue**

b. The reading of the toss-up question shall be stopped immediately in the event of a jump

c. The first quizzer to jump shall be recognized and given an opportunity to answer

(1) If the quizzer has jumped before the completion of the question, the quizmaster shall instruct the quizzer to complete the specified question (except on all "Memory" type questions) and the quizzer must both complete the question and give an answer within 30 seconds

(a) Even if the quizmaster does not instruct the quizzer to complete the specified question, the quizzer must still do so for the answer to be considered correct

(b) Only when the quizmaster does not instruct the quizzer to complete the specified question, the quizzer may ask "Was the question complete?" The quizmaster shall respond with the appropriate word "yes" or "no" in order to clarify if the question was complete at the point of interruption

I. Because of this opportunity no challenge or appeal shall be granted when the quizmaster does not instruct the quizzer to complete

(2) If, when the quizzer is recognized, the quizmaster has finished reading the question, the quizzer must give the correct answer within 30 seconds

d. If microphones are used, the time limits begin once the quizzer reaches the microphone, provided the quizzer moves immediately to the microphone

e. When answering, the quizzer must supply the specified question/answer combination or its inverse in order for the answer to be considered correct

(See the Glossary for "inverse" for further definition.)

(1) Only the first question/answer combination shall be considered. The first answer is one thought or line of reasoning from which a quizzer cannot recover. A quizzer may, however, complete a toss-up question—with the exception of "Memory" type questions—as a multiple-part question

(a) A quizzer may complete a toss-up question as a multiple-part question if, and only if, all the parts of the question are taken from the same biblical passage

I. If more than one biblical passage is involved in the multiple-part question, only the first question shall be considered as the question-completion

II. Exceptions are made when the specified question is a "Context" or "In what book and chapter" type question

III. Memory verse questions cannot be answered as multiple-part questions

(b) When forming a multiple-part question/answer, all questions must be given prior to giving the corresponding answers (i.e., question-question- question, answer-answer-answer). It is preferred (and will be assumed unless otherwise indicated) that multiple-part answers be given in the same order as their corresponding questions. If the quizzer chooses to provide his/her answers in an alternative sequence, it is his/her responsibility to make clear to the quizmaster which answers correspond with which questions

(c) If in the process of forming a multiple-part question/answer, the quizzer supplies the correct question and answer but also provides incorrect information in any of the other multiple parts or supporting information, the entire answer shall be ruled incorrect

(d) If in the process of forming a multiple-part question/answer the quizzer supplies the correct question and answer but does not answer one or more of the additional questions formed, he/she shall be ruled correct—as long as no erroneous information has been provided, either in the correct question/answer combination or in any of the additional unanswered questions

f. Answers for memory questions: all memory questions must be quoted (or finished) verbatim

(1) Only the first verse quoted shall be accepted as the answer

(a) Multiple verses may be accepted if the toss-up question requires more than one verse (but not multiple answers)

(2) The quizzer must quote (verbatim) the entire verse(s) and give the reference called for (from the point of interruption) within the 30- second time limit. (The quizzer must finish the reference from the point of interruption on a "Quote" question.) The quizmaster shall not ask the quizzer to "finish" since this is already required by the formats of these questions

g. Answers for "Situation" and "In what book and chapter" questions: If a quizzer pre-jumps, he/she must complete the toss-up questions labeled a "Situation" or "In what book and chapter" and give the correct answer(s)

(1) On a "Situation question," a quizzer may form a multiple-part question provided all question/answer combinations come from the same passage

(2) On an "In what book and chapter question," a quizzer may form a multiple-part question provided all question/answer combinations come from the same chapter

(3) A quizzer need not complete these questions verbatim; he/she must,

however, convey the correct meaning of the specific situation or quotation

(4) A quizzer need not complete the entire question, but must supply enough information to leave no doubt to the officials of a knowledge of the specified situation or quotation

h. Answers for "Context" questions: If a quizzer pre-jumps, he/she just complete the toss-up questions labeled "Context" and give the correct answer(s)

(1) Since the "Context" question may itself be based on multiple verses, chapters, or even books, question completions from more than one biblical passage shall always be accepted for consideration

(2) A quizzer need not complete the question verbatim; he/she must, however, convey the correct meaning of the specific situation or quotation

