Bible Quiz Rules

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General Information

Statement of Purpose

The purpose of the Assemblies of God Bible Quiz ministry is to:

1. Encourage, by systematic memorization and study, an in-depth understanding of God's Word among young people, leading to daily application of the Word. "LEARN God's Word, LIVE out God's Word, and LEAD with God's Word."
2. Provide an opportunity for the discipleship of youth so that they will reflect the Spirit of Christ in attitude, word, and action. Cultivate, through competition, a proper attitude toward winning and losing. Provide opportunities to expand Christian friendships.

Purpose and Use of the Bible Quiz Rules

The information contained in this document serves as the official guide for all Bible Quiz participants. The Bible Quiz Rules are the final authority over all official Assemblies of God competitions. While this document attempts to offer rules, guidelines, and examples on a variety of Bible Quiz topics, it neither covers every situation nor answers every question. The following information is offered as assistance in using the Bible Quiz Rules:

1. Numbered rules are not a list of options to choose from unless the rule indicates this is the case.
2. Numbered or lettered rules are not a specified hierarchy (e.g., rule 1 is not more important than rule 5 and "a" is not more important than "b"). In some cases, there is a chronological order that must be followed to the conclusion of that rule or rules.
3. In many situations, several rules must be considered together in order to make a just ruling.
4. Any reference to a quizzer buzzing in, answering, being at the quiz table, etc., refers to an *active quizzer*.
5. Examples are not all-inclusive but give guidance regarding proper use of the rules.
6. Definitions in the glossary are fully enforceable rules that have been moved out of the main body of the text to enhance the overall flow of the document. Glossary words are italicized throughout the rules.

Competition Structure

1. Preliminary competitions for each quiz year are sponsored by each district through various league and district competitions. Assemblies of God Youth Ministries makes available to each district the league competition sets and the breakdown for Championship division, Contender division, and XP5 division quizzing. Contact the District Bible Quiz Coordinator (DBQC) for specific dates, times, and locations of competitions.
2. Official competition begins with the first match in which a team can be eliminated from further competition. Elimination for the quiz season is based on the following four levels of official competition (in ascending order): League Finals (most districts begin elimination at District Finals), District Finals, Regional Finals, and National Finals.
3. The number of teams advancing from League Finals to District Finals is determined by the DBQC.
4. If any team qualifying for competition at District Finals is unable to move on to compete at that level, then the next highest-placed team may compete in their place as determined by the DBQC.
5. The number of teams advancing from District Finals to Regional Finals is based on the number of teams participating in the first section/league/district-sponsored competition (including Championship division, Contender division, and XP5 division) and is as follows: districts with fewer than 15 official teams may send two teams to Regional Finals; districts with 15 to 30 official teams may send three teams to Regional Finals; districts with 31 to 50 official teams may send four teams to Regional Finals; districts with 51 or more official teams may send five teams to Regional Finals.

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6. If any team qualifying for competition at Regional Finals is unable to move on to compete at that level, or if the number of teams that a district can send to Regional Finals is less than what that district is allowed, the Regional Bible Quiz Coordinator (RBQC) may replace those teams/spots with wildcard teams from that region based on the formula in rule 8 below.
7. The 1st–4th place teams from a region will automatically qualify for National Finals. However, if any of the four automatically qualifying positions for a region cannot be filled using one of the 1st–5th place teams, then the unfilled positions will become additional wildcard spots to be determined by the National Steering Committee. It is still possible that teams from that region may be invited to participate at National Finals based on the formula in rule 8 below.
8. The ranking of potential Regional or National wildcard teams is based on a compilation of how each team ranks on four criteria: (1) Average score of all teams in their district/region; (2) Average score of the teams qualifying from their district/region; (3) Average score of the teams qualifying plus the next ranked team; (4) Average score of the specific team. Also, for Nationals Finals, wildcard teams may be chosen or not chosen based on special circumstances (e.g., the #1 quizzer from a team cannot attend Nationals or was absent at Regionals due to sickness, etc.).

   Note: The word “qualifying” refers to all teams possibly going to Regional or National Finals, whether it is from an automatic bid or an invite. The purpose of wildcard teams is to fill spots from the districts or regions that lack a full complement of teams, with the intention to help these wildcard teams develop and grow through a higher-level quizzing experience. The exception is that no church (or associated church) may be awarded a wildcard if they already have two or more qualified teams.

Officials

The Officials for each match should include one Quizmaster (who also serves as a Judge), two Judges, one Scorekeeper (may be one of the Judges), and one Timekeeper (may be one of the Judges).

Quizzer Eligibility

All qualified participants must be enrolled in grade six through twelve and be between the ages of 11–18 as of September 1st of the year the quiz season begins. Each participant must attend their local church. Participants may choose to quiz in the Championship division, Contender division, or XP5 division. The length of years that a quizzer is allowed to quiz depends on when they begin quizzing (e.g., a sixth grader who enters their first year of competition will be allowed to quiz for seven consecutive years. A ninth grader who enters their first year of competition will be allowed to quiz for four consecutive years).

Quizzers without a Bible Quiz Ministry or Team

Qualified participants affiliated with a church or other Christian organization that does not have a Bible Quiz ministry or cannot field a team at the proper level for the quizzer may quiz with the next closest Bible Quiz team in their district upon the approval of the DBQC. If there is not a church or other Christian organization available within a reasonable distance with a Bible Quiz ministry, quizzers may form a unique Bible Quiz group within their appropriate geographic area in their district upon approval of the DBQC, submitting to all rules and regulations of the district in which they are quizzing.

Changing Teams

Quizzers are allowed to change teams during the season only when a quizzer’s entire family is changing their home church, other Christian organization, or unique Bible Quiz group. The following rules apply:

1. The change may not be made after official competition has started, which in most districts is District Finals competition. (You will need to contact your DBQC for details.)
2. A change of teams is allowed only once during a single quiz season.

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Team Eligibility

1. Teams may compete in one of the following:
   a. Championship division can quiz up to National Finals.
   b. Contender division can quiz up to Regional Finals.
   c. XP5 division can quiz at league meets.
2. *Members* of a team may consist of: one head coach, a maximum of two assistant coaches, and one to six participants qualified to quiz (three or four is recommended).
3. A church, other Christian organization, or unique Bible Quiz group may have multiple teams in any of the various divisions of competition.
4. Prior to the first official competition, a roster with the following information must be submitted to the DBQC: the name of the church, other Christian organization, or unique Bible Quiz group and the city; the name and email address of the head coach; and the name, age, grade, and date of birth of each quizzer.
5. After official competition begins, no change may be made to the official roster except in the case of tragedy or emergency. In that event, the team must make an appeal to the National Bible Quiz Coordinator (NBQC). No quizzer may participate in more than one League Finals, District Finals, or Regional Finals competition in the same quiz season.

Single-Quizzer Teams

A church, other Christian organization, or unique Bible Quiz group with one qualified quizzer who is competing as a single-quizzer team and is officially registered with their district will be counted toward the number of total teams in a district. A church, other Christian organization, or unique Bible Quiz group may not have more than one single-quizzer team. Single-quizzer teams may quiz at the league level and any unofficial meet, but they are not allowed to quiz at official competition.

Non-Assemblies of God Churches, Christian Organizations, and Unique Bible Quiz Groups

Teams from non-Assemblies of God churches, other Christian organizations, or unique Bible Quiz groups may compete officially in all levels of official competition. All non-AG teams must agree to the Assemblies of God doctrinal statement.

License

All Bible Quiz participants, by their signature on the National Memorization, Master Memorization, or Discipleship Award forms, grant permission to the General Council of the Assemblies of God and to Assemblies of God Youth Ministries to publish the registrant's name without compensation to the one earning the award(s) for the purpose of promoting Bible Quiz and the Assemblies of God Youth Ministries.

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Match Guidelines

Team Privileges and Restrictions

1. Teams must comply with the schedule set by the coordinator or risk forfeiting the affected matches.
2. A designated head coach, assistant coach, or captain must remain so for the entirety of a match.
3. At the beginning of each match, a quizzer is either *active* or *inactive*.
4. One to three *active eligible quizzers* may be at the quiz table to begin the match. Coaches and *inactive quizzers* should be seated behind *active quizzers*.
5. Both teams have the option to replace *active quizzers* during a time-out. The head coach should announce that a new *active quizzer* has entered the match when the time-out is completed.
6. If the captain *quizzes out, strikes out*, or *fouls out:*
   a. They may be replaced by an *eligible quizzer* and remain at the table. (The Quizmaster decides where the captain will be seated at the table and will have their quiz pad removed or placed away from them.)
   b. They are still considered an *active quizzer* with the same privileges and restrictions as *active quizzers* while at the table.
   c. The head coach may choose to have the captain seated behind the *active quizzers*. In this case, the captain becomes an *inactive quizzer* and will not have the same privileges and restrictions as *active quizzers*.
7. If a quizzer *quizzes out, strikes out,* or *fouls out*, the head coach may immediately replace that quizzer with an *inactive eligible quizzer* without using a time-out.
8. *Communication* during a match is restricted as follows, and violation of these rules will result in a foul:
   a. *Verbal communication* is only allowed per the rules for Conferring, Contesting, Responding, and time-outs.
   b. All coaches and *inactive quizzers* may *non-verbally communicate* at any time among themselves, as long as they do not hinder the match.
   c. No form of *communication* is allowed between *active quizzers* or between *active quizzers* and team *members* (except as permitted under rules for Conferring, Contesting, Responding, and time-outs).
   d. *Communication* is not allowed between team *members* and the audience anytime during the match.
9. *Active quizzers* are only permitted closed *Scripture Portions* on the table and may open them only during Conferring, Contesting, Responding, and time-outs. Other hard copy material is permitted on the table or within the *Scripture Portion* only during Conferring, Contesting, Responding, and time-outs.
10. Coaches and *inactive quizzers* are permitted full use of *Scripture Portions*, Bibles, and Bible Quiz related materials.

