

NAZARENE YOUTH QUIZZING

RULES & GUIDELINES



OFFICIAL RULES AND GUIDELINES
YOUTH BIBLE QUIZZING MINISTRY

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Nazarene Youth International, Lenexa, KS, USA

EFFECTIVE AUGUST 2020
Q2022 VERSION

A product of

USA/Canada NYI
7001 Prairie Star Parkway
Lenexa, Kansas, USA

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BIBLE QUIZZING MINISTRY MISSION STATEMENT

Bible Quizzing Ministry (BQM) Aims to Become:

- i.1 An avenue of meaningful Bible study for youth to attain to a deep and intimate knowledge of Scripture.
- i.2 A means of increasing fellowship and interaction among youth around the world.
- i.3 An integral part of the outreach and discipleship aspects of local church youth ministry.
- i.4 A medium for the training and mentoring of youth leadership.
- i.5 A catalyst for encouraging active participation in ministry and mission projects.
- i.6 A bridge for building relationships between youth from different world regions.
- i.7 An arena for exciting Christian competition.

BIBLE QUIZZING MINISTRY CODE

Quiz Code for Bible Quizzing Ministry

- ii.1 The official motto of Nazarene Youth International comes from 1Timothy 4:12—"Don't let anyone look down on you because you are young, but set an example for the believers in speech, in conduct, in love, in faith and in purity." (NIV 2011) Bible Quizzing Ministry is designed to help youth cultivate the actions, attitudes, and lifestyle described in this motto. The actions and attitudes of every person involved (quizzers, coaches, officials, etc.) should be in accord with the purpose and objectives of both NYI and BQM.

- ii.2 Rules alone can never prevent unfair tactics or unsportsmanlike attitudes. However, these rules are necessary in order for the competition aspect of BQM to be clear and consistent. It is the duty of every individual associated with BQM to uphold the integrity and intent of these rules and guidelines. Any attempt to gain an advantage by circumvention, disregard, or manipulation of these rules is unethical and detrimental to the mission and purpose of BQM. The pursuit of competitive success must never dominate the commitment to exhibit a Christ-like example.

SECTION ONE: ELIGIBILITY

1.1 **Participation of NYI members:**

- 1.1.1 Any youth who is an NYI member of a local Church of the Nazarene shall be eligible for participation in NYI Bible Quizzing Ministry at any level of competition pending rules or decisions made by district, regional or national councils or authorities.
- 1.1.2 Local NYI membership consists of those who affiliate themselves with an NYI group by participating in its ministries and joining the local group (see NYI Local Ministry Plan, Article I, Section 1.1).
- 1.1.3 Each participant in NYI Bible Quizzing Ministry is encouraged to regularly attend and participate in the NYI of a local Church of the Nazarene throughout the quiz season.
- 1.1.4 The ministry focus of NYI is to youth ages 12 and older, college/university students, and young adults. Regional, district, and local NYI councils may modify the ministry focus as seen fit for the purposes of programming and events, consistent with the ministry plan for that level (see the sections regarding "Ministry Focus" in the Ministry Plans, Articles I, Sections 2).

1.2 **Guidelines for participation of non-NYI members or non-Church of the Nazarene affiliated teams:**

- 1.2.1 Any youth who is not an NYI member of a local Church of the Nazarene or local non-Church of the Nazarene affiliated team may participate in NYI Bible Quizzing Ministry at zone/district invitationals if approved by the district quiz director in consultation with the District NYI Council in advance of competition. Youth or teams may participate in open tournaments provided the tournament allows for such participation.
- 1.2.2 Eligibility for participation in the local, zone, district, or regional final events shall be a reflection of the ministry focus and/or event focus as determined by the local, district or regional NYI council (see sections on "Ministries" in the Ministry Plans, Articles V).

1.3 **All eligibility issues shall be resolved as follows:**

- 1.3.1 The local quiz director and the Local NYI Council shall resolve any eligibility issues at the local level (see Local Ministry Plan, Sec I).
- 1.3.2 The district quiz director and the District NYI Council shall resolve any eligibility issues at the zone or district levels (see District Ministry Plan, Section I).
- 1.3.3 The regional quiz director and the Regional NYI Council shall resolve any eligibility issues at the regional level (see Regional Ministry Plan, Section I).
- 1.3.4 NYI shall uphold all decisions reached by local, district, and regional NYI leadership concerning eligibility at the local, district, and regional levels respectively.
- 1.3.5 NYI shall consider eligible for participation at all non-quizzing specific international events (e.g., Global NYI Convention) or USA/Canada events (e.g. NYC) any youth who is considered eligible for participation in his/her respective regional finals by the regional quiz director and Regional NYI Council. NYI shall consider eligible for participation at all USA/Canada quizzing specific events (any Q event) any youth who is considered eligible for participation in his/her district monthly events.

SECTION TWO: THE TEAM

A. Composition

- 2.1 A full team may be comprised of up to five eligible quizzers, four of whom start the round as "active" quizzers; the fifth being the substitute. There may be less than five on a team, in which case there will be no substitute. There may be more than five on a team at a tournament, but only five may be a part of the team which competes in any given round.
- 2.2 Cooperation with other local churches within the district, to form teams, is encouraged if one local church is unable to secure enough youth for a full team, including study and competition.

B. The Captain

- 2.3 At the beginning of each round, the coach shall designate one quizzer to serve as captain and another as co-captain for that round. The designated captain may be the substitute. If the captain is the substitute, the co-captain shall be the active captain until the substitute (designated captain at the start of the round) enters the round by some form of substitution.
- 2.4 Only an active quizzer, acting as the captain may address the officials to present an appeal, a challenge, or a rebuttal.
- 2.4.1 In a three team quiz, the captain may also challenge or rebut when another captain has challenged. Overruled challenge deductions would apply to all captains who challenge (even saying "I agree" could be considered a challenge. Captains must be careful when adding information to challenges already submitted).
- 2.5 The captain may request a time-out.
- 2.6 Only the captain may request the quizmaster to read the question and answer written on the paper. This is provided the captain asks immediately after all points have been awarded. Any delay will result in a denial by the quizmaster.
- 2.7 A team shall have a captain serving at all times from among the quizzers eligible to answer questions, provided the team has an eligible quizzer left in that round.
- 2.8 If for any reason in a round the captain becomes ineligible to fulfill his/her duties (i.e., by quiz-out, error-out, foul-out, or being substituted), the co-captain shall assume the captain's duties. If the originally designated captain reenters the quiz round, he/she shall automatically reassume the captain's duties.
- 2.9 If at any time the captain and co-captain both become ineligible to fulfill the captain's duties, the coach shall designate a new captain from among the remaining eligible quizzers to assume the captain's duties.