(3) A quizzer need not complete the entire question, but must supply enough information to leave no doubt to the officials of a knowledge of the specified situation or quotation

i. Answers for "According to" questions: If a quizzer pre-jumps, he/she must complete the toss-up questions labeled "According to" and give the correct answer

(1) The quizzer shall formulate the basis for his/her question/answer combination from the verse specified in the question

(2) The question/answer combination must convey the meaning of the material in the given verse; however, the answer need not be verbatim

Exception—If the answer is formal (person/place/event), the answer must be literal enough to distinguish it from all other references to the same. **This is the essence of being a good quizmaster. How tough is tough enough? You must understand and employ the following guidelines.**

1. We are person specific only. Unless the question is an according to, the quizzer need not provide the title. Festus instead of most excellent Festus is good enough. If the quizzer uses the right member of the Trinity, he or she is correct even if the title employed is very specific-unless the question is an according to. Jesus and Christ are always interchangeable.

2. Lord is often a tough call. If the answer calls for Lord and the quizzer answers God or Jesus, look for the nearest clarifier in the scripture.

3. Consistency is the key. Rule for everyone the same. On our Districts some of us have a tendency to be tougher on the kids we know should know the material better. Obviously there can be no partiality. If you think you can't be impartial, that you will be too easy (or too tough) on kids from your own District, church or family, just let us know, we will make a couple of alterations to the tournament and you won't see that team or teams in your room. Your honesty and willingness to serve will be appreciated.

4. Watch the identity of pronouns. For example in Acts chapter four, the group is referred to in verse 5 as rulers elders and teachers of the law. In verse 15, it refers to the Sanhedrin. It is the same group.

5. Saul and Paul are both acceptable answers unless the question is an according to

6. Angels and Demons are both a "what" not a "who"

(3) As long as the correct question/answer combination has been formulated, the quizzer may supply additional information not found directly in the specified verse in the question/answer combination with no risk of penalty (i.e., clarifying "he" as being Jesus, or explaining to what "this" refers)

(4) The quizzer must supply either the specified question/answer combination or its inverse. Additional question/answer combinations may be formed (from the specified verse), and—as long as all information provided is correct—this additional information will not invalidate the quizzer's answer. **This does not mean it has to be identical to what is provided in the question and answer. Example: the verse says, "The men went to Jerusalem and said...." Your question is "What did the men say?" the quizzer asks a more generic question, "What did the men do?" and then answers that they went to Jerusalem and said... If all the necessary information is in the answer including what was not provided in the original question, the quizzer is to be called correct.**

j. The quizmaster shall not accept a fully quoted verse as a correct answer when specific detail from the verse is requested

(1) A fully quoted verse is acceptable if and only if the quizzer emphasizes the portion pertinent to the question in such a way as to leave no doubt to the officials of a knowledge of the answer. **This comes up most often on according to's. On our Region, it is acceptable to make multiple questions and then quote the verse, emphasizing points of interest along the way if your questions are in order. If your questions are out of order, you must answer them in the order of the questions. But even so, sometimes, just quoting the verse won't be enough.**

For Example, the verse says: "Jack said, we must run up the hill and fetch a pail of water. The quizzers asks 1). Who said we must run up the hill and fetch a pail of water? 2). What did Jack say? 3). where must we run? 4). what must we fetch? The quizzer then quotes the verse. She has now only answered the first question. The better format is to answer:

"Jack said(this answers question 1), Jack said we must run up the hill and fetch a pail of water(this answers question 2), we must run up the hill and fetch a pail of water (this answers question 3 and 4). We means Jack and Jill" (identified 6 verses back in the text but perhaps the answer you have written on your page)

Now trying to follow that when the quizzer is quoting 90 miles an hour is the fun part of this job. We attempt to award quizzers who exhibit a mastery of the material rather than attempting to find technicalities in which we can call a quizzer wrong.