Electronic Equipment

1. Electronic quiz equipment must be used for all matches, and each *eligible quizzer* at the table will have a quiz pad. Quizzers must activate the pad (buzz in) with either their hand(s) or arm(s).
2. Audio and video equipment may be used to record a match but must first be approved by both the Quizmaster and the head coach of both teams. For district and regional matches, permission to use this equipment must also be obtained from the National Bible Quiz Coordinator.
3. Audio and video materials are not permitted to be viewed or listened to by the teams or the officials during the duration of the match.
4. Other electronic devices may be used to record the score and other Bible Quiz related data if they do not create a *hindrance* as determined by the Quizmaster.

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Scoring, Quiz Outs, Strike Outs, and Foul Outs

1. Each match consists of a set of twenty questions containing eight 10-point questions, nine 20-point questions, and three 30-point questions.
2. Each quizzer correctly answering a question is awarded the full point value. After answering five questions correctly, a quizzer *quizzes out* and is awarded twenty bonus points.
3. Each quizzer incorrectly answering a question will lose half of the point value of the question. After answering three questions incorrectly, a quizzer *strikes out*.
4. An *active quizzer* receiving a foul loses five points. After receiving three fouls, a quizzer has *fouled out*.
5. A team loses five points for each foul by a coach, assistant coach, or inactive quizzer.

Question Reading, Interrupting, and Answering

1. Immediately after “Question” has been called and during the reading of the question, the hands of all *active quizzers* must be above the table with palms down and in contact with the table, pad, or other hand.
2. A quizzer should not buzz in during the *opening remarks* of the question.
3. If the Quizmaster *misreads* the question, rule 6a and 6b from “Officials Guidelines” page 11 will be followed.
4. Quizzers have five seconds to buzz in after the Quizmaster finishes reading the question.
5. When a tie is indicated between quizzers on the same team, the head coach will choose which quizzer will answer.
6. A quizzer who buzzes in should not begin to answer before being *identified*. Correct or incorrect information given before being *identified* will be disregarded.
7. After the quizzer who buzzes in is *identified*, they have thirty seconds to complete the question if interrupted and give the answer.
8. A question is interrupted when:
   a. The quizzer buzzes in before the first sound of the last word of the question (except for Quotation Completion Questions or Essence Completion Questions).
   b. The quizzer buzzes in before the first sound of the Scripture in a Quotation Completion Question or Essence Completion Question.
9. If a question is interrupted, the Quizmaster will immediately stop reading and call “Interruption.”
10. If a quizzer buzzes in on or after the first sound of the last word of the question, including the last word of the Scripture in a Scripture Text Question, Quotation Completion Question, or Essence Completion Question, the Quizmaster will finish that word.
11. If a quizzer buzzes in on or after the first sound of the Scripture in a Quotation Completion Question or Essence Completion Question, but before the last word of the Scripture, the Quizmaster will immediately stop reading (“Interruption” will not be called.)
12. If the Quizmaster or a Judge fails to call “Interruption” before the quizzer who buzzed in is *identified* and begins answering, then the quizzer does not have to complete the question.
    a. If the answer is ruled incorrect, either team may call “*Point of Order*” before the reading of the next question to determine if the question was interrupted.
    b. The Quizmaster and Judges will consult, and if they agree, the question will be reread to the opposing team.
13. An interrupted question that has been initially ruled incorrect will be reread to the opposing team unless the question was being read to only one team. This will occur before any Confer, Contest, or time-out is granted.

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14. If the Quizmaster fails to reread an interrupted question (e.g., question 5) and proceeds to the next question (e.g., question 6), either team may call a "*Point of Order*" between the conclusion of that question (e.g., question 6) and answer and the calling of the next question (e.g., question 7). The question must then be reread.
15. When an interrupted question has been initially ruled correct and is later ruled incorrect due to a Contest, the following rules apply:
    a. The Quizmaster will read the entire question for both teams to listen to only. Then,
    b. The team ruled incorrect has the right to Confer and may Contest before a substitute question is read to the opposing team. Either team may Contest validity. Then,
    c. If following all Contesting there is no change concerning the validity of the question or the correctness of the answer, the Quizmaster will read a substitute question to the opposing team.

Conferring

A quizzer may confer for thirty seconds with all *active quizzers* and the head coach. Only the quizzer whose answer is ruled incorrect may request permission to Confer following any necessary rereading of the question. The Confer must take place at the table and the head coach may bring any materials to use during the Confer. Any *active quizzer* may verbally request for the head coach to join the Confer. If two quizzers from opposing teams are both ruled incorrect, both may receive permission to Confer at the same time.

Time-outs

1. A thirty-second time-out may be requested by any team *member* between the conclusion of a question and before the next question is called. It will not be granted until all Conferring and Contesting has been completed.
2. Each team will only be granted three team time-outs.
3. All *members* of both teams are allowed to *verbally communicate* during a time-out.
4. If a tie exists at the end of a match, the Quizmaster will reopen the match and declare a one-minute time-out for both teams. Remaining team time-outs may not be used in overtime.

Fouls

Each foul is a loss of five points. There is no limit to the number of fouls a quizzer or team can receive. Assessed fouls remain even if the question on which it occurred is later voided or ruled invalid. (The exception is a foul assessed during the rereading of an interrupted question originally ruled incorrect on which the Quizmaster and Judges later reverse their decision.)

Individual Quizzer Fouls

1. An active *quizzer* does not have their hands above the table, with palms down and in contact with the table, pad, or other hand immediately after "Question" is called and during the reading of the question.
2. A quizzer buzzes in during the *opening remarks* of the question.
3. A quizzer begins to answer before being *identified*.
4. A quizzer begins to answer when another quizzer was *identified*. (For the exception, see rule 11c from the "Officials Guidelines," page 12.)
5. An active *quizzer* gives *help* to a *member* of their team who has buzzed in.
6. An active *quizzer* improperly *communicates*. If two or more quizzers are *communicating*, each will be assessed a foul.
7. An *active quizzer* has an open *Scripture Portion* (except during Conferring, Contesting, Responding, or time-outs), and/or other hard copy material at the table or within the *Scripture Portion* (except during Conferring, Contesting, Responding, or time-outs).

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8. The Quizmaster and Judges determine by a majority vote that flagrant hand or body movement by an *active quizzer* was an attempt to distract the opposing team, draw the opposing team into reacting, or signal their teammates.
9. The Quizmaster and Judges determine by a majority vote that an un-Christlike or unsportsmanlike attitude was expressed by an *active quizzer.*

Team Fouls

1. A team initiates a third unsuccessful Contest.
2. A coach or *inactive quizzer* improperly *communicates*.
3. The presenter of the Contest or Response does not stop at the calling of “time.”
4. A coach or *inactive quizzer* gives *help* to an *active quizzer* on their team.
5. A team Contests with the intent of solely using it as a time-out.
6. The Quizmaster and Judges determine by a majority vote that an un-Christlike or unsportsmanlike attitude was expressed by a coach or *inactive quizzer*.

Conclusion of the Match

1. When the match has been “officially closed,” both teams may communicate quietly until the score is read or until the match is reopened in the event of a tie.
2. Contesting is not allowed on any issue after the match has been declared closed.
3. During the official score announcement, teams should check for errors and notify the Quizmaster if any are found. If a head coach fails to challenge the score during this time, they cannot do so later.

Overtime

1. In the event of a tie after the twentieth question, the match will go into sudden death overtime. The Quizmaster will announce that the match is “officially reopened” and then declare a one-minute time-out.
2. Following the time-out, as many ten-point substitute questions will be read as needed in order to break the tie.
3. The overtime question(s) will be taken from the unused ten-point substitute questions from the current or previous question sets.
4. An interrupted overtime question answered incorrectly must be reread to the opposing team.
5. Once overtime has been declared, any foul occurring before or during the reading of any overtime question is considered part of the overtime question and the overtime question is still read.

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Officials Guidelines

Quizmaster

General Duties

1. Supervise the quiz room, read the questions, serve as a Judge, and grant a Confer, Contest, or time-out.
2. Review the questions if time permits before each match. If an error is found on the question set, the following rules apply:
   a. If an *Introductory Remark* is inaccurate or if a spelling or reference error is found, correct it.
   b. If the question itself needs to be rewritten or reworded, or if there is a point value error, a substitute question of equal/correct value must be used.
3. Appoint either an official or themself to *identify* the quizzer who buzzes in.
4. Call an official time-out to handle special situations which are not generally part of the match (e.g., official score error, illness, etc.), and determine if teams will be allowed to *communicate verbally*.

Opening the Match

1. Confirm that the correct teams are present; have the quizzers test their quiz pads and introduce themselves; identify the head coach, assistant coaches, captain, and *inactive quizzers* on each team.
2. Request that all cell phones and electronic devices (with sound) be silenced.
3. Introduce the officials, have prayer, and then call the match “officially open.”

Quizmaster and Judges

The Quizmaster and Judges should have their own *Scripture Portion* and Bible Quiz Rules and be familiar with them. It is recommended that they should also read through the Bible Quiz Rules regularly.