C. The Substitute

- 2.10 Each round, one quizzer shall be designated as substitute provided the team has 5 quizzers starting the round.
- 2.11 The substitute may enter a quiz only during a time-out or when another quizzer has quizzed-out, errored-out, or fouled-out.
- 2.12 Only one quizzer per team may be substituted per time-out.
- 2.13 Only the substitute may replace an active quizzer; two active quizzers may not exchange places. If consecutive timeouts are called after the same question, any team may only make one substitution in those consecutive timeouts. A team wanting to make two substitutions can only do so after two different questions.
- 2.14 A quizzer who quizzes-out, errors-out, or fouls-out must leave the platform area (see the illustration at the end of the glossary and Section 5: The Quiz; Part A) if a substitute is available to replace him/her. A quizzer who has quizzed-out, errored-out, or fouled-out, but remains in the platform area because no substitute is available is ineligible to answer bonus questions or act as captain.

D. The Coach

- 2.15 One adult per team may serve during the quiz as coach and be in the quiz area.
- 2.16 The coach may request time-outs.
- 2.17 The coach may substitute a quizzer only during time-outs.
- 2.18 The coach may not converse with the quizzers or the audience once the quizmaster announces the question (says "Question and begins reading the question on the paper) and before all points are awarded. The coach may not ask the quizmaster to read the question and answer written on the paper.
- 2.19 Any infraction of the quiz rules or inappropriate conduct/attitudes by the coach may be designated as a team foul and may result in deduction of points from the team score. Deduction of points will occur in the same manner as with an individual.

SECTION THREE: THE OFFICIALS

A. Competition Director

- 3.1 Shall organize the method of competition.
- 3.2 Shall be responsible for obtaining all officials for the competition. The competition director should make certain all officials have a good understanding of the quizzing rules and the competition methods.
- 3.3 Shall meet with all officials and coaches prior to competition to present the interpretation of rules to be used.
- 3.4 Shall obtain sufficient questions to be used in the competition and distribute copies to the quizmasters and content judges.
- 3.5 Shall oversee the operation of the competition—supervise publicity, inform teams of the quiz locations, obtain and distribute awards, etc.
- 3.6 May be the district quiz director. Any person so desiring may act as a competition director for interchurch or invitational tournaments. A thorough knowledge of the guidelines and rules and an experience with BQM is essential.
- 3.7 Shall have the authority to make any modifications that he/she deems appropriate and/or necessary to ensure that the quiz methods are fair and equitable for all participants. Any such modifications should be discussed (at a meeting or preferably, before the event) in advance with all participants, specifically coaches and officials.

B. Quizmaster

- 3.8 The quizmaster should have a thorough knowledge of the competition rules and of the biblical material being covered.
- 3.9 The quizmaster shall be impartial and consistent in his/her rulings.
- 3.10 The duties of the QUIZMASTER shall be:
 - 3.10.1 To read each question for the quizzers. (*See Section 6*)
 - 3.10.2 To recognize the first quizzer to jump after the start of the reading of a question.
 - 3.10.3 If the quizzer has jumped before the completion of the question, the quizmaster shall instruct the quizzer to complete the specified question (except on all "Quote", "Verse" and "Reference" type questions).
 - 3.10.4 If the quizmaster does not instruct the quizzer to complete the specified question, the quizzer may ask "Was the question complete?" or "Did you begin the final word of the question?" The quizmaster shall respond with the appropriate word "yes" or "no" in order to clarify if the question was complete at the point of interruption. This will be the appropriate answer even if the quizzer has begun to answer and then asks the question. If the quizzer begins to answer without asking if the question was complete, the quizmaster may refuse to answer.
 - 3.10.5 To rule on the correctness of the question/answer combination to all questions (*See Section 8*)
 - 3.10.6 To repeat the entire question to the quizzers who qualify for a bonus question.
 - 3.10.7 To serve, with the content judge, as a timekeeper and a judge in listening to whispered question/answer combinations.
 - 3.10.8 To rule on all appeals, challenges and rebuttals (and any containing erroneous information), conferring with the content judge when necessary (the quizmaster should always consider conferring with the content judge in these cases). (*See Section Nine*)
 - 3.10.9 To announce periodic scores in the event that no score is visible.
 - 3.10.10 To call any foul committed.
 - 3.10.11 To announce substitutions at timeouts and consider introducing the substitute at quiz outs and error outs.
 - 3.10.12 To make certain the actions and attitudes taken by all officials, quizzers, and coaches during each quiz adhere to the Quiz Code.
 - 3.10.13 To call a foul for any conduct he/she deems inappropriate or not in accordance with the Quiz Code. (*See Section 10*)
 - 3.10.14 The quizmaster's interpretations of the official rules and the Quiz Code are final. The quizmaster shall rule on all issues during competition not covered by the rules and/or Quiz Code.

C. Content Judge

- 3.11 The content judge should have a thorough knowledge of the competition rules and a thorough knowledge of the biblical material being covered.
- 3.12 The content judge shall be impartial.
- 3.13 Only one content judge is required to assist a quizmaster at a zone, district, regional, or national/international level quiz.
If desired, however, more than one content judge may be used. Seating arrangements should find the quizmaster between the content judge(s) and the scorekeeper.
- 3.14 The duties of the content judge shall be:
 - 3.14.1 Have access to the questions during each quiz and shall silently read the questions as the quizmaster reads them aloud.

- 3.14.2 Immediately alert the quizmaster of an error in the reading of a question.
- 3.14.3 Notify the quizmaster of any fouls committed. (See Section 10: Fouls)
- 3.14.4 At the quizmaster's request, assist in the ruling on the correctness of a question/answer combination.
- 3.14.5 Have access to the biblical material covered to check correctness of written questions and additional material given by quizzier.
- 3.14.6 Confer with the quizmaster on all challenges and, at the quizmaster's request, assist in ruling on appeals. (3.10.8, See Section Nine)
- 3.14.7 Confer with the quizmaster in determining if any challenges or rebuttals contain erroneous information.
- 3.14.8 Serve, with the quizmaster, as a timekeeper and judge in listening to whispered question/answer combinations.
- 3.14.9 Notify the quizmaster and scorekeeper when a team has requested a substitution.

D. Jump Judges / Electronic Equipment

- 3.15 When available, electronic detection equipment shall be used.
- 3.16 If electronic equipment is used, the quizmaster shall announce the quizzier permitted to answer the question (or finish the question and give the answer).
- 3.17 If no electronic equipment is used, jump judges may be used.
- 3.18 The jump judges shall be impartial.
- 3.19 The jump judges shall determine which quizzier is the first to jump.
- 3.20 The spokesperson shall announce the majority decision.
- 3.21 The decision of the jump judges is final and may not be challenged or appealed.
- 3.22 Any jump judge may notify the quizmaster of any foul committed.
- 3.23 The jump judges shall notify the quizmaster and scorekeeper when a team has requested a substitution.