(2) When a question requires a quizzer to complete or quote a verse, distinction between the toss-up question and the answer is not necessary. **In other words, a quizzer jumps on word two of a memory verse, he doesn't have to finish the question (five words) and then answer, he can just answer-including words three through five in his answer. This occurs on some context questions as well.**

k. If both question and answer are correct, the quizzer receives full point value

10. RULING BY OFFICIALS

a. The quizmaster shall rule on the correctness of an answer using one of the following methods:

(1) 30-second Time Limit

(a) Once the appropriate quizzer has been recognized, the quizzer is given 30 seconds to complete his/her answer. **(Make sure whoever is keeping time does not start the time until you identify the quizzer winning the jump and make sure you remember to identify the quizzer.)**

(b) When a quizzer has returned to his/her seat or when 30 seconds have expired, the quizmaster may rule the quizzer's answer correct or incorrect

(c) The quizmaster shall not interrupt the quizzer during these 30 seconds

I. An exception is when the quizzer asks, "Was the question complete?" The quizmaster shall respond with the appropriate word "yes" or "no" in order to clarify if the question was complete at the point of interruption. The clock should not be paused during this exchange

(2) Quick Rule (a) As soon as the quizzer has provided (to the satisfaction of the quizmaster) all necessary information for the question and answer and has paused **(when an experienced quizzer pauses, she is often looking for information from you whether she must dig further. If you don't rule at this point when the quizzer is clearly correct you may cause the quizzer to add information that is at best superfluous, at worse erroneous, leading to an incorrect answer when the quizzer should have been awarded points)**, the quizmaster may rule the answer correct

(b) If more information is required, the quizmaster shall remain silent and allow the quizzer to continue until he/she returns to his/her seat or the 30 seconds expire. **(Sometimes there are unimportant words at the end of a question that don't convey any significant meaning. -Example quizzer jumps on "What did James tell Paul"... You tell the quizzer to finish the question.**

The balance of the question is "to do?" The quizzer finishes the question with "about the four men who had taken an oath?" and then answers correctly but never says "to do". You may rightfully hesitate to quick rule the quizzer in this situation unless you judge that he included the part left out of his question in the answer. You will then have to judge how essential the information is and would obviously rule, in the example above, that it was not necessary.

(c) The quizmaster shall never interrupt the quizzer

I. An exception is when the quizzer has provided enough erroneous information to eliminate all possibilities of his/her answer being ruled correct by the quizmaster. **(Rule of thumb-Quick Rule correct, not incorrect-unless on memory as a quizzer may be in the passage and in position to make multiple answers and pull the question out. Be 100% sure the quizzer is wrong before you quick rule. This often comes up on according to when the quizzer makes a question that doesn't appear in the verse. Let's say 4:12 says "For this was spoken by the prophet David. The next four verses are what David says. The quizzer jumps on according to 4:14 and his first question is What did David say? This is a legitimate according to question but doesn't appear in that verse and is often quick ruled incorrect.)**

(d) The quizzer should remember that the quizmaster will not interrupt him/her but will wait for a pause in the quizzer's answer in order to rule

I. If after a pause, the quizmaster has not ruled, the quizzer should realize that more information, or a clarification of previous information, may be needed

b. If the quizmaster rules an answer "correct," points are awarded to the appropriate team and individual. (See SCORING.) c. If the quizmaster rules an answer "incorrect," any necessary points are deducted from the team and/or individual scores. (See SCORING.) (1) If necessary, a bonus question is then read to the corresponding quizzer(s) from the opposing team(s)

(a) If the answer(s) to the bonus question is ruled "correct," points are added to the appropriate team score. The quizmaster then proceeds to the next toss-up question

(b) If the answer(s) to the bonus question is ruled "incorrect," no points are deducted from the team score. The quizmaster then proceeds to the next toss-up question

d. If a captain feels that the quizmaster has ruled incorrectly on an answer, he/she may (in the form of a challenge) ask the quizmaster to reconsider his/her ruling. The quizmaster shall, with the help of the content judge, rule on all challenges

e. The captain may (in the form of an appeal) bring to the quizmaster's attention a misread or erroneous question, or any excessive auditory-visual interference. The quizmaster shall rule on all appeals and may request assistance from the content judge

f. The quizmaster shall not rule an answer "incorrect" for a recognizable mispronounced

word

11. ERRORS AND BONUS QUESTIONS

- a. In the event of an incorrect answer to a toss-up question, the quizzer on the other team in the corresponding seat shall be given an opportunity to answer the bonus question, Should the quizzer occupying the corresponding position on the opposing team(s) be ineligible to answer bonus questions, no bonus question shall be given to that quizzer
 - (a) Any quizzer who has answered three questions incorrectly or four questions correctly is ineligible to answer bonus questions
- b. The quizmaster shall read the entire question before the quizzer begins to answer the bonus question
- c. The 30-second time limit applies
- d. Each correct answer is worth 10 points to that team's score
- e. No error points shall be deducted for an incorrect answer to a bonus question