Duties During the Match

1. The Quizmaster will begin each question by announcing “Question” (not written on the page), “Question number ___ for ___ points.”
2. The Quizmaster will read each question in its entirety unless it is interrupted (including reread, substitute, and overtime questions).
3. The Quizmaster should read loudly, clearly, and without pausing for punctuation (being consistent in their reading style).
4. If a quizzer buzzes in during the *opening remarks* of the question:
   a. A foul will be assessed at that time.
   b. The question will be reread for the same team(s), and interruption of the question is permitted.
5. The Judges will listen carefully to the reading of the question and should immediately call *“misread”* if the Quizmaster *misreads* the question.
6. If the Quizmaster *misreads* a question but catches their mistake and stops, or if a Judge calls “*misread*,” the Quizmaster and Judges will consult to determine if the *key word(s)* of the question has been read.
   a. If the *key word(s)* has not been read, the question will be reread and the question may be interrupted.
   b. If the *key word(s)* has been read, the question will be voided and a substitute question will be read (except if the question was being read to only one team, it will not be voided, but will be reread again).
7. The Quizmaster will proceed to the next question if a quizzer does not buzz in within five seconds after reading the last word of the question.

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8. The Quizmaster will follow the procedures below for all questions (except Quotation Completion Questions or Essence Completion Questions):
   a. If a quizzer buzzes in before the first sound of the last word of the question, the Quizmaster will immediately stop reading, even in the middle of the word, and call “Interruption.”
   b. If a quizzer buzzes in on or after the first sound of the last word of the question, the Quizmaster will finish that word. (Hyphenated words are considered one word, including numbers pronounced as a hyphenated word, such as 27 [twenty-seven].)

Note: Because Quizmasters instinctively stop when a quizzer buzzes in, it is permissible, on the last word of the question only, for the Quizmaster to repeat the last word if they have stopped or attempted to stop before finishing that word.

9. The Quizmaster will follow the procedures below for Quotation Completion Questions or Essence Completion Questions:
   a. If a quizzer buzzes in before the first sound of the Scripture, the Quizmaster will immediately stop reading, even in the middle of the word, and call “Interruption.”
   b. If a quizzer buzzes in on or after the first sound of the Scripture but before the first sound of the last word of the Scripture, the Quizmaster will immediately stop reading, even in the middle of the word. (“Interruption” will not be called).
   c. If a quizzer buzzes in on or after the first sound of the last word of the Scripture, the Quizmaster will finish that word (including hyphenated words; see rule on page 12, 8b).
10. If a quizzer who buzzes in begins to respond prior to any *identification* being made:
    a. The quizzer should immediately be stopped by the Quizmaster or a Judge.
    b. Correct or incorrect information given before the quizzer is *identified* must be disregarded.
    c. The quizzer will be properly *identified* and then the time reset for thirty seconds.
    d. A foul should be assessed after the answer is ruled correct or incorrect.
11. If an official *identifies* a quizzer who did not buzz in:
    a. The Quizmaster or a Judge should immediately *identify* the quizzer who did buzz in and then reset the time.
    b. No foul will be assessed to the incorrectly *identified* quizzer if they begin to answer; however, the question will then have to be voided. The substitute question will be read to the team who buzzed in.
    c. No foul will be assessed to the quizzer who originally buzzed in if they begin to answer before being correctly *identified.* Rules 10a, b, c, d on page 12 will not be applied.
12. If a quizzer who did not buzz in and was not *identified* begins to respond:
    a. The quizzer should immediately be stopped by the Quizmaster or a Judge. A foul will be assessed at that time; and
       i. If the quizzer was on the same team as the quizzer who buzzed in, the answer will be counted as incorrect for the quizzer who committed the foul (with no Confer allowed). Then continue with rule 12b below.
       ii. If the quizzer was on the opposing team, continue with rule 12b below.
    b. The question, whether interrupted or not, will then be reread to the team which did not commit the foul, unless it was being read to only one team.
13. If a quizzer who buzzes in receives *help* from a *member* on their team:
    a. The answer will be counted as incorrect for the quizzer who buzzed in.
    b. At that time, a team or quizzer foul will be assessed to the team *member* who committed the foul.

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c. The question, whether interrupted or not, will then be reread to the opposing team, unless it was being read to only one team.

14. If the Quizmaster fails to call “Interruption,” a Judge should do so before the quizzer who buzzed in has been *identified*.
15. The Quizmaster and Judges will listen to the question completion (if interrupted) and answer, noting differences from the official question, and base their decision on the rules and on the requirements of the question and/or answer. They should use the question writer’s notes and underlining of answers only as supplemental information to help determine the correctness of the answer.
16. The Quizmaster and Judges may check a *Scripture Portion* prior to calling an answer correct or incorrect only if there is a need to verify one of the following:
    a. The answer on the official question (e.g., possible typographical errors, etc.).
    b. Where the *three-verse context* begins and ends.
    c. Where a verse begins and ends.
    d. The phrasing used by the quizzer in the completion of an interrupted question.

Note: The Quizmaster and Judges must not check an alternate answer until presented in a Contest.

17. Unless the Quizmaster is 100% certain that the completion of a question and/or answer is correct or incorrect, it should never be called “correct” or “incorrect” before the calling of “time.”
18. If a Judge believes a Quizmaster erred in a decision, the Judge should quietly ask the Quizmaster for a Judges’ ruling. The normal voting procedure will then take place. (See rule 19 below.)
19. If the Quizmaster requests that the Judges assist with a ruling or a Judge has asked for a Judges’ ruling, they will immediately vote independently without discussion.
    a. This vote is based on:
        i. The completion of the question (if interrupted);
        ii. The answer given by the quizzer;
        iii. The answer on the official question; and
        iv. The rules and on the requirements of the question and/or answer.
    b. Using a coin, they will select heads for correct and tails for incorrect, revealing their decision at the same time. The majority vote will stand as the ruling, and the Quizmaster will announce the result.
    c. When only a Quizmaster and one Judge are present in a room and there is a split vote, the Quizmaster and Judge may discuss their vote and then vote again. The final decision is made by the Quizmaster (the Quizmaster can use their own vote or the vote of the Judge).
20. The Quizmaster will reread to the opposing team an interrupted question that has been ruled incorrect, unless the question was being read to only one team.
21. The Quizmaster will pause between questions to give teams the opportunity to request a Confer, Contest, or time-out. Before granting a time-out, the Quizmaster should ask both teams if they would like to Contest.
22. Following a Confer by quizzers from opposing teams, the Quizmaster should:
    a. Ask the team who responded to the question first if they would like to Contest.
    b. Following that Contest or decline to Contest, ask the opposing team if they would like to Contest.
23. Fouls should be called by the Quizmaster or Judges as close as possible to the infraction of the rule, but in such a way as to not hinder the proper flow of the match. They must not assess a foul while the quizzer is answering a question or when a team is preparing or presenting a Contest or Response. A foul should be assessed at the conclusion of either situation.

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24. The Quizmaster and Judges will not keep a running score unless a Scorekeeper is unavailable. They should not look at the official score during the match if a Scorekeeper is available.

Closing the Match

At the conclusion of the match the Quizmaster will:

1. Ask both teams if they would like to Contest, and if they decline, then declare the match "officially closed." The Quizmaster should reopen the match only if it is tied.
2. Announce the following items from the official score in a similar fashion as below correcting all scoring discrepancies (this must be done before either team leaves the room).
   a. "The individual second high scorer with ___ points is (quizzer's name)."
   b. "The individual high scorer with ___ points is (quizzer's name)."
   c. All other individual points should then be announced.
   d. "The final score is (first place team) with ___ points and (second place team) with ___ points."

Scorekeeper

1. Record the running individual and team score, which includes:
   a. Adding the full point value of the question for each correct answer.
   b. Deducting half the point value of the question for each incorrect answer.
   c. Adding twenty bonus points for each quizzer who answers five questions correctly.
   d. Deducting five points for each team or quizzer foul. Fouls should be denoted by placing an "F" in the appropriate scoring block.
2. Circle the question number of each interrupted question.
3. Record the time-outs and notify the Quizmaster if a team requests a fourth or additional team time-out.
4. Record the Contests and notify the Quizmaster if a team has accumulated a third unsuccessful Contest (which is denoted by drawing a slash through the "Contest" mark).
5. Notify the Quizmaster if any quizzer has answered five questions correctly ("quiz out"), answered three questions incorrectly ("strike out"), or received three fouls ("foul out").
6. At the conclusion of the match, give the score to the Quizmaster.
7. Disclose the official score during the match only when requested to do so by the Quizmaster.

Timekeeper

1. Give the quizzers five seconds to buzz in after the Quizmaster finishes reading the question.
2. Give the quizzer who buzzes in thirty seconds to answer after:
   a. The quizzer has been *identified* by an official (not when the quizzer buzzes in).
   b. The head coach has designated which quizzer will answer in the case of a tie between two quizzers on the same team.
3. Give a quizzer thirty seconds to Confer. Time begins after the Quizmaster grants the Confer.
4. Give a team initiating a Contest two minutes and thirty seconds to prepare and present their Contest. Time begins after the Quizmaster grants the Contest and should be handled as follows:
   a. First, start a thirty-second timer and allow it to continue until it expires, then,
   b. If the Contesting team continues the Contest, start a two-minute timer.