E. Scorekeeper (See also Section 11 Scoring)

- 3.24 The scorekeeper should have a thorough knowledge of the competition rules, especially those concerning scoring.
- 3.25 The scorekeeper shall be impartial.
- 3.26 Only the scorekeeper's record is official.
- 3.27 The duties of the scorekeeper shall be:
 - 3.27.1 To record the team lineups.
 - 3.27.2 To record the points gained or lost by each individual and team.
 - 3.27.3 To notify the quizmaster when a quizzier has QUIZZED-OUT, ERRORED-OUT, OR FOULED-OUT.
 - 3.27.4 To notify the quizmaster when a team has:
 - 3.27.4.1 Committed five errors.
 - 3.27.4.2 Two overruled challenges.
 - 3.27.4.3 Requested a substitution.
 - 3.27.4.4 Committed a second foul and subsequent foul deductions.
 - 3.27.4.5 Third, fourth and fifth quizzier bonuses.
 - 3.27.5 To record the final team and individual scores.
 - 3.27.6 To supply the quizmaster with score updates and the final score.
 - 3.27.7 To notify the quizmaster of any foul committed.

F. Timekeeper

- 3.28 The timekeeper shall be impartial.
- 3.29 The timekeeper shall announce any infringement of time limits by a horn, bell, or verbal means.
- 3.30 Any quiz official may also serve as timekeeper.
- 3.31 The timekeeper, if one is used, shall notify the quizmaster of any foul committed.

SECTION FOUR: QUESTIONS

A. Question Usage

- 4.1 All English language questions shall be based on The Holy Bible, New International Version NIV 2011. When errors are discovered in any written document (including electronic Scripture), the USA/Canada NYI Quiz representative, in cooperation with NYI leadership, shall investigate alternatives and determine the final decision on the action to be taken.
- 4.2 Questions for official USA/Canada zone and district competitions shall be available from the USA/Canada NYI Quiz representative and Nazarene Publishing House only to the registered district quiz director.
- 4.3 Questions for USA/Canada regional competition will be sent to the regional quiz directors from the USA/Canada NYI Quiz representative.
- 4.4 Questions for USA/Canada national competition will be sent to the national director from the USA/Canada NYI Quiz representative.
- 4.5 All questions used for official competition shall be written in accordance with the Nazarene Question Writing Criteria and shall be in the form of either a "General" or "Specialty" question.
- 4.6 Questions shall appear in random order within a competition set.
- 4.7 Twenty toss-up questions comprise a quiz.
 - 4.7.1 "General" questions. A "general" question is any question not designated as a "Specialty" question (see "Specialty questions," following). These questions include—but are not limited to—basic interrogative questions such as who, what, when, why, how, etc.
 - 4.7.2 All competition sets shall include 11 "general" questions.
 - 4.7.3 "Specialty" questions. A "specialty" question is any question that requires introductory information from the quizmaster.
 - 4.7.4 All competition sets shall include nine "specialty" questions.
- 4.8 Each competition set shall contain:
 - 4.8.1 One "Quote" question. A "Quote" question requires the quizzier to quote (verbatim) a specific memory verse or verses.
 - 4.8.2 One "Verse" question. A "Verse" question requires the quizzier to complete (verbatim) a specific memory verse or verses.
 - 4.8.3 One "Reference" question. A "Reference" question requires the quizzier to complete (verbatim) a specific memory verse or verses and supply the correct scriptural reference.
 - 4.8.4 Four "According To" questions. An "According To" question supplies the quizzier with the chapter and verse from which the question and answer are taken. The intent of an "According To" question is to direct the quizzier toward a certain verse of Scripture that may be similar to other verses being studied.
 - 4.8.5 One "Situation" or "Book and chapter" question. A "Situation" question requires the quizzier to demonstrate his/her knowledge of the material by answering several questions about the scriptural context surrounding a given quotation. A "Book and chapter" question requires the quizzier to demonstrate his/her knowledge of the material by supplying the correct scriptural reference (book and chapter) for a given quotation.
 - 4.8.6 One "Context" question. A "Context" question allows the quizzier to formulate his/her question/answer combination by using the context from which the question is taken. The structure of a "Context" question is not bound by the same restrictions as are all other questions. The purpose of "Context" questions is two-fold: (a) to require and encourage a broader knowledge and understanding of the material being studied, and (b) to encourage quizzers at all levels of ability, knowledge, and memorization to attempt to answer questions.
- 4.9 "Situation" questions may be used when quizzing over a Gospel or Acts; "Book and chapter" questions may be used when quizzing over multiple books.
- 4.10 In years when both types of questions are applicable, both types may be used; however, only one—either a "Situation" or "Book and chapter"—may be used in any given competition round.

SECTION FIVE: THE QUIZ

A. Quiz Area Rules

- 5.1 The quiz area shall be defined as the space occupied by the quizzers (active), the substitutes (one per team), one coach per team (all that are indicated on the lineup form) and officials. The platform is that part of the quiz area designated for the active quizzer seating and for answering questions, making challenges, appeals, rebuttals and a captain calling a time out. The coaches and substitutes may be either behind the platform area or behind the officials. See the illustration at the end of the glossary for a detailed illustration of the quiz area.
- 5.2 All active quizzers will be seated facing the quizmaster. Coaches and inactive quizzers may be seated behind the active quizzers, behind the officials, or to the left and right (respectively) of the officials, depending on district or tournament rules and/or space.
- 5.3 Only the officials, the coach (one per team), active quizzers, and the substitute (the team and coach listed on the lineup form), may occupy the quiz area at any time during a quiz, including time-outs.
- 5.4 During a quiz, active quizzers and substitutes may only leave the quiz area (see the illustration at the end of the glossary) with the permission of the quizmaster.

B. Team Lineups

- 5.5 Each team's lineup will identify a coach, captain, co-captain, and substitute (if applicable), and will determine the seating order of that team.
- 5.6 Each team will turn in its lineup to the scorekeeper prior to each round.
- 5.7 The lineup cannot be changed once it is turned in to the scorekeeper.
- 5.8 Failure to turn in a lineup on time may result in a deduction of 10 points.
- 5.9 Any team 10 minutes late to a quiz may be required to forfeit that round.
- 5.10 After the quiz has begun, a foul will be called if it is discovered team members are sitting in an order not matching the official team lineup submitted by the coach at the beginning of the quiz. Quizzers shall then move to the locations designated in the original lineup form.
- 5.11 Whenever the tournament design prevents a team from turning in its lineup prior to a quiz (e.g., a team advances and competes immediately following the completion of a round), the lineup time limit is waived.