12. CHALLENGES AND REBUTTALS

- a. Only the quizzer serving as captain may challenge
- b. The captain may challenge a decision if there is reason to believe that the quizmaster has ruled incorrectly in regard to a quizzer's answer and/or completion of the question
- c. Any communication—verbal or nonverbal—between the captain and coach, other quizzers, or audience prior to challenging terminates the captain's right to challenge
- d. The captain may challenge the quizmaster's ruling on a toss-up question
 - (1) The captain may not form a challenge until after all necessary bonus questions (if applicable) have been asked, answered, and ruled upon
 - (2) All challenges must be made prior to the pre-announcing of the next toss-up question
 - (3) All challenges must be voiced before any rebuttal is given
 - (4) Only one challenge per captain per question will be accepted by the official for consideration
- e. The captain may offer a rebuttal to a challenge by an opposing captain
 - (1) All rebuttals must be voiced after all challenges are made
 - (2) A captain may present a rebuttal to a specific challenge only once
- f. No ruling on a bonus question may be challenged
- g. When a challenge is made, the ruling shall be made by the quizmaster in consultation with the content judge. The quizmaster shall give the captain(s) of the opposing team(s) an opportunity to present a rebuttal to the challenge before consulting with the content judge and making a ruling
 - (1) A tape recording of the remarks may be used by the officials
 - (2) If the quizmaster or content judge needs repetition or clarification of the challenge or rebuttal, the quizmaster may request that the captain(s) repeat or clarify their remarks

h. The challenge shall be overruled when the substance of the challenge is in error, or the argument is not sufficient to merit a reversal of the original decision

- (1) When a challenge is overruled and the original decision was a decision of "correct," the points for the "correct" answer shall stand
- (2) When a challenge is overruled, and the original decision was a decision of "not correct," any deduction from the error stands
- (3) Ten points shall be deducted from the team score for every overruled challenge that contains erroneous information
- (4) Ten points shall be deducted from the team score for the second overruled challenge and every subsequent overruled challenge
 - (a) A total of 20 points may be deducted from the team score if the second (or any subsequent) overruled challenge also contains erroneous information
- (5) An overruled challenge is not scored as an individual or team error

i. The challenge shall be accepted when the substance of the challenge is correct and the argument merits a reversal of the original decision

- (1) When a challenge is accepted and the original decision was a decision of "correct," the ruling shall be changed to "not correct."
 - (a) Individual and team points awarded for the original answer are withdrawn
 - (b) Individual and team error penalties are applied, if necessary
 - (c) If appropriate, a bonus question is given to the corresponding quizzer(s). The bonus question will be a new question
- (2) When a challenge is accepted and the original decision was a decision of "not correct," the ruling shall be changed to correct."
 - (a) Any individual or team error penalties shall be withdrawn
 - (b) Any points awarded for a bonus question shall be withdrawn
 - (c) Points shall be awarded for the correct answer
- (3) Ten points shall be deducted from the team score for every accepted challenge that contains erroneous information

j. If a rebuttal contains erroneous information, 10 points shall be deducted from the team score

13. APPEALS

a. An appeal is a request to the quizmaster to throw out a question because of a misreading or other quizmaster error, any erroneous information (including incorrect/improper grammar) contained in either the question and/or answer, or auditory/visual interference (extreme noise, faulty sound or lighting system, etc.)

- (1) Failure by a quizmaster to preannounce a question shall be viewed as a valid basis for an appeal

b. Only the quizzer serving as captain may form an appeal

- c. The captain may bring to the quizmaster's attention a misread or erroneous question, or any excessive auditory/visual interference
- d. The quizmaster shall rule on all appeals and may request assistance from the content judge
 - (1) The quizmaster shall rule on appeals concerning auditory/visual interference remembering that it is the quizzers' responsibility to maintain and focus his/her attention on the immediate quiz. Any sudden or excessive distraction may, however, constitute proper grounds for an appeal
- e. No points shall be deducted for a denied appeal