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5. Upon completion of the initial Contest, give the opposing team one minute for their Response. Time begins after the Quizmaster recognizes the Responding team.
6. Give thirty seconds for a time-out. Time begins after the Quizmaster grants the time-out.
7. Give a one-minute time-out after it is declared by the Quizmaster at the beginning of overtime.
8. If the quiz equipment is not being used to keep time, call “time” loudly when time is up.
9. The Timekeeper’s actions involving the starting and calling of “time” are matters of judgment and cannot be Contested.
10. It is acceptable for the official time to be kept by a countdown timer built into the quiz equipment or by a stand-alone countdown timer. The sound made by the equipment may be used to replace the calling of “time” by the Timekeeper. In such cases, an official Timekeeper is not required.

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Answering Guidelines

What Makes an Answer Correct

1. The answer contains the information required by the question. (See “Question and Answer Requirements” for the specific information required for the type of question and/or answer.)
2. The first answer given completely contains the information required even though additional, irrelevant (cannot be counted as correct, but it’s not incorrect) information is given during the answer, or incorrect information is given after the *required answer* has been completed.
3. Mispronunciations of any word (especially proper names of individuals and geographical locations) are still recognizable as the information required.
4. Answers for a Give a Complete Answer, Essence Question, or Essence Completion Question contain all the phrases, clauses, and/or *key words* required. The answer does not have to be a *perfect quotation*.
5. The answers are given in any order when the question does not require a certain order.
6. For *interjected phrases:*
   a. A quizzer may include *interjected phrases* in their answer before, in the middle of, or at the end of a conversation, prayer, spoken words, etc. (including for questions like “Give all the words of...”). (e.g., Nicodemus’ words in John 3:2 have the *interjection* “he said.” “‘Rabbi,’ he said, ‘we all know that God has sent you to teach us...’ In this example, a quizzer is allowed to give the *interjection* “he said” as part of the answer.)
   b. A quizzer must give the *interjected phrases* found within *Complete Answers*, Quotation or Quotation Completion Questions, Essence or Essence Completion Questions, and the official *Chapter Analysis*. (e.g., The Old Testament Scripture in Acts 2:17 has the *interjection* “God says.” “In the last days, God says, I will pour out my Spirit upon all people.” In this example, a quizzer would be required to give the *interjection* “God says” in the answer.)
7. A quizzer, in answering a question requiring multiple references, makes it clear the book and/or chapter from which they are answering. They may list multiple references from a given book after naming the book once and may list multiple references from a given chapter after naming the chapter once. They do not have to give the book during a single book season or during a multiple book season when the chapter number(s) can only come from one of the books.
8. A quizzer gives the answer in their own words if the words they use mean the same thing.

Quotation Questions and Quotation Completion Questions

1. The quizzer follows all the applicable guidelines for “What Makes an Answer Correct.”
2. The answer to a Quotation Question or Quotation Completion Question is a *perfect quotation*. Once the answer is correctly *quoted*, any additional Scripture *quoted* will not be incorrect.
3. In answering a Quotation Completion Question:
   a. The quizzer *perfectly quotes* the remainder of the Scripture, from the point where the Quizmaster stopped reading to the end of the answer required.
   b. The quizzer may also choose to *quote* any part or all the portion of the Scripture read by the Quizmaster but must also *perfectly quote* this portion.
4. In a Quotation Question requiring more than one verse, the quizzer *perfectly quotes* each verse as a whole in any order unless the question requires a certain order.
5. It is acceptable for quizzers to give a chapter and/or verse number before quoting a verse even when it is not required by the question; however, it must be accurate.

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Chapter Analysis Answers

1. The quizzer follows all the applicable guidelines for “What Makes an Answer Correct.”
2. For questions labeled with the Chapter Analysis Answer *Introductory Remark*, the quizzer gives only the *Chapter Analysis* answers required by the question.
3. For questions requiring *Chapter Analysis* individuals and/or geographical locations:
    a. A quizzer may include the correct title of an individual or geographical location (e.g., Lord Jesus Christ, John the Baptist, King David, etc.).
    b. A quizzer may include irrelevant connecting words between individuals and/or geographical locations. Those connecting words do not have to be found within the *Chapter Analysis* or in the *Scripture Portion*. (e.g., If the answers were “Andrew” “Simon,” a quizzer could answer correctly with “Andrew plus Simon,” or "Andrew and Simon," or "Andrew with Simon," etc. It would be incorrect to answer, “Andrew went to find his brother, Simon.”)

Note: In cases where individuals and geographical locations are given more than one proper name, a quizzer could choose to give any one of the names or all of them as one answer to a valid question.

4. For any type of question requiring a *Chapter Analysis* question, exclamation, parenthetical statement, and/or Old Testament Scripture in their entirety, the quizzer gives all the phrases, clauses, and/or *key words* of the required *Chapter Analysis* answers. The answer does not have to be a *perfect quotation*.
5. When a question requires *Chapter Analysis* answers with non-*Chapter Analysis* answers, the quizzer gives the basic information required for the type of question and/or answer and follows rule(s) 3 and/or 4 above.

Interrupted Questions

1. The completion of an interrupted question is correct when it:
    a. Requires the same answer as the official question; and
    b. Does not contain incorrect information; and
    c. Agrees with the *Introductory Remarks* of the official question; and
    d. Asks the same basic question containing at least the essential parts of the question, though not necessarily in the same words as the official question. The following “same basic question” completions are acceptable if the completion complies with all the rules for “Interrupted Questions”:
        i. A quizzer uses phrasing from the Scripture to complete an interrupted question instead of the unique phrasing which may have been used by the question writer. (In this case, the question will sound different but must still follow rules 1a, b, c, and d above.)
        ii. A quizzer uses their own words to complete an interrupted question rather than using the phrasing from the Scripture or the unique phrasing of the question writer. (In this case, the question will sound different but must still follow rules 1a, b, c, and d above.)
        iii. A quizzer replaces a noun used to name a person, group, place, or thing with a pronoun, or a pronoun with the correct name of the person, group, place, or thing, and it is clear from either the question or Scripture context to whom or what it refers (a pronoun’s action or description could be enough to make it clear). If the Scripture required as the answer only contains the pronoun, the quizzer does not have to name the person, group, place, or thing.
        iv. A quizzer replaces the word “who” or “whom” with the word “what” or the word “what” with the word “who” or “whom” in an interrupted question and the answer to the question is a group(s) of people (e.g. Pharisees, crowd) or role(s) (e.g. teacher, brother).
2. If a quizzer interrupts a Quotation Completion Question or an Essence Completion Question before the word “*quote*,” the quizzer must finish the question up to the word “*quote*” but does not have to include the word “*quote*.” If a quizzer interrupts on the word “*quote*,” the quizzer only needs to *perfectly quote* or give in essence the Scripture completion per the requirements of the *Introductory Remark*.

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3. If a quizzer interrupts a Quotation Question, the quizzer does not have to use the word "*quote*" to complete the question (the words "give," "say," etc., can be used to complete the question).
4. When completing an interrupted Scripture Text Question, the quizzer does not have to say the word "*quote*" and only needs to give the Scripture in essence to finish the question.
5. If a quizzer interrupts a question before or in the middle of a section title found in the question itself, the quizzer only needs to give the section title in essence.

What Makes an Answer Incorrect

1. The answer fails to comply with the rules for "What Makes an Answer Correct."
2. A quizzer fails to speak loudly or clearly enough for the Quizmaster and/or Judges to hear.
3. The answer was not accurately completed before time ends (time ends at the initial sound of the calling of "time" or the initial sound made by the timer). The Quizmaster and Judges must disregard any word, syllable, or letter of the alphabet given after time ends.
4. Incorrect information is given before the answer is completed.
5. The answer is given by the quizzer who did not buzz in and was not *identified* and they are on the same team as the quizzer who did buzz in.
6. The answer is given by the quizzer who buzzes in, and they received *help* from a *member* of their team.
7. In a Give a Complete Answer, Essence Question, or Essence Completion Question, obvious information from another verse is given before the completion of the *required answer*. (This information must be significantly different in order to distinguish it from the correct verse or contain clearly incorrect information that would not mean the same thing as the correct verse.)
8. The answer to a Scripture Text Question is given from outside the *three-verse context* or from outside of the extended context required by the *Introductory Remarks* or the question itself.
9. The quizzer incorrectly pairs the parts of the question with their answers. (e.g., "Who planted, who watered, and who made it grow?" can be answered "God, Paul, and Apollos" in any order. However, if the quizzer answered, "Paul made it grow, Apollos planted, and God watered," they have incorrectly paired the parts of the question with the answers.)

Quotation Questions and Quotation Completion Questions

1. Any word, syllable, or letter of the alphabet is omitted, repeated, added, or changed in the *perfect quotation*.
2. A quizzer incorrectly gives the chapter and/or verse number prior to quoting the verse or incorrectly gives the reference as required by the question.

Chapter Analysis Answers

1. For individuals and/or geographical locations, the quizzer gives incorrect information (anything other than the correct title and/or irrelevant connecting words) before the *required answer* is completed.
2. For questions labeled with the Chapter Analysis Answer *Introductory Remark* requiring a question, exclamation, parenthetical statement, and/or Old Testament Scripture, a quizzer gives incorrect information or additional information outside the required *Chapter Analysis* answers before the *required answer* is completed.
3. For any type of question requiring a *Chapter Analysis* question, exclamation, parenthetical statement, and/or Old Testament Scripture in their entirety as part of the *required answer*, the quizzer does not give all the phrases, clauses, and/or *key words* for those *Chapter Analysis* answers found within the *required answer*.
4. A quizzer includes an *interjected phrase(s)* before, in the middle of, or at the end of a *Chapter Analysis required answer* with their correct answer. (e.g., The exclamation in John 4:15 has the *interjection* "the woman said." "'Please, sir,' the woman said, 'give me this water!'" In this example, a quizzer is not allowed to give the *interjection* "the woman said" in the answer.) The "end" requirement does not include incorrect information given after all of the *required answers* have been correctly completed.

