

Team Goals of Bible Quizzing:

1. *Glorify God in all you do and say.*
2. *Have fun and include others in that fun.*
3. *Do Your Best!*

CGGC BIBLE QUIZZING RULES UPDATED September 2024

I. STATEMENT OF PURPOSE

The purpose of Bible Quizzing is to aid youth in securing the scriptures in their hearts and minds as a foundation for their lives, and a framework for serving God and others. As it says in 2 Timothy 2:15, “Study to show yourself approved to God, a worker who does not need to be ashamed and who correctly handles the Word of Truth.”

II. PERSONNEL

The Quiz Director will work to organize the quiz season and ensure that the following positions are filled before the start of a quiz: quizmaster, materials judge, lightkeeper, timekeeper, and scorekeeper. A person may perform more than one of these jobs if the need arises. For instance, often, the materials judge is also the scorekeeper.

A. Bible Quizzing Director(s)

1. This is an administrative position that organizes the quizzing dates, materials, locations, advertising, etc. It may be held by more than one person.
2. The Bible Quizzing Director(s) are responsible for establishing the quiz grids for each tournament or quiz meet, and for securing people to assist them in the other leadership roles.
3. The Bible Quizzing Director(s) will meet with all coaches and quiz officials before a tournament or quiz meet to explain the grids, locations, tallying, and any other needed information, as well as answer any questions they might have.
4. The Bible Quizzing Director(s) are responsible for tracking and tallying all the scores from a tournament, quizzing event, and/or quizzing season. They may recruit additional help as needed.

B. Quizmaster

1. The quizmaster will oversee each quiz, ensuring that it is done in an organized manner following the guidelines set out in the rulebook.
2. The quizmaster will assume full responsibility for judging and determining the correctness of an answer, with the aid of an open Bible. The quizmaster may be assisted by the materials judge, but the quizmaster will make the final decision.
3. The quizmaster may assign fouls when deemed necessary. If a foul disrupts a question in progress, the question may be thrown out and replaced. A foul may be assigned for any infraction of the rules, such as:
 - a. A quizzer communicating to team members or audience members at inappropriate times.
 - b. A quizzer jumping incorrectly (no hands or feet may touch the chair when jumping).
 - c. A quizzer or team cheating.
 - d. A quizzer starting to answer a question when his or her light has not been called.
 - e. A quizzer's light going off when they did not try to jump.
 - f. Any disrespectful or inappropriate behavior during a quiz.
4. The quizmaster will start each question with an introduction that gives the question number and the teams that are eligible to jump. For example, the quizmaster might say: “Question number 2, to all three teams, question number 2, question.” After the quizmaster says the last “question,” the entire room should be quiet and ready to hear the question.

5. The quizmaster will remain silent from the time a quizzers' light is recognized, until the quizzers sits down again, or until their 30 second answer time expires (whichever comes first.) Then, judgment will be made as to the answer's correctness.
6. The quizmaster will stop reading the question as soon as they recognize that a quizzers has jumped.
7. The quizmaster may ask a quizzers to repeat an answer, or to "be more specific," to determine the correctness of an answer.
8. At the end of a quiz, the quizmaster will verify all scores and the validity of the quiz, before dismissing the quizzers. Teams should not leave the quiz until they are dismissed by the quizmaster.

C. Materials Judge

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

D. Lightkeeper

1. The lightkeeper is responsible for making sure the lights are all checked and well positioned at the beginning of each quiz.
2. The lightkeeper will inform the quizmaster of the first quizzers to jump by watching the lights and calling the number that lights up. This should happen as soon as a light is visible.
3. The light keeper may inform the quizmaster of fouls related to the lights.

E. Scorekeeper

1. The scorekeeper will write down the line-ups as received from each team, ensuring that the right quizzers are present during a quiz.
2. The scorekeeper will be responsible for tabulating the score as the quiz progresses.
3. The scorekeeper will also keep records of substitutions and time-outs taken by each team.

