Simplified Bible Quiz Rules

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* Glossary words are italicized throughout the rules.

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Match Guidelines

XP5 Match Structure

1. Each match consists of eight 10-point questions, nine 20-point questions, and three 30-point questions for a total of twenty questions.
2. The breakdown for these questions is as follows:
    a. The first twelve questions will alternate between each team, with the same point value being asked. A coin flip will decide who goes first. No interruption is necessary. If a team interrupts and gets one of the first twelve questions wrong, it is not reread. The remaining eight questions will be open for both teams.
    b. Ten Contender Study questions--these will be asked within the first twelve questions.
    c. Two Application questions--these will be asked between questions thirteen and twenty.
    d. After question 12, an official 60-second time-out will be called by the Quizmaster. Teams can confer and discuss strategy until the time-out is over, at which point the Quizmaster will remind teams that the final eight questions will follow the normal competition rules (Interruptions that are missed will be reread, the first team to buzz in has the opportunity to answer, etc.).
    e. Question 13 of each set will be a 30-point question and the most difficult (multi-verse answer, tough chapter analysis, etc.) to provide an extra challenge for quizzers who have mastered the material.
3. There are no review questions for each meet.

Team Privileges and Restrictions

1. 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*.
2. Both teams have the option to replace *active quizzers* during a time-out.
3. If the captain *quizzes out, strikes out*, or *fouls out,* they may be replaced by an *eligible quizzer* and remain at the table.
4. 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.
5. *Communication* during a match is restricted as follows, and violation of these rules will result in a foul:
    a. All coaches and *inactive quizzers* may *non-verbally communicate* at any time among themselves.
    b. 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).
    c. *Communication* is not allowed between team *members* and the audience anytime during the match.
6. Coaches and *inactive quizzers* are permitted full use of *Scripture Portions*, Bibles, and Bible Quiz related materials.

Scoring, Quiz Outs, Strike Outs, and Foul Outs

1. 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.
2. 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*.
3. An *active quizzer* receiving a foul loses five points. After receiving three fouls, a quizzer has *fouled out*.

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4. 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. Quizzers have five seconds to buzz in after the Quizmaster finishes reading the question.
3. After the quizzer who buzzes in is *identified*, they have thirty seconds to complete the question if interrupted and give the answer.
4. 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.
5. If a question is interrupted, the Quizmaster will immediately stop reading and call “Interruption.”
6. An interrupted question that has been initially ruled incorrect will be reread 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.

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.
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.

Fouls

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*.
5. An active *quizzer* gives *help* to a *member* of their team who has buzzed in.
6. An active *quizzer* improperly *communicates*.
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).
8. An *active quizzer* attempted to distract the opposing team, draw them into reacting, or signal their teammates.
9. An un-Christlike or unsportsmanlike attitude was expressed by an *active quizzer.*

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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. An un-Christlike or unsportsmanlike attitude was expressed by a coach or *inactive quizzer*.

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. An interrupted overtime question answered incorrectly must be reread to the opposing team.

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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.”

Question Introductory Remarks

Statement and Question

A Statement gives additional information upon which to base the question. The Statement is part of the overall question and may be interrupted.

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

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

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.

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 are in League meets 1-4.

Quotation Question

A Quotation Question requires a *perfect quotation* as an answer from a complete verse or verses. 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. 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. It must follow all requirements for “Quotation Question” rules (except requiring a *perfect quotation*).

Essence Completion Question

An Essence Question requires a completion to a verse(s), sentence(s), question(s), saying(s), etc. to be given in essence. It must follow all requirements for “Quotation Completion Question” rules (except requiring a *perfect quotation*).

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.

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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. The answer(s) must come from a single verse.

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.

Location Introductory Remarks

Consecutive Verses

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

Scripture Location

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

Special Requirements for Answers

Answers from a Verse Description

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).

References as Answers

1. When a question requires a complete reference as an answer or as part of an answer, the book, chapter, and verse are required as the answer.
2. 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.

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.

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Answering Guidelines

What Makes an Answer Correct

1. The answer contains the information required by the question.
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 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. 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 answer to a Quotation Question or Quotation Completion Question is a *perfect quotation*.
2. In answering a Quotation Completion Question, the quizzer *perfectly quotes* the remainder of the Scripture, from the point where the Quizmaster stopped reading to the end of the answer required.

Chapter Analysis Answers

1. The quizzer gives only the *Chapter Analysis* answers required by the question.
2. 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.")
3. 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*.

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.
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*."
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

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only needs to give the Scripture in essence to finish the question.

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).
4. Incorrect information is given before the answer is completed.
5. 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*.
6. 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.
7. 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

Any word, syllable, or letter of the alphabet is omitted, repeated, added, or changed in the *perfect quotation*.

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 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*.
3. 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.

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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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*."

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. 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.

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. The Initiating team has two minutes and thirty seconds to prepare and present their Contest to the Quizmaster and Judges. 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.
3. 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.
4. Any one member of the team may present the Contest or Response.

Use of Additional Scriptural Evidence in Contesting

Additional Scriptural Evidence may be used to show additional acceptable answers.

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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.

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.*

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”).

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.

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

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.

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*).

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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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