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Interrupted Questions

1. The completion of an interrupted question is incorrect when it does not require the same answer as the official question, contains incorrect information, does not agree with the *Introductory Remarks* of the official question, and/or does not ask the same basic question.
2. The quizzer gives an answer before correctly completing the question.

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Question and Answer Requirements

Validity

A question is invalid if it contains incorrect information or if it violates one of the rules for “Question and Answer Requirements.”

Footnotes and Endnotes

A footnote/endnote must not be used to ask a question and must not be required as an answer, but it can be used as part of the Statement in a Statement and Question.

Single Part Questions

A single part question requires either one answer or multiple answers from one or more verses (the answers may come from multiple verses if the Location *Introductory Remarks* indicate multiple verses). The question does not have to come from the same verse(s) that the answer(s) come from, and the question itself can require multiple answers.

Order and Restrictions for Introductory Remarks

1. *Introductory Remarks* must appear in the following order: Question *Introductory Remark*, Answer *Introductory Remark*, Location *Introductory Remark*.
2. Question, Answer, and Location *Introductory Remarks* must each include only a single statement. When multiple Question, Answer, or Location *Introductory Remarks* are used in the same question, they must each be combined into a single statement, and the following ordering rules apply:
   a. When Question *Introductory Remarks* are combined, the following order must be used (e.g. “Statement and two-part scripture text quotation question”):
      i. Statement and Question
      ii. Two-part Question (Three-part Question, etc.)
      iii. Scripture Text Question
      iv. Application Question
      v. Quotation/Essence/Completion Question
   b. When multiple part answer and Give a Complete Answer *Introductory Remarks* are combined, the Answer *Introductory Remark* must be in the form, “Give [number of answers] complete answers” (e.g., “Give three complete answers”).
   c. When multiple part answer and Chapter Analysis Answer *Introductory Remarks* are combined, the Answer *Introductory Remark* must be in the form, “[number of answers]-part chapter analysis answer” (e.g., “Three-part chapter analysis answer”).
   d. When Location *Introductory Remarks* are combined, the Location *Introductory Remark* must be in the form, “From [number of verses, if required] [consecutive or separate] verses of [scripture location]” (e.g., “From three consecutive verses of Mark chapter 1”).
3. A verse number must never be in the *Introductory Remarks*.
4. Only the *Introductory Remarks* found under “Question and Answer Requirements” may be used and must agree with the question and/or answer.

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Question Introductory Remarks

Statement and Question

A Statement gives additional information upon which to base the question. The *required answer* must be based on both the statement and the question.

1. The Statement is part of the overall question and may be interrupted.
2. The Statement may contain a *quotation* from the Scripture, introduced with the word "*quote*" and ending with the words "end quote." It must not be labeled as a Scripture Text Question unless the question itself contains the word "*quote*" followed by a *quotation* from the Scripture.
3. The Statement should have a direct spiritual or Scriptural correlation to the question.

Two-Part Question (Three-Part Question, etc.)

A multiple part question has two or more distinct questions that require separate answers.

1. The answers may come from multiple verses if the Location *Introductory Remarks* indicate multiple verses (e.g., "Two-part question. Give a complete answer. From two consecutive verses.").
2. A multiple part question must not be labeled a multiple part answer if it requires the same number of answers as questions. Each question must have at least one answer.
3. A multiple part question that requires more answers than there are parts in the question should be labeled with a multiple part answer *Introductory Remark*. Otherwise, only one answer for each question is required. The question itself must not require multiple answers (e.g., "What two places did Jesus go, and what two statements did He make?" is invalid).
4. If a multiple part question is labeled with an *Introductory Remark* denoting fewer answers than exist, then only the number of answers specified by the *Introductory Remark* is required, but at least one answer is required for each question (for exception, see page 27, "Fewer Answers than Exist").

Scripture Text Question

A Scripture Text Question contains the word "*quote*" followed by a *quotation* from the Scripture and requires the answer(s) to be associated with the Scripture text given.

1. The Scripture Text Question *Introductory Remark* must be used when the question itself contains the word "*quote*" to signal the beginning of a *quotation* from Scripture (for exception, see page 23, "Quotation Completion Question," #6). The *quotation* must immediately follow the word "*quote*," and must be at the end of the question.
2. The Scripture following the word "*quote*" may be any portion of Scripture from the material being studied, such as a word, phrase, sentence, verse, etc.
3. The first word of the Scripture following the word "*quote*" does not have to be unique.
4. The *required answer* must come from the *three-verse context*. However, the *required answer* can be extended beyond the *three-verse context* if the *Introductory Remarks* clearly indicate otherwise and at least part of the *required answer* is contained in the *three-verse context* (e.g., "Scripture text question. Give a complete answer. From five consecutive verses. What teaching of John follows the question, quote, 'Who warned you to flee the coming wrath?'").
5. A Scripture Text Question requiring multiple answers may require answers from more than one occurrence of the Scripture found within the material being studied. Each *required answer* must come from the *three-verse context* for each occurrence of the Scripture text (e.g., Scripture text question. Twelve-part answer. From separate verses of Matthew. What is described as being, quote, "of God"?).
6. It must not contain a verse number in the question.

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Application Question

An Application Question requires answers that are not necessarily found in the material being studied about the author, history, doctrine, or other related topics. Two Application Questions per set will be included in League meets 1-4.

Quotation Question

A Quotation Question requires a *perfect quotation* as an answer from a complete verse or verses.

1. The following rules apply to questions using *location* in Scripture:
    a. If it requires an answer by a verse *location* in a multiple book season, then the book's name must be in the *Introductory Remarks* or in the question itself.
    b. If it requires one verse as an answer, then it is acceptable for either chapter or verse number to be given first in the question or for the chapter and/or book to appear in the *Introductory Remarks*.
    c. If two or more *consecutive verses* are required as an answer by chapter and verse in the question itself, then the question must be asked, "Quote verses _____ and _____ from the _____ chapter." These questions must not be labeled as multiple part questions but must use the Consecutive Verses *Introductory Remark* and must specify the number of *consecutive verses* the answer comes from.
    d. If two or more *consecutive verses* are required as an answer by verse number in the question itself and the chapter is in the *Introductory Remarks*, then the question must be asked, "Quote verses _____ and _____." These questions must not be labeled as multiple part questions but must use the Consecutive Verses *Introductory Remark* and must specify the number of *consecutive verses* the answer comes from (e.g., "Quotation Question. From three consecutive verses of James chapter 3. Quote verses 15, 16, and 17.")
    e. If *separate verses* are required as an answer by chapter and verse in the question itself, then the question must be asked, "Quote book, chapter, verse, and book, chapter, verse." In a one-book season, the question does not have to include the book name. If all the verses are from the same book and/or chapter, the book name and/or chapter only need to be mentioned in the *Introductory Remarks* or once in the question itself. All these questions must be labeled as multiple part Quotation Questions and must use the Separate Verses *Introductory Remark* (e.g., "Two-part quotation question. From separate verses of John chapter 7. Quote verses 5 and 10").
2. If a question using a specific action, situation, topic, or *Chapter Analysis* also requires the reference or complete reference as part of the answer, the question must be labeled a multiple part Quotation Question (e.g., "Two-part quotation question. Quote and give the complete reference for the verse in which Paul is named.").
3. A question not labeled a Quotation Question, but requiring a *perfect quotation* as an answer, is invalid (e.g., "Two-part answer. From separate verses. Quote the verses in which Abraham is named." is invalid).
4. For XP5 and Contender Divisions, all *quotes* must come only from *marked verses*.

Quotation Completion Question

A Quotation Completion Question requires a *perfect quotation* as an answer that must be completed from a verse(s), sentence(s), question(s), saying(s), etc.

1. The word "Finish" must begin the question. The word "*quote*," immediately followed by a *quotation* from Scripture, must be used to signal the beginning of the actual *quotation*.
2. The first word of the actual *quotation* must be unique or must be sufficient to differentiate it from every other verse (sentence, question, saying, etc.) within the context of the question.
    a. The context may be specified by the *Introductory Remarks* or in the question itself by a section title, chapter, or book.
    b. The context may be specified in the question itself by a specific action, situation, topic, or *Chapter Analysis* found within the material being studied (e.g. "Quotation completion question. Finish this Old Testament Scripture…").

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3. A Quotation Completion Question requiring the completion of one or more verses must demand the entire verse(s), beginning with the first word of the first verse and concluding with the last word of the last verse.
4. A Quotation Completion Question requiring the completion of one or more sentences (questions, exclamations, sayings, etc.) must demand the entire sentence(s) (question(s), exclamation(s), saying(s), etc.), beginning with the first word and concluding with the last word.
5. It must not contain the verse number in the question.
6. It must not be labeled as a Scripture Text Question.
7. It must not be asked after question 17 or in overtime.
8. A question not labeled a Quotation Completion Question, but requiring a *perfect quotation* by following rule #1 above is invalid (e.g., "Two-part question. Finish this verse and give the complete reference, quote, 'Give us today…'" is invalid).
9. For XP5 and Contender Divisions, all *quotes* must come only from *marked verses*.