F. Timekeeper

1. The timekeeper will be responsible for keeping time during a quiz. There are 3 possible times that need observed and/or announced during a quiz. They are:
 - a. If a question is read in its entirety, there is a 5 second window following the question during which a quizzers may still jump. If the 5 second window expires before a quizzers is recognized to answer, the timekeeper should call time, and the quizmaster will move onto the next question.
 - b. Whenever a quizzers is recognized to answer, there is a 30 second window for an answer to be given. If the 30 second window expires before the quizzers sits down, the timekeeper should call time, and the quizmaster will then determine the correctness of the answer given up until time was called.
 - c. If a team calls a time-out, prior to question #18, a 45 second time out will be granted to everyone. The timekeeper should call time at the end of the 45 second window to call everyone back to order. Guidelines for time-outs are as follows:
 - i. No time-outs are permitted after question #18.
 - ii. Each team will have a limit of two 45 second time-outs per quiz.
 - iii. Any member of a team may call a time-out, including the coach.
 - iv. Only coaches and team members may be on the platform during time-outs.
 - v. No Bible or quizzing materials may be opened by any quiz team during a time-out.
 - vi. Only one time-out may be taken between questions.

III. MEMBERSHIP AND ELIGIBILITY

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

1. The maximum number of quizzers that each team may have quizzing during any one question is three.

2. The teams will be allowed to substitute quizzers during any legitimate time out, or by calling for a “substitution” during the natural pause between questions. Any team making a substitution should inform the scorekeeper. Quizzers who have “quizzed out” or “erred out” may not be substituted in.
3. The lower age limit for tournaments will be defined as any student who is in the 6th grade throughout the quiz season. The upper limit will include anyone who is equal to or less than 19 years of age at the beginning of the quiz season, or who is actively still attending high school. A quiz season runs from September 1 – August 31.
4. A junior high division is defined exclusively as 6th through 9th grades. Junior high students can participate in senior high divisions, but not vice versa.
5. Team members must be properly registered at the beginning of each tournament or quiz meet. Team members may not switch to another team, even if the teams are from the same church.

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

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

IV. GENERAL RULES

- A. There will be 20 questions in each quiz. All questions will be based on the New International Version of the Bible, copyright 2011. Those 20 questions will contain various types of questions including:
 - 2 Finish-the-Verse(s) Type Questions
 - 1 Quote-the-Verse(s) Type Question
 - 2 “According to” Type Questions
 - 15 other questions which may include general content questions, multiple answer questions, Old Testament questions, or up to 3 situation questions.
(see “VI. Types of questions” for more explanation.)
- B. Questions are to be read only once. After a question is read, if no quizzer responds within five seconds, the question is closed, and the quizmaster should move on to the next question.
- C. The decision as to whether an answer is correct will be made by the quizmaster.
 1. An answer is correct when:
 - a. it contains the information requested.
 - b. all information given is correct. (Any incorrect information given must be distinguished by the quizzer as such.)
 - c. the quotation is word for word as found in Scripture (in finish-this-verse and quote type questions). (Quotations may be restarted, but the final answer must be word for word as found in Scripture.)
 - d. mispronounced names are still recognizable as correct.
 - e. it gives the correct person of the Trinity. While we believe the Lord Almighty is one, He reveals himself in three persons (Father, Son, and Holy Spirit) also. For quizzing, we will recognize the persons of the Triune God when the scripture clearly refers to one of the three persons in a given passage.
 2. An answer is incorrect when:
 - a. any information given is incorrect and not distinguished by the quizzer.
 - b. the information given is incomplete.
 - c. the time limit has elapsed before all needed information has been given.
 - d. any word or letter is omitted or added in a finish-this-verse or quote type question.
 - e. in “according to” type questions, the answer does not come from the particular passage of scripture referenced in the question.

- f. the wrong book, chapter and/or verse is stated in a finish-this-verse type question or a quote type question, whether the reference was requested or not.
 - g. more than the specifically requested verse or verses is given in a Finish-the-verse, Finish-these-verses, or quote question. These questions have only one specific answer.
- D. If a quizmaster must substitute a question for any reason, they should substitute a question of the same type. (i.e. if a Finish-the-verse type question is misread, it should be replaced by a Finish-the-verse type question.)

V. CHALLENGES

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

- A. The challenge must be made immediately following the quizmaster's decision. This means before a time-out is recognized by the quizmaster, before the quizmaster starts the next question, and without conferring with any other quizzer.
- B. A challenge is only ever made to the quizmaster's decision, never to another quizzer or their answer.
- C. A challenge must include substance and/or corrective information to indicate why the ruling was incorrect.
- D. If a challenge is accepted, the previous ruling and scoring will be adjusted accordingly.
- E. If a challenge is over-ruled, 10 points will be deducted from the challenging individual's score, and be reflected in their overall team score.