14. FOULS

- a. The following shall be designated as fouls:
 - (1) Any actions or attitudes (by quizzers, coaches, or the audience) that the quizmaster deems inappropriate or not in accordance with the Quiz Code
 - (2) Verbal and nonverbal communication between quizzers and other quizzers, coaches, or the audience after the time "Question" is called and before all points are awarded
 - (3) Hands or feet touching any part of the seat during the reading of the question
 - (4) Hands touching the floor during the reading of the question
 - (5) Starting to answer the question without being recognized by the quizmaster
 - (a) If the foul is committed by the quizzer who won the jump, the quizmaster shall call a foul and then give the quizzer an opportunity to complete his/her answer
 - (b) If the foul is committed by a team member of the quizzer who won the jump, and no correct information is supplied during the foul, the quizmaster shall call a foul and shall reread the question to the quizzer who won the jump, stopping at the original point of interruption
 - (c) If the foul is committed by a team member of the quizzer who won the jump, and any correct information is supplied during the foul, the quizmaster shall call a foul and shall read a new toss-up question to all teams
 - (d) If the foul is committed by a member of an opposing team, regardless of any information supplied during the foul (correct or incorrect), the quizmaster shall call a foul and shall reread the question to the quizzer who won the jump, stopping at the original point of interruption
 - (6) Prejumping before the first word of the toss-up question
 - (7) Touching another quizzer between the time "Question" is called and all points are awarded
 - (8) Anyone in the quiz area at any point during the round (including a time-out) besides the designated coach and quizzers for that round

(9) Team members sitting in an order not matching the official team lineup submitted by the coach at the beginning of the quiz

(10) Not coming toward a standing position when jumping (i.e., simply raising a leg or leaning to one side when the equipment permits this practice). **This rule does not call for the quizzer to immediately come to a standing position. But a leg lift or a shifting of the quizzer's weight while remaining seated is not acceptable. This is a tough one because a lot of our kids barely move but the rule makes it clear that their weight must come off the seat. If a quizzer is jumping incorrectly, throw out the question and instruct the quizzer on the violation. If this continues, call a foul on the quizzer.**

b. A foul may be committed by a team, an individual quizzer, multiple quizzers, or a coach. Fouls committed by individual quizzers are still considered as "team fouls" with regard to potential point deductions

c. Beginning with the second team foul, all fouls committed by a team or any member of that team shall be a deduction of 10 points from that team's score

d. Any quizzer having committed three fouls is ineligible to answer toss-up or bonus questions and must leave the quiz area. A substitute may take his/her place

D. THE QUESTIONS

a. All competition sets shall include 11 "general" questions

(1) The quizmaster shall introduce a "general" question by announcing that the next question will be a "General" question

(2) The quizmaster shall then proceed to read the question as written on the page until a quizzer jumps or five seconds have elapsed after having completed the question

Suggested reading sequence: "Number three will be a "General" question. Question number three

Question. When did Paul say he would . . ." 3 "Specialty" questions. A "specialty" question is any question that requires introductory information from the quizmaster

a. All competition sets shall include nine "specialty" questions

b. Each competition set shall contain:

(1) One "Quote" question. A "Quote" question requires the quizzer to quote (verbatim) a specific memory verse or verses

(a) The quizmaster shall introduce a "Quote" question by announcing that the next question will be a "Quote" question

(b) The quizmaster shall then proceed to read the question as written on the page until a quizzer jumps or five seconds have elapsed after having completed the question

(c) When reading the reference, the quizmaster shall read aloud the words "chapter" and "verse." (d) Should a quizzer prejump during the reading of a "Quote" question, the quizmaster will not instruct the quizzer to complete the specified question because the format of

the question eliminates the need for the quizmaster to instruct the quizzer to complete the question

Suggested reading sequence: "Number three will be a 'Quote' question. Question number three

Question. Quote John, chapter three, verse sixteen." "Number sixteen will be a 'Quote' question. Question number sixteen.

Question. Quote Galatians, chapter five, verses twenty-two through twenty-three."

(2) One "Verse" question. A "Verse" question requires the quizzer to complete (verbatim) a specific memory verse or verses

(a) The quizmaster shall introduce a "Verse" question by announcing that the next question will be a "Verse" question. The preannouncement of a "Verse" question may not contain the words "this" or "these." (b) The quizmaster shall then proceed to read the question as written on the page until a quizzer jumps or five seconds have elapsed after having completed the question

(c) Should a quizzer pre-jump during the reading of a "Verse" question, the quizmaster will not instruct the quizzer to complete the specified question because the format of the question eliminates the need for the quizmaster to instruct the quizzer to complete the question

Suggested reading sequence: "Number three will be a 'Verse' question. Question number three

Question. Finish this verse: 'For God so loved the . . .'" "Number sixteen will be a 'Verse' question. Question number sixteen

Question. Finish these verses: 'But the fruit of the . . .'"