Essence Question

An Essence Question requires a verse or verses to be given in essence.

1. It must follow all requirements for "Quotation Question" rules (except requiring a *perfect quotation*).
2. A question not labeled an Essence Question, but requiring an answer in essence by using the phrase "Give in essence," is invalid.
3. For XP5 and Contender Divisions, any verse can be required.

Essence Completion Question

An Essence Completion Question requires a completion to a verse(s), sentence(s), question(s), saying(s), etc. in essence.

1. The phrase "Finish in essence" must begin the question, and it must follow all requirements for "Quotation Completion Question" rules (except for requiring a *perfect quotation*).
2. A question not labeled an Essence Completion Question, but requiring a completion in essence by following rule #1 above is invalid.
3. For XP5 and Contender Divisions, any verse(s), sentence(s), question(s), saying(s), etc. can be required.

Answer Introductory Remarks

Two-Part Answer (Three-Part Answer, etc.)

A multiple part answer *Introductory Remark* requires multiple answers and should be used when the question requires more answers than there are parts in the question.

1. A single part question does not need to be labeled as a multiple part answer when the question itself requires multiple answers.
2. Failure to label a question as a multiple part answer or failure of the question itself to require multiple answers, even when there are more answers than the question requires, does not make the question invalid. In this case, only one answer for each part of the question is required (for exception, see page 27, "Fewer Answers than Exist").

Note: Multiple part answers coming from more than one verse must follow the rules under "Consecutive Verses" or "Separate Verses," pages 24-25.

Give a Complete Answer

A Give a Complete Answer *Introductory Remark* may be used only when each *required answer(s)* contains a phrase(s), clause(s), or multiple key words.

1. For all Give a Complete Answer *Introductory Remarks*, the following rules apply:

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   a. These Remarks must not be used with the Chapter Analysis Answer *Introductory Remark*.

   b. The answer(s) must come from a single verse unless the Location *Introductory Remarks* indicate that the answers come from more than one verse (e.g., Give a complete answer. From two consecutive verses of Matthew chapter 2).

2. For Give a Complete Answer *Introductory Remarks* with answers coming from more than one verse, the following rules apply:

   a. Each *required answer* could be part of a verse, a full verse, or more than one verse in length, but the total of the *required answer(s)* must cover all the verses indicated in the *Introductory Remarks*.

   b. When requiring one or more *complete answers* from more than one verse, the Location *Introductory Remarks* must indicate the number of verses from which the *required answer* comes and whether the verses are *consecutive* or *separate* (e.g., Give four complete answers. From two separate verses).

Chapter Analysis Answer

A Chapter Analysis Answer *Introductory Remark* indicates that the *Chapter Analysis* listed in the *Scripture Portion* will be used as the *required answer* to each part of the question.

1. The *Chapter Analysis* listed in the *Scripture Portion* is the final authority regarding what is an individual, geographical location, question, exclamation, parenthetical statement, or Old Testament Scripture.

2. The Chapter Analysis Answer *Introductory Remark* must be used when each *required answer* is from the *Chapter Analysis* listed in the *Scripture Portion.* The following rules apply:

   a. The question may be tied to a *location*, specific action, situation, or topic.

   b. The question must require all the answers to be only from the *Chapter Analysis*.

   c. When the question requires a question, exclamation, parenthetical statement, and/or Old Testament Scripture as the answer(s), it must demand the entirety of the required question, exclamation, parenthetical statement, and/or Old Testament Scripture.

   d. The question must not be labeled with a Give a Complete Answer *Introductory Remark*.

3. Quotation, Quotation Completion, Essence, and Essence Completion Questions do not have to follow the “Chapter Analysis Answer” rules. However, they may be labeled with the Chapter Analysis Answer *Introductory Remark*, and if so, must then follow all the rules for the *Introductory Remark*.

Note: If the *required answer(s)* comes from more than one verse, the *Introductory Remarks* must follow the rules under “Consecutive Verses” or “Separate Verses,” pages 24-25.

Location Introductory Remarks

Consecutive Verses

A Consecutive Verses *Introductory Remark* indicates that the *required answer(s)* occurs in *consecutive verses*.

1. A Consecutive Verses *Introductory Remark* must be used when the *required answer(s)* comes from two or more *consecutive verses*. The following exceptions apply:

   a. Quotation Completion and Essence Completion Questions do not have to follow the “Consecutive Verses” rules. However, they may be labeled with the Consecutive Verses *Introductory Remark*, and if so, must then follow all the rules for the *Introductory Remark*.

   b. Questions requiring only specific *locations* (book(s), chapter(s), section title(s), or verse reference(s)) as answers (e.g., “David is named in which chapters?”) must not be labeled with the Consecutive Verses *Introductory Remark*.

2. When used in Quotation Questions requiring two or more *consecutive verses* by verse reference, the Consecutive Verses *Introductory Remark* must specify the number of *consecutive verses* the answer comes from (e.g., “Quotation Question. From two consecutive verses of Matthew. Quote verses 9 and 10 from the 6th chapter”).

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3. When used in combination with the Give a Complete Answer *Introductory Remark*, a Consecutive Verses *Introductory Remark* must specify the number of *consecutive verses* the answer comes from (e.g., “Give three complete answers. From two consecutive verses”).

Separate Verses

A Separate Verses *Introductory Remark* indicates that the *required answer* occurs in more than one *separate verse* or in a combination of *separate* and *consecutive verses*.

1. A Separate Verses *Introductory Remark* must be used when the *required answers* are found in more than one *separate verse* or in a combination of *separate* and *consecutive verses*. (e.g., If a question has answers from verses 1, 2, 3, and 5, the *Introductory Remarks* must state that the answer comes from *separate verses*.) The following exceptions apply:
    a. If the Location *Introductory Remarks* clearly indicate that the answers come from *separate verses*, then the question need not be labeled with the Separate Verses *Introductory Remark* (e.g., Quotation question. Three-part answer. From Matthew chapters 2, 16, and 27. Quote the verses in which Jeremiah is named).
    b. Questions requiring only specific *locations* (book(s), chapter(s), section title(s), or verse reference(s)) as answers (e.g., “David is named in which chapters?”) must not be labeled with the Separate Verses *Introductory Remark.*
2. When used in combination with the Give a Complete Answer *Introductory Remark*, a Separate Verses *Introductory Remark* must specify the number of *separate verses* the answer comes from (e.g., “Give three complete answers. From two separate verses”).
3. If an answer appears multiple times within the *location*(s) specified by the *Introductory Remarks* or the question itself, unless all the occurrences are consecutive with the other *required answers*, the Separate Verses *Introductory Remark* must be used. (e.g., Two-part question. Chapter analysis answer. From Separate Verses of 1 Thessalonians chapter 3. Which geographical location and individual is named? Athens is named in verse 1, and Timothy is named in verses 2, 5, and 6.)

Note: All occurrences of a *required answer(s)* need to be considered to determine if the Separate Verses *Introductory Remark* should be used.

Scripture Location

The following *Introductory Remarks* can be used in referring to the *location* in Scripture from which the question and/or answer will come.

1. From Book(s) (e.g., From Acts).
2. From Chapter(s) (e.g., From Chapter 1).
3. From the Section(s) Title(d) (e.g., From the section title(d) “God Remains Faithful”).
5. From Book(s) Chapter(s) (e.g., From 1 Corinthians chapters 7 and 10).
6. From the Section(s) of Book(s) and/or Chapter(s) Title(d) (e.g., From the section of Titus Chapter 1 titled “Greetings from Paul”).

Special Requirements for Questions

Section Titles

1. Only section titles from the *Scripture Portion* may be used in the *Introductory Remarks* or the question itself.
2. If a section title is in either the *Introductory Remarks* or the question itself:
    a. The section title must be immediately preceded with the words: “section(s) title(d)” or “section(s) of book(s) and/or chapter(s) titled.”
    b. The use of the section title must be exactly as found in the *Scripture Portion*.

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3. Section titles must not be required as part of an answer unless the same answer can be found word-for-word in the actual Scripture.

Verse Numbers

When a verse number(s) is given in the question:

1. The answer must come from that verse(s).
2. The *key words* of the question must come from the *three-verse context,* except in the following cases:
    a. *Chapter Analysis* type questions (e.g., Romans 1:3 names which individual?).
    b. Questions asking for a description (e.g., “How does First Corinthians 2:2 describe Paul?”).
    c. Quotation and Essence questions.
    d. Questions asking for someone’s words, conversation, etc. (e.g., “According to verse 16, what did Jesus say?”).

Pronouns

A pronoun may be used in the question when it can be distinguished by an action or description within the context of the question or answer. Question writers are allowed to replace pronouns with the correct name of the person, group, place, or thing.

Special Requirements for Answers

Answers Associated with a Specific Word, Phrase, or Number

1. A question may require an answer(s) to be associated with a specific word, phrase, or number.
    a. The question must single out the specific word, phrase, or number by using the specific words “word,” “phrase,” or “number.”
    b. The question does not need to use the word “quote” to single out the specific word, phrase, or number (e.g., “The word ‘great’ describes what?”).

Answers from a Verse Description

1. When a question uses the phrase “one-verse,” “two-verse,” etc. to classify a specific saying, sentence, question, etc., then the *required answer* must be the entire verse(s). If any portion of the verse or verses is not a part of the *required answer*, then the question is invalid.
2. When a question uses the phrase “multi-verse” or “multiple verses” to classify a specific saying, sentence, question, etc., then the *required answer* must be from multiple verses but does not have to be from entire verses.