C. Time-Outs

- 5.12 In a two-team quiz each team is permitted two 60-second time-outs. In a three-team quiz only one time-out per team is permitted.
- 5.13 Only the captain or coach may request a time-out. Officials may request an official time-out at their discretion.
- 5.14 A time-out may be called at any time during a round between questions, including in an overtime situation, provided a team has a timeout remaining, and the next question has not yet been pre-announced.

D. Substituting

- 5.15 The substitute may enter a quiz only during a time-out, or when another quizzer has quizzed-out, errored-out, or fouled-out
- 5.16 Only one quizzer per team may be substituted per time-out. If consecutive timeouts are called after the same question, any team may only make one substitution in those consecutive timeouts. A team wanting to make two substitutions can only do so after two different questions.
- 5.17 The coach must notify an official when a substitution is made during a time-out.
- 5.18 Only the substitute may replace an active quizzer; two active quizzers may not exchange places.
- 5.19 A quizzer who has quizzed-out (4 correct toss-up questions), errored-out (3 errors), or fouled-out (3 fouls) must leave the platform area (see illustration at the end of the glossary) if a substitute is available. If such a quizzer remains in the platform area because no substitute is available, he/she will be ineligible to answer bonus questions or act as captain.

E. Breaking a Tied Score

- 5.20 In the event of a tie after 20 questions, single toss-up questions will be asked until no tie remains at the completion of a question. Any points scored on the tie-breaking question(s) shall be used only to determine team placement in that quiz.
- 5.21 All questions selected as tiebreaker questions shall be "General" questions.
- 5.22 When tiebreaker questions are necessary, the team lineup shall remain the same as it was at the end of the 20th question; no substitutions may be made; no quizzer(s) having quizzed-out or errored-out may reenter the quiz.
EXCEPTION as a suggestion: If a tie exists and there are no eligible quizzers among the tied teams, the original line-up may be reinstated to determine placement or each captain (original) may choose a person to be eligible to answer tiebreaker questions.
- 5.23 Tie-breaker questions shall not affect the point or error totals for any individual quizzers or the team final scores.
- 5.24 In the event of a tie at the end of 20 questions during a three-team quiz, only the tied teams may participate in the tie-breaking question(s).
- 5.25 If only two teams are tied, the tie-breaking question(s) will only affect the tied teams. The third team will remain in the place they occupied after the 20th question. If all three teams are tied and the 21st question is answered correctly, that team is first. Another question(s) is asked (22nd or 23rd, 24th, etc. if no person jumps) to determine second and third places. If all three teams are tied and the 21st question is an error, that team is third. Another question(s) is asked to determine first and second place if not resolved by bonus question answers.

SECTION SIX: READING OF QUESTIONS

A. Reading Style

- 6.1 A toss-up question shall be read only once.
- 6.2 If no quizer jumps to answer within five seconds after completion of the toss-up question, the correct question/answer combination shall be given by the quizmaster and the quizmaster shall then proceed to the next toss-up question.
- 6.3 Before reading each question, the quizmaster must announce to the quizzers the form the question will take.
- 6.4 All questions used in competition shall be labeled with the official "preannouncing code." This code assists the quizmaster in recognizing the various types of questions. The code is as follows:
- | | |
|---|------------------|
| G | General |
| A | According To |
| Q | Quote |
| V | Verse |
| R | Reference |
| I | Book and Chapter |
| S | Situation |
| X | Context |
- 6.5 Although the quizmaster has preannounced the type of question, he/she shall still read the question as it appears on the page--i.e., the quizmaster shall still read the introductory remarks as a part of the actual question.
- 6.6 The preannouncement of a "Verse" or "Reference" question may not contain the words "this" or "these."
- 6.7 If a question contains erroneous information or is misread, the quizmaster may throw out the question at any time before his/her ruling is made.
- 6.8 The question shall be read until a quizer jumps or five seconds have elapsed after completion of the toss-up question. The quizmaster shall stop reading the question when a quizer jumps (the quizmaster shall not read any more of the question after the jump is detected). The correct question/answer combination shall be given by the quizmaster for a "no jump" after 5 seconds. The quizmaster shall then proceed to the next toss-up question.
- 6.9 When reading a reference, the quizmaster shall read aloud the words "chapter" and "'verse' (or 'verses')."
- 6.10 Should a quizer pre-jump during the reading of a "Quote", "Reference", or "Verse" question, the quizmaster will not instruct the quizer to complete the specified question because the format of the question eliminates the need to do so.
- 6.10.1 If the quizer jumps during the reading of a question and only the word Finish or Quote or phrase According To, Situation Question or In What Book and Chapter is read, the quizmaster shall give that quizer a foul, will reset any electronic equipment and start reading again using that same question. Any further words read will require the quizer to complete the question and give an answer.
- 6.11 Suggested reading sequences:
- 6.11.1 General: "Number three will be a 'General' question. Question number three. Question. When did Paul say he would ..."
- 6.11.2 Quote: "Number three will be a 'Quote' question. Question number three. Question. Quote John, chapter three, verses sixteen."
- 6.11.3 Quote: "Number sixteen will be a 'Quote' question. Question number sixteen. Question. Quote Galatians, chapter five, verses twenty-two through twenty-three."
- 6.11.4 Verse: "Number three will be a 'Verse' question. Question number three. Question. Finish this verse: 'For God so loved the ...'"
- 6.11.5 Verse: "Number sixteen will be a 'Verse' question. Question number sixteen. Question. Finish these verses: 'But the fruit of the ...'"
- 6.11.6 Reference: "Number three will be a 'Reference' question. Question number three. Question. Finish this verse and give the reference: 'For God so loved the ...'"
- 6.11.7 Reference: "Number sixteen will be a 'Reference' question. Question number sixteen. Question. Finish these verses and give the reference: 'But the fruit of ...'"
- 6.11.8 According To: "Number three will be an 'According To' question. Question number three. Question. According To Matthew, chapter eighteen, verse twelve, ..."
- 6.11.9 Situation: "Number three will be a 'Situation' question. Question number three. Question. Situation question: who said it, to whom, and what was the response: 'You are the ...'"
- 6.11.10 Book and Chapter: "Number four will be a 'Book and chapter ...' question. Question number four. Question. In what book and chapter is the following: 'For the wages ...'"
- 6.11.11 Context: "Number three will be a 'Context' question. Question number three. Question. What happened when ..."