VI. TYPES OF QUESTIONS

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

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

E. Multiple Part Answer type

1. These questions will begin: “Two part answer,” or “three part answer,” etc.
2. These indicate that there is more than one answer to the question, and announces to the quizzers how many answers are being requested.
3. These questions may come from a list in one passage of scripture, or from various passages that use the same wording.
4. To correctly answer a Multiple Part Answer type question, the answer must be complete: providing an equal number of correct answers to the number of answers requested.

F. Old Testament Type

1. These questions will begin: “In what Old Testament Book is the following...?”
2. These are designed to draw attention to quotes from the Old Testament that are used in the New Testament.
3. The answers to these questions may be found within the text or in the footnotes.

G. Content type

1. These questions will include interrogatives such as: who, what, why, where, when, which, and how.
2. They will also consist of direct key words from Scripture.

VII. SCORING

- A. A correct answer to any question, wherein more than one team was eligible to respond, will have a value of 20 points.
- B. If a question is answered incorrectly the next question will be a toss-up question, and only the two remaining teams will be eligible to answer. If a toss-up question is answered incorrectly by one of the two teams, a free question will be given to the remaining team.
- C. A correct answer to a free question will have a value of 10 points.
- D. A quizzers can earn 10 bonus points during a quiz for answering Finish-the-verse and/or Quote-the-verse type questions, up to 20 bonus points. These points are added to both the quizzers’s individual score and the team score. Bonus points for verses are capped at 20 points to encourage more students to learn verses and all students to stay engaged with every question.
- E. Quizzers must leave the platform if they have “quizzed out” or “erred out.” “Quizzing out” refers to a quizzers who has correctly answered four questions while at least two teams were eligible to answer. “Erring out” refers to a quizzers who has received three errors.
- F. Quizzers who have left the platform after having quizzed out or erred out may not return in that quiz. A substitute may fill their seat if one is available and registered on that team.
- G. Two fouls on the same team will result in a 10 point deduction. Any additional fouls will also be 10 point deductions. Fouls are assigned only by the quizmaster, at their discretion.
- H. In the event of an incorrect answer, the following rules apply:

1. All point deductions will be taken from the team score. However, there are only 3 ways for a quizzer to lose points on his or her individual score. These include:
 - a. Erring out,
 - b. Being assigned two or more fouls in one quiz.
 - c. Being overruled in a challenge.
2. Incorrect answers are recorded as an error ("E") when two or three teams are eligible for a question.
3. When a quizzer has erred out (accumulated 3 individual errors), 10 points will be deducted.
4. When a team accumulates four errors, 10 points will be deducted. For each error after four, the team will lose 10 additional points.
5. Error Territory will be designated as questions 16-20. 10 points will be deducted for all errors from question 16-20.
6. If an individual answers incorrectly on a free question before Error Territory, it will be recorded as a miss ("M") and not an error. No points are deducted for a miss. However, any incorrect answer in Error Territory is an Error and will result in a 10 point deduction.
7. SPECIAL NOTE: No more than 10 points can be deducted from a team on any one question UNLESS, there is an error resulting in a 10 point loss AND an overruled challenge or 2 fouls that would also result in a 10 point loss, as well. For example:
 - a. If a quizzer errors out on question 15, it is marked as minus 10 points.
 - b. If a quizzer errors out on question 15, and it is the team's 4th error, it is still only a loss of 10 points.
 - c. If a quizzer errors out on question 17 in error territory, it is still only a loss of 10 points.
 - d. But if a quizzer errors out on question 17, challenges the quizmaster and is overruled, then it is a loss of 20 points (-10 points for the error and erring out, and -10 for the overruled challenge).
- I. If teams tie after 20 questions, and it is necessary to break the tie:
 - a. General content questions will be added until the tie is broken. (No verse or "according to" questions may be asked because the quota of those has already been reached.)
 - b. Only the teams involved in the tie will remain on the platform.
 - c. Individual scores and errors will continue to be tallied during tie-breaker questions.
- J. All quizzes must end with a correct answer. General questions may be added until a correct answer is given. Error territory applies to all questions from #16 to the end.