References as Answers

1. When a question requires a complete reference (the book, chapter, and verse are required) as an answer or as part of an answer, the question must use the words “complete reference(s).”
2. If the question asks for the “complete reference(s)” and only one book is being studied, or the book has been named in the *Introductory Remarks* or the question itself, then only the chapter and verse are required as the answer.
3. A question may ask for only the chapter number(s) from a given book(s) by using the word “chapter(s).” Then only the chapter number(s) are required as the answer.
4. A writer may ask for only the verse reference(s) from a given chapter(s) of a book(s) by using the word “reference(s)” not “complete reference(s).” Then only the verse reference(s) are required as the answer.

Interjected Phrases

1. *Interjected phrases* before, in the middle of, or at the end of a conversation, prayer, spoken words (including for questions like “Give all the words of…”), etc., must not be required in the answer to the question.

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2. *Interjected phrases* found within *Complete Answers*, Quotation or Quotation Completion Questions, Essence or Essence Completion Questions, and the official *Chapter Analysis* must be required as answers.
3. *Interjected phrases* before, in the middle of, or at the end of *Chapter Analysis* answers that are not a part of the *Chapter Analysis* answer itself must not be required as answers.

Fewer Answers than Exist

1. It is not invalid for either the *Introductory Remarks* or the question itself to require fewer answers than there actually may be for non-*chapter analysis* answers.
2. It is invalid for either the *Introductory Remarks* or the question itself to require fewer answers than exist within the limits of the material being studied, a *location* in Scripture, a specific action, situation, and/or topic for *Chapter Analysis* answers.

Individuals and Geographical Locations

1. Only *Chapter Analysis* individuals and geographical locations can be required as the answer to any question which asks to "list" ("name," "mention," etc.) the individuals and/or geographical locations within the limits of the material being studied, a *location*, a specific action, situation, and/or topic.
2. Questions must require only the unique number of answers for individuals and geographical locations within the limits of the material being studied, a *location* in Scripture, a specific action, situation, and/or topic for *Chapter Analysis* answers. In some cases, individuals and geographical locations are given more than one proper name (e.g., Peter is named as Simon, Cephas, and Peter in John 1:42. In this case, if a question required the names of the individuals in John chapter 1, it would be invalid if it required all three names of Peter instead of just one unique answer for Peter). The uniqueness of the *required answers* must be provable from the material being studied.
3. Non-*chapter analysis* individuals and geographical locations can be required as the answer to any question related to a specific action, situation, and/or topic.
4. These *Chapter Analysis* answers may be combined with non-*chapter analysis* answers and required as an answer when they are tied to the same specific action, situation, and/or topic (e.g., "Two Part Answer. When they entered the house, whom did the wise men see?" Matthew 2:11 – "the child with his mother, Mary").

Questions, Exclamations, Parenthetical Statements, Old Testament Scriptures

1. Any question that requires one or more of these *Chapter Analysis* answers combined with non-*chapter analysis* answers may be labeled as a *Complete Answer*.
2. A question may require only partial information as an answer from a question, exclamation, parenthetical statement, or Old Testament Scripture and may be labeled as a *Complete Answer*.
3. Questions may require a non-*chapter analysis* question or exclamation (those with no question marks or exclamation points) if it is tied to a specific action, situation, and/or topic (e.g., What did the foolish bridesmaids ask the others? Matthew 25:8 – "Please give us some of your oil because our lamps are going out.").
4. If consecutive questions, exclamations, parenthetical statements, and/or Old Testament Scriptures are required as an answer, they must be from *consecutive verses* and must not be separated by or contain *interjected phrases* or any other words that are not part of the questions, exclamations, parenthetical statements, and/or Old Testament Scriptures.

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Corrective Procedures

Point of Order

Any *member* of a team may state "*Point of Order*," wait to be recognized by the Quizmaster, and state the "*Point of Order*." If the Quizmaster determines that a "*Point of Order*" is proper, they will correct the situation.

Contesting

General Rules Regarding Contesting

1. Each team is allowed a maximum of three unsuccessful contests. Any further contests by that team will not be permitted.
2. A Contest will not be permitted after the Quizmaster calls the next question, grants a time-out, or officially closes the match. (The exception is when the Quizmaster fails to reread an interrupted question. Once the situation has been corrected, either team may Contest immediately following the rereading of that question.)
3. Contesting is permitted on the following three issues:
   a. To challenge the validity of the question (Application Questions are exempt from validity contests).
   b. To void the question.
   c. To change the decision of the Quizmaster and/or Judges concerning the correctness of the completion of the question and/or answer.
4. Each team is limited to two Contests per question. One on the validity issue, and one on either the voiding issue and/or the correctness issue.
5. A Contest challenging the validity of a question must be presented before any other Contest.
6. A *multi-issue Contest* may be presented concerning multiple issues under rule #3 above. The Contesting team must indicate that they are presenting a *multi-issue Contest* and present these issues in the order in which they wish the issues to be ruled. (If validity is included, it should be presented first in the *multi-issue Contest*.)
7. When quizzers from opposing teams are both ruled incorrect on the same question:
   a. Following any Conferring, the team who first responded to the question has the right to Contest first.
   b. If that team declines to Contest, they forfeit their right to any further Contesting on that question (except as allowed in the next rule).
   c. Following that team's Contest or decline to Contest, the opposing team then has the right to Contest. If they Contest and the Judges reverse their decision to "correct," the team who responded to the question first may Contest only to attempt to reverse the decision concerning the correctness of the opposing team's answer. In this case, a team could Contest a third time on this question.
8. When only one team's quizzer is ruled incorrect, and after Conferring that team decides not to Contest, they forfeit their right to any further Contesting on that question. (However, if one *member* says "no Contest" but another *member* immediately requests to Contest, then the Contest is allowed.)
9. Only information from the *Scripture Portion* and the Bible Quiz Rules may be used.
10. A withdrawn Contest is an unsuccessful Contest. (For the exception see page 29, "Team Contesting and Responding Procedures," 2a.). Any further Response or deliberation on the Contest should end.
11. A substitute question is treated as a new question. Therefore, both teams have the right to Contest twice on any substitute question even if they Contested on the original question.
12. Contests are not allowed for the intent of solely using them as a time-out.

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Team Contesting and Responding Procedures

1. To initiate a Contest, any *member* of the team must express their desire to Contest and wait for the Quizmaster to grant the Contest.
2. Once the Quizmaster has granted the Contest:
    a. The Initiating team has two minutes and thirty seconds to prepare and present their Contest to the Quizmaster and Judges. During the preparation of the Contest, the entire team may *verbally communicate*. Before, at, or just after the expiration of the first thirty seconds, a team may elect to withdraw the contest in exchange for a time-out (if they have one available) instead of taking an unsuccessful Contest–even if they have begun presenting their Contest.
    b. The Responding team will be permitted to *verbally communicate* and begin preparation for their Response during the Initiating team's preparation and presentation of the Contest.
3. Any one *member* of the team may present the Contest or Response.
4. Once the Initiating team has begun to present their Contest:
    a. The Initiating team *members* are not allowed to *verbally communicate. Non-verbal communication* may continue among all team *members*, including the presenter of the Contest, until the end of their presentation or until "time" is called (the same rule applies for the Responding team when they begin to present their Response).
    b. The Responding team may continue to *verbally communicate*, although they should do so quietly during the Initiating team's presentation of the Contest.
5. The issues and rules being used to support the Contest should be stated during the presentation.
6. The presenter should indicate when their presentation of the Contest or Response has concluded.
7. If "time" is called during the Initiating or Responding team's presentation, the presentation must stop.
8. If "time" is called before the Initiating team has a chance to begin their presentation, it will be an unsuccessful Contest, and no Response will be allowed.
9. At the conclusion of the Initiating team's Contest, the Responding team will be given one minute to finish preparing and/or to present their Response.
10. If the Responding team has no Response, they may state "no response." However, a Response of "we agree" is preferable if the Responding team agrees with the Contest.
11. Contests and Responses must be presented in a sportsmanlike manner, avoiding any unnecessary comments regarding *members* of the other team or the officials.

Quizmaster and Judges Contesting Procedures

1. The Quizmaster should make note of the issues for the Contest and use this to prompt the Judges for a vote after the completion of both the Contest and Response.
2. During and after a Contest and subsequent Response are presented, the Quizmaster and Judges may briefly consult the rules and *Scripture Portion*. They may not discuss the Contest or Response with each other before the initial vote unless a Judge requests clarification from the Quizmaster.
3. The initial vote cast by the Quizmaster and Judges will be independent. Using a coin, they will select heads to accept the contest or tails to deny, revealing their decision at the same time. The vote must be based solely on the following:
    a. The requirements of the question and answer (see "Question and Answer Requirements" for the specific requirements of the type of question and/or answer).
    b. The rules and points presented under each issue that apply to the Contest and Response.
    c. The Scripture that applies to the rules and points presented under each issue.

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4. If the vote is unanimous to either accept or deny the Contest, the Quizmaster will announce this decision and then, if necessary, take the appropriate steps to correct the situation.
5. If the vote is not unanimous, the Quizmaster and Judges will:
    a. Discuss the Contest and Response among themselves without exerting undue influence on each other. This discussion should be as brief as possible.
    b. Be careful not to allow their discussion to be heard by the teams or audience.
    c. Vote again, revealing their coins at the same time.
6. The second vote on a Contest does not have to be unanimous. The Quizmaster will announce the majority decision and then, if necessary, take the appropriate steps to correct the situation.