SECTION SEVEN: ANSWERING

A. Jumping

- 7.1 A valid jump has the following requirements:
- 7.1.1 The quizzer will have their feet on the floor.
 - 7.1.2 The quizzer will begin moving in a forward and upward direction.
- 7.2 An invalid jump is the result of violating any of the following requirements:
- 7.2.1 The quizzer may not have their feet resting on any part of the seat at any time after "Question" is said and until recognized.
 - 7.2.2 The quizzer may not touch any part of the seat or the floor with their hands at any time after "Question" is said and until recognized.
 - 7.2.3 The quizzer that wins a jump may not return to their seat prior to being recognized by the quizmaster. If using equipment that locks in a jump, fully leaving their seat is not required until after being recognized.
 - 7.2.4 The quizzer may not lean backwards or to the side as part of their movement.
 - 7.2.5 Committing any jump that does not meet the requirements of a valid jump.
- 7.3 If electronic equipment is used, the first quizzer to jump (indicated by the equipment) shall be recognized by the quizmaster.
- 7.4 If no electronic equipment is used, up to three jump judges shall decide which quizzer will be permitted to answer the question or complete the question and give the answer.
- 7.5 A quizzer shall not be permitted to begin answering until he/she has been recognized by the quizmaster or the jump judges.
- 7.6 If members of the same team jump simultaneously, the captain shall immediately select one to answer.
- 7.7 If two (or three) opposing quizzers jump simultaneously, each shall be given an opportunity to answer privately. The 30-second time limit shall be enforced with each correct team receiving points. No bonus questions shall be given and error points shall be deducted if applicable.
- 7.7.1 The following exception shall be made: In three-team quizzing, if two teams tie and both are incorrect, a bonus is given to the corresponding member of the third team. If two members of the third team are eligible, the captain of that team shall immediately choose one to answer the bonus question.
- 7.8 Special provisions shall be made by the competition director for physically-challenged quizzers prior to a competition.

B. Pre-Jumping

- 7.9 The reading of the toss-up question shall be stopped immediately in the event of a jump.
- 7.10 If the quizzer has jumped before the completion of the question ("pre-jumping"), the quizmaster should instruct the quizzer to complete the specified question (except on "Quote", "Verse" and "Reference" type questions), and the quizzer must both complete the question and give a correct answer within 30 seconds.
- 7.10.1 If the quizzer jumps during the reading of a question and only the word Finish or Quote or phrase According To, Situation Question or In What Book and Chapter is read, the quizmaster shall give that quizzer a foul, will reset any electronic equipment and start reading again using that same question. Any further words read will require the quizzer to complete the question and give an answer.
 - 7.10.2 A quizzer who pre-jumps on a toss-up question may ask the Quizmaster if a partially completed word read by the Quizmaster at the point of the pre-jump constitutes the formation of the final word of that question (not to apply to "Quote" memory verse question types). In such a circumstance, a quizzer may ask the Quizmaster, "Did you begin the final word of the question?"
- 7.11 Even if the quizmaster does not instruct the quizzer to complete an unfinished question, the quizzer must still do so for the answer to be considered correct.
- 7.12 If the quizmaster does not instruct the quizzer to complete the specified question, the quizzer may ask "Was the question complete?" The quizmaster shall respond with either "yes" or "no" in order to clarify if the question was complete at the point of interruption, not at the point when the quizzer asks.
- 7.13 Because of this opportunity, failure by the quizmaster to instruct the quizzer to complete the question shall not be the basis for a challenge or appeal.
- 7.14 A quizzer need not complete the question verbatim; he/she must, however, convey the correct meaning of the question, specific situation, or quotation.

C. Time Limits

- 7.15 After the quizzer is recognized, he/she must finish the question (if he/she has pre-jumped) and give the correct answer within 30 seconds.
- 7.16 If microphones are used, the time limits begin once the quizzer reaches the microphone, provided the quizzer moves immediately to the microphone.

D. Question/Answer Combinations

- 7.17 When answering, the quizzer must supply the specified question/answer combination or its inverse in order for the answer to be considered correct. (See the Glossary for "inverse" definition.)
- 7.18 The quizmaster shall not accept a fully quoted verse as a correct answer when specific detail from the verse is requested provided the question is not a memory verse type question or a finish in essence context question.

- 7.19 A fully quoted verse is acceptable if and only if the quizzer emphasizes the portion pertinent to the question in such a way as to leave no doubt to the officials of knowledge of the answer.
- 7.20 When a question requires a quizzer to complete or quote a verse, distinction between the toss-up question and the answer is not necessary.
- 7.21 If both question and answer are correct, the quizzer receives full point value.
- 7.22 When a quizzer provides multiple answers to the same question, only the first answer shall be considered. The first answer is one thought or line of reasoning from which a quizzer cannot recover. A quizzer may, however, complete a toss-up question - with the exception of "Memory" type questions – as a multiple-part question (see Section E).

E. Multiple Answers

- 7.23 When forming a multiple-part question/answer, all questions must be given prior to giving the corresponding answers (i.e., question-question-question, answer-answer-answer). It is preferred (and will be assumed unless otherwise indicated) that multiple-part answers be given in the same order as their corresponding questions. If the quizzer chooses to provide his/her answers in an alternative sequence, it is his/her responsibility to make clear to the quizmaster which answers correspond with which questions.
- 7.24 If, in the process of forming a multiple-part question/answer, the quizzer supplies the correct question and answer but also provides incorrect information in any of the other multiple parts or supporting information, the entire answer shall be ruled incorrect.
- 7.25 If, in the process of forming a multiple-part question/answer, the quizzer supplies the correct question and answer but does not answer one or more of the additional questions formed, he/she shall be ruled correct—as long as no erroneous information has been provided, either in the completed question/answer combination or in any of the additional unanswered questions.
- 7.26 A quizzer may complete a toss-up question as a multiple-part question if, and only if, all the parts of the question are taken from the same biblical passage.
 - 7.26.1 If more than one biblical passage is involved in the multiple-part question, only the question(s) formed from the first passage addressed by the quizzer shall be considered as the question-completion. (Exception: see 7.28 and Section G).
 - 7.26.2 On the "Book and chapter" question, a quizzer may form a multiple-part question provided all question/answer combinations come from the same chapter.
 - 7.26.3 On the "Situation" question, a quizzer may form a multiple-part question provided all question/answer combinations come from the same passage.
 - 7.26.4 Since the "Context" question may be based on multiple verses, chapters, or even books, question completions from more than one biblical passage shall always be accepted for consideration. The quizmaster may require clarification on where or what references are being used to answer.
 - 7.26.5 Memory verse questions cannot be answered as multiple-part questions.

F. Memory Answers

- 7.27 Answers for memory questions must be quoted (or finished) verbatim.
- 7.28 Only the first verse(s) quoted shall be accepted as the answer.
- 7.29 The quizzer must quote (verbatim) the entire verse(s) and give the reference called for within the 30-second time limit. The quizzer must finish the reference from the point of interruption on a "Quote" question. The quizmaster shall not ask the quizzer to "finish" since this is already required by the formats of these questions.