(3) One "Reference" question. A "Reference" question requires the quizzer to complete (verbatim) a specific memory verse or verses and supply the correct scriptural reference

(a) The quizmaster shall introduce a "Reference" question by announcing that the next question will be a "Reference" question

The preannouncement of a "Reference" question may not contain the words "this" or "these."

(b) The quizmaster shall then proceed to read the question as written on the page until a quizzer jumps or five seconds have elapsed after having completed the question

(c) Should a quizzer pre-jump during the reading of a "Reference" question, the quizmaster will not instruct the quizzer to complete the specified question because the format of the question eliminates the need for the quizmaster to instruct the quizzer to complete the question

Suggested reading sequence: "Number three will be a 'Reference' question. Question number three Question. Finish this verse and give

the reference: 'For God so loved the . . .'" "Number sixteen will be a 'Reference' question. Question number sixteen. Question. Finish these verses and give the reference: 'But the fruit of the . . .'"

(4) Four "According to" questions. An "According to" question supplies the quizzer with the chapter and verse from which the question and answer is taken. The intent of an "According to" question is to direct the quizzer toward a certain passage of Scripture that may be similar to other passages being studied. **A quizzer may go outside the verse to ask a question (verse gives a quotation, previous verse says who said it, quizzer asks "who said...) or to clarify an answer (verse says they, quizzer clarifies who "they" are)**

(a) The quizmaster shall introduce an "According to" question by announcing that the next question will be an "According to" question

(b) The quizmaster shall then proceed to read the question as written on the page until a quizzer jumps or five seconds have elapsed after having completed the question

(c) The quizmaster shall read the words "chapter" and "verse."
Suggested reading sequence: "Number three will be an 'According to' question. Question number three. Question. According to Matthew, chapter eighteen, verse twelve,

(1) The quizzer shall formulate the basis for his/her question/answer combination from the verse specified in the question

(2) The question/answer combination must convey the meaning of the material in the given verse; however, **the answer need not be verbatim**

Exception—If the answer is formal (person/place/event), the answer must be literal enough to distinguish it from all other references to the same

On our Region, it is acceptable to make multiple questions and then quote the verse, emphasizing points of interest along the way if your questions are in order. If your questions are out of order, you must answer them in the order of the questions. However, there are circumstances when quoting the verse on an according to is not sufficient.

For Example, the verse says: "Jack said, we must run up the hill and fetch a pail of water. The quizzer asks 1). Who said we must run up the hill and fetch a pail of water? 2). What did Jack say? 3). where must we run? 4). what must we fetch? The quizzer then quotes the verse. She has now only answered the first question. The better format is to answer: Jack said(this answers question 1), Jack said we must run up the hill and fetch a pail of water(this answers question 2), we must run up the hill and fetch a pail of water (this answers question 3 and 4). We means Jack and Jill

(identified 6 verses back in the text but perhaps the answer you have written on your page)

Now trying to follow that when the quizzer is quoting 90 miles an hour is the fun part of this job. We attempt to award quizzers who exhibit a mastery of the material rather than attempting to find technicalities in which we can call a quizzer wrong.

(5) One "Situation" or "Book and chapter" question. A "Situation" question requires the quizzer to demonstrate his/her knowledge of the material by answering several questions about the scriptural context surrounding a given quotation. A "Book and chapter" question requires the quizzer to demonstrate his/her knowledge of the material by supplying the correct scriptural reference (book and chapter) for a given quotation

(a) "Situation" questions may be used when quizzing over a Gospel or Acts; "Book and chapter" questions may be used when quizzing over multiple books

(b) In years when both types of questions are applicable, both types may be used; however, only one—either a "Situation" or "Book and chapter"—may be used in any given competition round

(c) The quizmaster shall introduce a "Situation" question by announcing that the next question will be a "Situation" question. The quizmaster shall introduce a "Book and chapter" question by announcing that the next question will be a "Book and chapter" question

(d) The quizmaster shall then proceed to read the question as written on the page until a quizzer jumps or five seconds have elapsed after having completed the question