Note: For rulings with only a Quizmaster and one Judge, see rule 19c from the "Officials Guidelines," page 13.

7. If a team is presenting a *multi-issue Contest*, these procedures must be followed for each issue of the Contest in the order presented until one of the issues has been accepted or all the issues have been denied. (The exception is that validity must always be ruled on first regardless of the order in which it was presented.) If all the issues have been denied, it will be considered one unsuccessful Contest.

Use of Additional Scriptural Evidence in Contesting

1. Additional Scriptural Evidence may be used to show additional acceptable answers.
2. Additional Scriptural Evidence may also be used to support the answer given by a quizzer in the case where key phrases, clauses, or words found in the answer of the official question are interchangeable with other key phrases, clauses, or words found in the Scripture being studied.
3. Since it is not invalid in some cases for the question to require fewer answers than there actually may be, Additional Scriptural Evidence presented to show additional acceptable answers will not make the question invalid unless the question violates rules for "Fewer Answers than Exist" on page 27.
4. Additional Scriptural Evidence can be used to prove the question invalid due to incorrect information or violation of the rules for "Question and Answer Requirements."
5. Additional Scriptural Evidence cannot be used for a Contest involving an Application Question.

Voiding Questions

Voiding and Replacing for Both Teams

A question must be voided and a substitute question of equal value read to both teams when:

1. The Quizmaster and Judges rule a question to be invalid that was originally read to both teams.
2. There is obvious *help* or *hindrance* by anyone or anything before or during the reading of the question and before a quizzer has buzzed in.
3. There is obvious *help* after a quizzer has buzzed in by the officials, audience, or other source(s) not related to either team. A team may not Contest the opposing team's answer concerning *help* due to the actions of its own team *members* or related audience.
4. An *active quizzer* who is no longer an *eligible quizzer* has been permitted to answer a question(s), whether correctly or incorrectly. All affected questions must be voided and replaced.
5. It is proven that the equipment is malfunctioning.
    a. If it can be determined at what point the malfunction occurred, all used questions from that point on must be voided and replaced.
    b. If it cannot be determined at what point the malfunction occurred, the match must start over and all used questions must be voided and replaced.
6. The Quizmaster *misreads* the question and:
    a. The Quizmaster and Judges determine that the *key word(s)* has been read, or

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b. A quizzer buzzes in before either the Quizmaster or Judges recognize the *misread*.

Note: The exception to both cases would be if the question was being read to only one team, the question should not be voided but reread again.

7. Electronic equipment indicates a tie between quizzers on opposing teams.

Voiding and Replacing for One Team

A question must be voided and a substitute question of equal value read only to one team when:

1. The voiding situation occurs when the question is being read to only one team.
2. A quizzer has buzzed in and there is obvious *hindrance* by a *member* of the opposing team, one of the officials, audience, or other sources not related to the offended team.
3. The Quizmaster and Judges reverse a decision of “correct” on an interrupted question due to a Contest.
4. There is an error on the part of the officials in *identifying* the correct quizzer such as:
   a. A quizzer is incorrectly *identified* and begins to answer the question.
   b. There is undue delay in *identifying* the quizzer who buzzed in.
   c. The quizzer who buzzed in is not allowed to answer.
5. A quizzer is not given a full thirty seconds to complete the answer and the answer is merely incomplete and does not contain incorrect information.
6. The Quizmaster and Judges rule in favor of a Contest because of Additional Scriptural Evidence but were unable to either accurately recall or record the answer that was given.
7. A quizzer is hindered from answering correctly when the Quizmaster or a Judge fails to call “Interruption” and the meaning of the question has changed.
8. A quizzer is hindered from answering correctly when the Quizmaster or a Judge calls “Interruption” on a non-interrupted question.

Unusual Situations

If unusual situations arise which are not clearly covered in the rules, the Quizmaster and Judges, in private consultation with the coordinator, will make as fair and just a ruling as possible. These special rulings are not contestable. A head coach may not appeal a decision of the Quizmaster and/or Judges because of a disagreement on judgment calls. The coordinator should only be requested to intervene in the event of a major rule violation.

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Glossary

Active Quizzer: A quizzer seated at the quizzing table.

Chapter Analysis: Answers with clear and specific markings in the *Scripture Portion* limited to individuals (bolded), geographical locations (*italicized*), questions (?), exclamations (!), parenthetical statements ( ), and Old Testament Scriptures (underlined and inside quotation marks “”). An official listing of the *Chapter Analysis* is found in the *Scripture Portion* and can also be found in the Basic 5.

Communication: See *“Non-Verbal Communication”* or *“Verbal Communication.”*

Complete Answer(s): The phrase *“Complete Answer(s)”* is another way of referring to the Give a Complete Answer *Introductory Remarks*.

Consecutive Verses: Verses immediately adjacent to each other within a book, regardless of a change in the section or chapter.

Eligible Quizzer: A quizzer who has not *quizzed out, struck out,* or *fouled out.*

Foul Out: See *“Quiz Out/Strike Out/Foul Out.”*

Help: Information or actions that could *help* a quizzer complete a question or answer the question.

Hindrance: Distraction sufficient to cause a quizzer to be unable to correctly complete an interrupted question and/or answer.

Identified/Identifying: The process of an official recognizing the quizzer who buzzed in by calling that quizzer’s color and number (e.g., “Red One”).

Inactive Quizzer: A quizzer seated behind the *active quizzers*.

Interjected Phrases/Interjections: Phrases *interjected* in the Scripture to identify the speaker, to indicate something is being spoken, or an Old Testament Scripture is being *quoted*.

Introductory Remark(s): Information before the question about what type of question to expect, what type of answer is required, the number of questions and/or answers, and the *location* from where they come.

Key Word(s): 1. For *Complete Answers*, Essence, or *Chapter Analysis: A Key word(s)* is not a word like “a,” “an,” “the,” etc. 2. For the words which make up a question: It is the word or words necessary to give a quizzer the ability to finish the question.

Location: A way to identify in the *Introductory Remarks* or the question itself an area in Scripture from which the question and/or answer will come. This can be done by giving a verse *location*, number, section title, chapter, etc.

Marked Verses: Verses in the *Scripture Portion* that have a black, filled-in circle next to them.

Member(s): Any person on the team during the match consisting of a quizzer(s), and may include a head coach and assistant coaches. (See page 6, “Team Eligibility,” #2 for maximum limitations.)

Misread: When the Quizmaster adds, omits, repeats, or changes anything in the question from “Question number...” to the end of the question.

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Multi-Issue Contest: A Contest that requires the Quizmaster and Judges to take separate votes to determine the final ruling concerning the issues being contested (e.g., A team Contests that the question should be voided due to *help* or *hindrance* and Contests that the completion of the question was correct. Or a team Contests that their answer was correct and Contests that the opposing team's answer was incorrect). (A Contest by a team concerning the completion of the question by their quizzer and the correctness of their answer would not be a *Multi-Issue Contest*.)

Non-Verbal Communication: Non-oral, non-auditory *communication* between team *members*. *Non-verbal communication* as allowed within the rules will be defined as any form of written and/or printed *communication*, hand signaling, motioning, etc.

Opening Remarks: Information before the question that contains the question number, point value, and may also have *Introductory Remarks*. All the underlined words and the break before the actual question in the following example are considered part of the *opening remarks*: "Question. Question number 1 for 10 points. From the Section Titled 'Faith and Endurance.' What withers?"

Perfect Quotation/Perfectly Quote: A quotation in which no word, syllable, or letter of the alphabet is omitted, repeated, added, or changed. A stumble, cough, mispronunciation, lisp, etc., does not make a quotation imperfect.

Point of Order: A *"Point of Order"* attempts to correct a procedural error on which the officials have not already acted (e.g., an official has not reset the quiz equipment).

Quiz Out/Strike Out/Foul Out: A quizzer has answered five questions correctly, three questions incorrectly, or has received three individual fouls. The quizzer must then leave the table and be seated behind the *active quizzers* unless they are the captain. See captain rules 6 a, b, and c on page 7, under "Team Privileges and Restrictions."

Quote/Quotation: 1. A *quotation* is a word-for-word duplication of Scripture used in Statements, Scripture Text Questions, Quotation Completion Questions, and Essence Completion Questions. The word "*quote*" is used to signal the beginning of the actual *quotation* found in those questions. 2. The word "*quote*" is also used in Quotation Questions to require a *perfect quotation* from Scripture.

Required Answer(s): The entirety of the answer(s) demanded by each part of the question.

Scripture Portion: An official portion of the Bible being studied containing an official listing of the *Chapter Analysis,* the concordance, and other official information from Assemblies of God Youth Ministries.

Separate Verses: Verses that are not all *consecutive verses* (or a combination of *consecutive* and non-*consecutive verses*).

Strike Out: See *"Quiz Out/Strike Out/Foul Out."*

Three-Verse Context: 1. In a Scripture Text Question, it is the verse from which the Scripture was taken and the verse immediately preceding and following that verse. 2. In a question containing a verse reference, it is the verse that is indicated in the question and the verse immediately preceding and following that verse.

Verbal Communication*:* Any oral communication between team *members* or with the audience, audible or not. Also, any attempt to speak, motion, mouth words, or signal with the mouth will be considered verbal communication.

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