G. According To Questions

- 7.30 The quizzer shall formulate the basis for his/her question/answer combination from the verse specified in the question. If the basis of the formulation of the question/answer is from material outside the specified verse, the question is incorrect. In the event of a pre-jump during the reading of a reference, a quizzer must select only one verse for attempting questions and answers.
- 7.31 The question/answer combination must convey the meaning of the material in the given verse; however, the answer need not be verbatim, including unique words. *Exception*—If the answer is formal (person/place/event), the answer must be literal enough to distinguish it from all other references to the same.
- 7.32 Additional question/answer combinations may be formed (from the specified verse), and—as long as all information provided is correct—this additional information will not invalidate the quizzer's answer.
- 7.33 As long as the correct question/answer combination has been formulated, the quizzer may supply additional information not found directly in the specified verse in the question/answer combination with no risk of penalty (e.g., clarifying "he" as being Jesus, or explaining to what "this" refers).

SECTION EIGHT: RULING ON CORRECTNESS

A. Toss Up Questions

- 8.1 The quizmaster shall rule on the correctness of an answer using one of the following methods:
- 8.2 30-second Time Limit
 - 8.2.1 Once the appropriate quizzer has been recognized, the quizzer is given 30 seconds to complete his/her answer.
 - 8.2.2 When a quizzer has returned to his/her seat or when 30 seconds have expired, the quizmaster may rule the quizzer's answer correct or incorrect.
 - 8.2.3 The quizmaster shall not interrupt the quizzer during these 30 seconds.
 - 8.2.4 An exception is when the quizzer asks, "Was the question complete?" The quizmaster shall respond with the appropriate word "yes" or "no" in order to clarify if the question was complete at the point of interruption. The clock should not be paused during this exchange.
- 8.3 Quick Rule
 - 8.3.1 As soon as the quizzer has provided (to the satisfaction of the quizmaster) all necessary information for the question and answer and has paused, the quizmaster may rule the answer correct.
 - 8.3.2 If more information is required, the quizmaster shall remain silent and allow the quizzer to continue until he/she returns to his/her seat or the 30 seconds expire.
 - 8.3.3 The quizmaster shall never interrupt the quizzer. *An exception is* when the quizzer has provided enough erroneous information to eliminate all possibilities of his/her answer being ruled correct by the quizmaster.
 - 8.3.4 The quizzer should remember that the quizmaster will not interrupt him/her but will wait for a pause in the quizzer's answer in order to rule.
 - 8.3.5 If, after a pause, the quizmaster has not ruled, the quizzer should realize that more information, or a clarification of previous information, may be needed.
- 8.4 The quizmaster shall not rule an answer "incorrect" for a recognizable mispronounced word.

B. Bonus Questions

- 8.5 In the event of an incorrect answer to a toss-up question, only the quizzer(s) on the other team(s) in the corresponding seat(s) shall be given an opportunity to answer the bonus question. A quizzer eligible to answer a bonus question should stand or otherwise indicate their intention to answer when called upon by the quizmaster.
- 8.6 In a three-team quiz, when quizzers from two opposing teams are eligible to answer a bonus question, they shall whisper their answers to an official. They shall answer simultaneously: one to the quizmaster, one to the content judge.
- 8.7 In the event that two members of one team become eligible to answer a bonus question, the captain shall select one to answer.
- 8.8 Should the quizzer occupying the corresponding position on the opposing team(s) be ineligible to answer bonus questions, no bonus question shall be given to that quizzer or team.
- 8.9 The quizmaster shall read the entire question before the quizzer begins to answer the bonus question.
- 8.10 A 30-second time limit applies starting at the completion of the reading of the bonus question.
- 8.11 Each correct answer is worth 10 points to that team's score.
- 8.12 No error points shall be deducted for an incorrect answer to a bonus question.
- 8.13 If a quizzer is convinced his/her whispered answer to the bonus question was misunderstood, he/she may request reconsideration with no risk of point loss.
- 8.14 No ruling on a bonus question may be challenged or appealed.

SECTION NINE: CHALLENGES, REBUTTALS AND APPEALS

A. Challenges

- 9.1 A challenge to a quizmaster's ruling may occur if there is reason to believe that the quizmaster has ruled incorrectly in regard to a quizzers' answer and/or completion of a question.
- 9.2 Only a quizzers currently serving as captain may challenge the quizmaster's ruling on a toss-up question.
- 9.2.1 A captain, having quizzed or errored out on a given question, shall still be considered the captain for purposes of challenging or appealing that question, or offering a rebuttal to a challenge by an opposing captain. The captain shall cede this role when the next question is preannounced.
- 9.3 A captain may ask the quizmaster for the question/answer combination on the paper before challenges, rebuttals or appeals are made, but this must be done immediately and without communication with a coach, other quizzers or the audience. While either the challenging, rebutting or appealing captain may ask for the question/answer combination, the quizmaster may only provide this information once per question/answer in issue.
- 9.4 The captain may not form a challenge until after all necessary bonus questions have been asked, answered, and ruled upon.
- 9.5 All challenges must be made prior to the preannouncing of the next toss-up question.
- 9.6 All challenges must be voiced before any rebuttal is given. In three team quizzing, two challenges/rebuttals can be made, one from each of the opposing team's captain but both teams could be subject to overruling and the potential for loss of team points. Erroneous information rules also apply.
- 9.6.1 Suggested procedure for accepting challenges/rebuttals

Correct Ruling:

1. Challenge
2. Option for the third team captain to either add to the challenge or make a rebuttal.
3. Rebuttal by team whose answer was challenged.

Incorrect Ruling:

1. Challenge (presumably by team ruled incorrect - though it could be one of the others)
2. Option for the other teams to add to the challenge.
3. Option for any team that did not challenge to make a rebuttal.

- 9.7 Only one challenge or rebuttal per captain per question will be accepted by the official for consideration.
- 9.7.1 If a challenge contains erroneous information, 10 points shall be deducted from the team score.
- 9.7.2 Ten points shall be deducted from the team score for the second overruled challenge and every subsequent overruled challenge.
- 9.8 No challenge may be made on the quizmaster's ruling on a bonus question.
- 9.8.1 A question cannot be challenged but may be appealed.

- 9.9 An appeal may be requested after a challenge.

10 Rebuttals To Challenges

- 10.1 Only a quizzers currently serving as captain may offer a rebuttal to a challenge by an opposing captain.
- 10.2 All rebuttals must be voiced after all challenges are made.
- 10.3 Only one rebuttal per captain per challenge will be accepted for consideration.
- 10.4 If a rebuttal contains erroneous information, 10 points shall be deducted from the team score.