Suggested reading sequences: "Number three will be a 'Situation' question. Question number three. Question. Situation question: who said it, to whom, and what was the response: 'You are the . . .'" "Number four will be a 'Book and chapter . . .' question

Question number four. Question. In what book and chapter is the following: 'For the wages . . .'" **Very often it is unclear where a quotation on a situation question should end. It should not be considered wrong, if a quizzer goes back, after answering her questions, and adds to the quotation when they quizmaster doesn't call her correct.**

(6) One "Context" question. A "Context" question allows the quizzer to formulate his/her answer by using the context from which the question is taken. The structure of a "Context" question is not bound by the same restrictions, as are all other questions. The purpose of "Context" questions is two-fold: (a) to require and encourage a broader knowledge and understanding of the material being studied, and (b) to encourage quizzers at all levels of ability, knowledge,

and memorization to attempt to answer questions

(a) The quizmaster shall introduce a "Context" question by announcing that the next question will be a "Context" question

(b) The quizmaster shall then proceed to read the question as written on the page until a quizzer jumps or five seconds have elapsed after having completed the question

Suggested reading sequence: "Number three will be a 'Context' question. Question number three. Question. What happened when" 4. Questions shall appear in random order within a competition set

E. SCORING

1. Ten points will be deducted if the team lineup is not turned in on time
 - a. Whenever the tournament design prevents a team from turning in its lineup on time the lineup time limit is waived
2. All teams shall begin each quiz with 0 points
3. A correct answer to a toss-up question is worth 20 points to both team and individual scores
4. A correct answer to a bonus question is worth 10 points to the team score
5. Four correct answers to toss-up questions by one quizzer without an error is worth 10 bonus points to both the team and individual scores
 - a. The quizzer is eliminated from competition for the duration of the quiz
 - b. The quizzer must leave the quiz area if a substitute is available
 - c. The quizzer is ineligible to answer bonus questions
6. A 10-point bonus will be given to any team when a third, a fourth, and a fifth quizzer correctly answers at least one question
7. Beginning with the 16th toss-up question, every error is a deduction of 10 points from the team score
8. The third error by an individual is a deduction of 10 points from both team and individual scores
9. The fifth error by the team (and every error by the team thereafter) is a deduction of 10 points from the team score
10. Beginning with the second, all fouls committed by a team or any of its members shall be a deduction of 10 points from that team's total score

(No points shall be deducted from a quizzer's individual score because of fouls committed.)
11. Ten points will be deducted from the team score for every challenge or rebuttal that contains erroneous information
12. Ten points shall be deducted from the team score for the second overruled challenge, and every subsequent overruled challenge
13. No more than 10 points will be deducted for any one penalty

a. Up to 40 points may be deducted from a team score on one question when the deductions are warranted by separate penalties

Example: A 10-point deduction for second team foul, a 10-point deduction for an individual or team error penalty, a 10-point deduction for a second overruled challenge, and a 10-point deduction for erroneous information contained in the challenge

14. Points scored and errors committed during tiebreaker questions shall not affect team or individual scores for that quiz. Tiebreaker questions are only to determine placing in individual rounds

It is possible for a team and/or individual quizzers to finish a round or tournament with a negative score/average

Inverses

The following are inverse examples given in the rules. You will note with the first example that inverting a who and a what is acceptable. The rule is focused on coverage of the material. If the quizzer gets the answer in the question and the question in the answer, he is correct if he deals with the particular thought.

Original Questions/Answers

Q. According to Luke chapter 21: verse 33, what did Jesus say will not pass away? A. Heaven and earth (Luke 21:33) Q. According to Philippians chapter 1: verse 1, what are Paul and Timothy? A. Servants of Christ Jesus (Phil. 1:1) Q. What are open graves? A. Their throats (Rom. 3:13) **Acceptable Inverse examples**

Q. According to Luke chapter 21: verse 33, who said heaven and earth will not pass away? A. Jesus (Luke 21:33) Q. According to Philippians chapter 1: verses 1, who are servants of Christ? A. Paul and Timothy (Phil. 1:1) Q. What are their throats? A. Open graves (Rom. 3:13) **Cadence:**

Your cadence should be you reading at a normal to slow rate and you should be able to stop within a syllable of the jump point. Again we stress, please try to hold bleeding to a minimum so that the quizzer does not get additional words after the jump. You do not have to speak at the same rapid rate as the quizzers do, so slow yourself down just a notch and make it steady and sure.

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