VIII. GUIDELINES FOR TOURNAMENTS

The Quiz Director retains the right to adapt the Tournament Structure depending on the number of teams and amount of time and space allotted to complete the tournament. Below is a preferred Tournament Structure:

- A. Round One
 1. If possible, all teams will quiz a round robin with every team quizzing every other team an equal number of times for Round One.
 - a. If a complete round robin schedule is not attainable, every team will quiz the other teams as thoroughly as is reasonable, depending on available time, space, staff, and mathematics.
 2. The total points accumulated from Round One will be totaled and used to rank the teams.
 3. There is no need for tie-breakers in Round One.
- B. Optional Round Two
 1. If there are many teams or the number of teams is not conducive to a complete round robin schedule, the quiz director may implement a Round Two with an elimination bracket.
 2. The teams will be placed into the bracket according to the rankings from Round One. To fit all the teams into the bracket, one or two of the top teams may be automatically advanced to the Final Round.

3. Although the brackets may look different every year to accommodate the number of teams, the concept will remain the same. The team that wins a quiz will advance in the bracket and the other two teams will drop down in the bracket. Eventually a team that wins will advance to the finals. The teams that do not win, will drop out of the bracket.
4. There will only be tie-breakers in Round Two if the tie is between first and second place. If there is a tie for second and third place, there is no need for a tie-breaker because they will both drop down in the bracket.

C. Finals Round

1. Teams going into the Finals Round will either be the top teams from Round One or the teams that remain from an elimination bracket in Round Two. Usually, about the top third of all teams will advance to the finals.
 2. If possible, the finals will be a complete round robin with every team quizzing every other team an equal number of times. (It is up to the quiz director's discretion if other arrangements must be made.)
 3. Teams in the Finals Round will be assigned place points following each quiz.
 - a. A first place in the Finals Round is worth 10 points.
 - b. A second place in the Finals Round is worth 5 points.
 - c. A third place in the Finals Round is worth 1 point.
 4. All place points will be totaled to determine the final standings.
 5. If there are ties in the final standings, they will be broken by:
 - a. Adding up the total points the teams accumulated in Round Three.
 - b. If a tie persists, the errors will be added up.
 - c. If a tie still persists, the fouls will be added up.
- D. If a team does not have enough quizzers to start a quiz at its appointed time, the quizmaster will wait five minutes. If the team is still not present (and are not engaged in quizzing in another assigned room), they will receive last place and will get no points for that quiz.
- E. If a team is caught cheating, it will be up to the Quiz Director(s) to decide the punishment. The pastor of the team's home church will be contacted, and they may be disqualified from the tournament.
- F. Teams planning to participate in the Bible Quiz Finals must register their team(s) with the CGGC Quiz Director(s) by the deadlines given.

IX. INDIVIDUAL SCORES

- A. At the Bible Quiz Final Tournament, individual scores will be calculated for the top 10 individuals in both the Sr. High and Jr. High Tournaments. Individual scores for the tournament are calculated as follows:
1. An "individual per quiz score" will be determined for each quizzer:
 - a. For each quiz their team was scheduled to participate in (even if a quizzer did not participate in the quiz) during Round 1, and (if applicable) Round 2.
(***Quizzes in the Finals Round will be excluded from individual scores.***)
 - b. These "individual per quiz scores" are calculated as follows:
 - i. The number of positive points accumulated in that quiz will be added together.
 - ii. A penalty of minus 10 points will be assigned in any quiz where a quizzer "errs out."
 - iii. A penalty of minus 10 points will be assigned in any quiz where a quizzer receives more than one foul.
 - iv. A penalty of minus 10 points will be assigned in any quiz where a quizzer has an overturned challenge.
 - v. It is possible to have an "individual per quiz score" of 0, or of a minus 10 or minus twenty.

2. After all the “individual per quiz scores” are determined for a quizzer:
 - a. They are added together, and
 - b. Divided by the number of quizzes that the team was scheduled to participate in.
 - c. This individual average, rounded to the nearest hundredth, is their individual tournament score.
3. Individual tournament scores are then compared and ranked, to determine the top 10 individuals in each division.
4. If there is a tie for any of the top 10 places, then measures will be taken to break the tie.
 - a. First, all errors will be counted. The least number of errors will win the place.
 - b. If there is still a tie, then fouls will be counted. The least number of fouls will win the place.
 - c. If there is still a tie, then the rounding that took place in determining their averages will be evaluated. If there is a difference in the averages when the rounding up is removed, then the higher score will win the place.
 - d. If a tie remains, then the tie will be declared, and two individuals will share the place.