11 Rulings On Challenges

- 11.1 When a challenge is made, the ruling shall be made by the quizmaster in consultation with the content judge. The quizmaster shall give the captain(s) of the opposing team(s) an opportunity to present a rebuttal to the challenge before consulting with the content judge and making a ruling.
- 11.2 A recording of the remarks may be used by the officials, but not required. A captain may ask that the recording be played but it is the decision of the official whether the recording is played back.
- 11.3 If the quizmaster or content judge needs repetition or clarification of the challenge or rebuttal, the quizmaster may request that the captain(s) repeat or clarify their remarks.

12 Overruled Challenges

- 12.1 A challenge shall be overruled when the substance of the challenge is in error, or if the argument is not sufficient to merit a reversal of the original decision.
- 12.2 When a challenge is overruled the original decision, either "correct" or "incorrect" shall stand, and the points awarded for the "correct" answer or deducted (if applicable) for the "incorrect" answer shall accordingly stand.
- 12.3 Ten points shall be deducted from the team score for every overruled challenge containing erroneous information.
- 12.4 Ten points shall be deducted from the team score for the second overruled challenge and every subsequent overruled challenge.
- 12.5 A total of 20 points may be deducted from the team score if the second (or any subsequent) overruled challenge also contains erroneous information.
- 12.6 An overruled challenge is not scored as an individual or team error.

13 Accepted Challenges

- 13.1 A challenge shall be accepted when the substance of the challenge is correct and the argument merits a reversal of the original decision.
- 13.2 When a challenge is accepted and the original decision was a decision of "correct," the ruling shall be changed to "not correct." Individual and team points for the initial ruling are withdrawn and individual and team error penalties are applied, if necessary. If appropriate, a bonus question is given to the corresponding quizzer(s). The bonus question will be a new question of the same question type.
- 13.3 When a challenge is accepted and the original decision was a decision of "not correct," the ruling shall be changed to "correct." Any individual or team error penalties shall be withdrawn. Any points awarded for a bonus question shall be withdrawn. Points shall be awarded for the correct answer.
- 13.4 Ten points shall be deducted from the team score for every accepted challenge that contains erroneous information.

14 Appeals

- 14.1 An appeal is a request to the quizmaster to throw out a question because of a misreading or other quizmaster error, any erroneous information (including incorrect/improper grammar) contained in either the question and/or answer, or auditory/visual interference (extreme noise, faulty sound or lighting system, etc.) , or ambiguous question (see glossary.) Appeals made on the basis of a question's ambiguity will not be considered when a quizzer has answered the question correctly.
- 14.2 Failure by a quizmaster to preannounce a question shall be viewed as a valid basis for an appeal.
- 14.3 Only a quizzer currently serving as captain may form an appeal. There is no rebuttal to an appeal.
- 14.4 The quizmaster shall rule on all appeals and may request assistance from the content judge.
- 14.5 The quizmaster shall rule on appeals concerning auditory/visual interference remembering that it is the quizzer's responsibility to maintain and focus his/her attention on the immediate quiz. Any sudden or excessive distraction may, however, constitute proper grounds for an appeal.
- 14.6 No points shall be deducted for a denied appeal.
 - 14.6.1 If an appeal contains erroneous information, 10 points shall be deducted from the team score.

SECTION TEN: FOULS

A. Types of Fouls

- 10.1 The following shall be designated as fouls:
- 10.2 Any actions (by quizzers, coaches, or the audience) that the quizmaster deems inappropriate or not in accordance with the Quiz Code.
- 10.3 Verbal and nonverbal communication between quizzers and other quizzers, coaches, or the audience after the time "Question" is called and before all points are awarded.
- 10.4 Committing an invalid jump.
- 10.5 Starting to answer the question without being recognized by the quizmaster.
- 10.6 Pre-jumping before the first word of the toss-up question.
- 10.7 Touching another quizzer between the time "Question" is called and all points are awarded.
- 10.8 Anyone in the quiz area at any point during the round (including a time-out) besides the designated coach (one per team) and quizzers (maximum of five per team) for that round. Only one coach and one substitute per team (both indicated on the lineup form) are allowed in the quiz area during timeouts.
- 10.9 Team members sitting in an order not matching the official team lineup submitted by the coach at the beginning of the quiz.
- 10.10 A coach or substitute entering the Quiz Platform anytime other than at a time out, except as permitted by the Quizmaster.

B. What to do when a Foul is called

- 10.11 If the foul is committed by a quizzer who won the jump but committed an invalid jump, the quizmaster shall not recognize that quizzer to answer the question. The quizmaster shall call a foul and read a new toss-up question.
- 10.12 If the foul is committed by the quizzer who won the jump with a legal jump, the quizmaster shall call a foul and then give the quizzer an opportunity to complete his/her answer.
- 10.13 If the foul is committed by a team member of the quizzer who won the jump, and no correct information is supplied during the foul, the quizmaster shall call a foul and may reread the question to the quizzer who won the jump, stopping at the original point of interruption.
- 10.14 If the foul is committed by a team member of the quizzer who won the jump, and any correct information is supplied during the foul; the quizmaster shall call a foul and shall read a new toss-up question to all teams.
- 10.15 If the foul is committed by a member of an opposing team, regardless of any information supplied during the foul (correct or incorrect), the quizmaster shall call a foul and may reread the question to the quizzer who won the jump, stopping at the original point of interruption.
- 10.16 A foul may be committed by a team, an individual quizzer, multiple quizzers, or a coach. Fouls committed by individual quizzers are still considered as "team fouls" with regard to potential point deductions.
- 10.17 Beginning with the second team foul, all fouls committed by a team or any member of that team shall be a deduction of 10 points from that team's score.
- 10.18 Any quizzer having committed three fouls is ineligible to answer toss-up or bonus questions and must leave the platform area (see illustration at the end of the glossary). A quizzer who has quizzed-out, errored-out, or fouled-out, but remains in the platform area because no substitute is available is ineligible to answer bonus questions or act as captain.
- 10.19 The quizmaster shall assess a foul to a quizzer, reset any electronic equipment and start reading again from the beginning using that same question when any of the following occurs:
 - A quizzer jumps during the reading of a question and only the phrase "In What Book and Chapter is the Following" is read.
 - A quizzer jumps during the reading of a question and only the phrase "Situation Question" is read.
 - When multiple books are studied, a quizzer jumps during the reading of a question and only the phrase "According to" is read.
 - When a single book is studied, a quizzer jumps during the reading of a question and only the phrase "According to [the book name, i.e. "Matthew"], chapter" is read. (Example: "According to Matthew, chapter")
 - A quizzer jumps during the reading of a question and only the word "Finish" is read.
 - When multiple books are studied, a quizzer jumps during the reading of a question and only the word "Quote" is read.
 - When a single book is studied, a quizzer jumps during the reading of a question and only the phrase "Quote [the book name, i.e. "Matthew"], chapter" is read. (Example: "Quote Matthew, chapter")

Anything further provided by the quizmaster will require the quizzer to complete the question and give an answer.

SECTION ELEVEN: SCORING

A. How to Score

- 11.1 All teams shall begin each quiz with 0 points.
- 11.2 Ten points will be deducted if the team lineup is not turned in on time as long as provision has been made for late rounds.
- 11.3 Whenever the tournament design prevents a team from turning in its lineup on time the lineup time limit is waived.
- 11.4 A correct answer to a toss-up question is worth 20 points to both team and individual scores.
- 11.5 A correct answer to a bonus question is worth 10 points to the team score.
- 11.6 Four correct answers to toss-up questions by one quizzier without an error is worth 10 bonus points to both the team and individual scores.
- 11.7 A 10-point bonus will be given to any team when a third, a fourth, and a fifth quizzier correctly answers at least one toss up question in the same quiz.
- 11.8 Beginning with the 16th toss-up question, every error is a deduction of 10 points from the team score.
- 11.9 The third error by an individual is a deduction of 10 points from both team and individual scores.
- 11.10 The fifth error by the team (and every error by the team thereafter) is a deduction of 10 points from the team score.
- 11.11 Beginning with the second, all fouls committed by a team or any of its members shall be a deduction of 10 points from that team's total score. (No points shall be deducted from a quizzier's individual score because of fouls committed.)
- 11.12 Ten points will be deducted from the team score for every challenge or rebuttal that contains erroneous information.
- 11.13 Ten points shall be deducted from the team score for the second overruled challenge, and every subsequent overruled challenge.
- 11.14 No more than 10 points will be deducted for any one error or foul (more than 10 points may be deducted on any one question, though not for the same penalty).
- 11.15 Up to 40 points may be deducted from a team score on one question when the deductions are warranted by separate penalties. *Example:* A 10-point deduction for second team foul, a 10-point deduction for an individual or team error penalty, a 10-point deduction for a second overruled challenge, and a 10-point deduction for erroneous information contained in the challenge.
- 11.16 Points scored and errors committed during tiebreaker questions shall not affect team or individual scores for that quiz. Tiebreaker questions are used only to determine placing in individual rounds.
- 11.17 It is possible for a team and/or individual quizzers to finish a round or tournament with a negative score/average.

SECTION TWELVE: DETERMINING STANDINGS

A. TeamStandings

- 12.1 Prior to the beginning of the competition, the method to be used shall be communicated by the competition director to the officials, coaches and captains.
- 12.2 The following options are available to use when determining team standings.
- 12.3 Round Robin Win-Loss Record:
- 12.3.1 When a round has ended, it is tallied as either a "win" or "loss" for each team.
- 12.3.2 In two-team quizzing, the team finishing the round in first place is awarded a "win" and the team finishing in second place is awarded a "loss."
- 12.3.3 In three-team quizzing, the team finishing the round in first place is awarded two "wins," the team finishing in second place is awarded one "win" and one "loss," and the team finishing in third place is awarded two "losses."
- 12.3.4 When competition has ended, the team with the best win-loss record (most "wins," fewest "losses") shall be awarded first place.
- 12.3.5 For this method to work properly, each team must have participated in the same number of competition rounds.
- 12.4 Round Robin Olympic Points:
- 12.4.1 After each quizzing round has ended Olympic points are awarded as follows:
- 12.4.2 When competition has ended, the team that has accumulated the most Olympic points shall be awarded first place.
- 12.4.3 For this method to work properly, each team must have participated in the same number of competition rounds.
- 12.5 Round Robin Modified Olympic Points:
- 12.5.1 After each quizzing round has ended; Olympic points are awarded as follows:
1st Place – 10 points plus 1 point for every 10 points over 100 points or 10% of the total points scored with a minimum of 10 points.
2nd Place – 5 points plus 1 point for every 10 points over 60 points or 10% of the total points – 1 point with a minimum of 5 points.
3rd Place – 1 point plus 1 point for every 10 points over 30 points or 10% of the total points – 2 points with a minimum of 1 point.
- 12.5.2 When competition has ended, the team that has accumulated the most modified Olympic points shall be awarded first place.
- 12.5.3 For this method to work properly, each team must have participated in the same number of competition rounds.
- 12.6 Single-/Double-/Triple-Elimination Tournament:
- 12.6.1 Teams enter either a single-elimination, double-elimination, or triple-elimination tournament in which one (1), two (2) or three (3) losses, respectively, eliminates the team from further competition.
- 12.6.2 Any number of teams may participate, but the field of teams is narrowed down to a final quiz, the winner is awarded first place.

B. Ties in Team Standing

- 12.7 After all competition has ended, a tie exists between teams in the final standings, the following options may be used to break the tie(s).
- 12.8 These options while listed in suggested sequence may be employed in any sequence agreed upon in advance by all participants.
- 12.9 Head-to-Head:
- 12.9.1 The competition director shall review the round(s) in which the teams in question competed against each other.
- 12.9.2 The team that placed higher in the majority of rounds shall be awarded the higher placing.
- 12.10 If a tie still exists, use Method 2.
- 12.11 TotalPoints:
- 12.11.1 The competition director shall total all points (not Olympic Points) scored in all rounds in which the tied teams quizzed head-to-head.
- 12.11.2 The team with the most total points shall be awarded the higher placing.
- 12.12 If a tie still exists, use Method 3.

12.13 Five-Question Quiz-Off:

- 12.13.1 The competition director shall place the teams in question in a five-question quiz-off.
- 12.13.2 The quizmaster shall ask five toss-up questions. These five questions shall be comprised of: three "General" questions; one "According To" question; and one "Memory" question (any of the three formats).
- 12.13.3 Error points shall be deducted beginning with the first error.
- 12.13.4 No bonus questions will be given or bonus points awarded.
- 12.13.5 At the end of five questions, the team with the most points shall be awarded the higher placing.
- 12.13.6 If, after the five questions, a tie still exists, the quizmaster shall continue reading toss-up questions until (1) a team answers a question correctly, or (2) a team commits an error.

C. Individual Standings

- 12.14 Prior to the beginning of the competition the method shall be agreed upon by the competition director, officials, and all coaches and captains.
- 12.15 The following options are available for use when determining individual standings.
- 12.16 Average Score: Determined by dividing the total points scored during competition by the total number of rounds in which the quizzers participated (was listed on the official team lineup). The individual with the highest average number of points shall be awarded the higher placing.
- 12.17 Total Points: Determined by adding the total number of points scored by the quizzers throughout the entire competition thus far. The individual with the most total points shall be awarded the higher placing. To create a fair comparison between quizzers, they must have participated in the same number of competition rounds.

D. Ties In Individual Standings

- 12.18 If after all competition has ended, a tie exists between individuals in the final standings, the following options may be used to break the tie(s).
- 12.19 These options while listed in suggested sequence may be employed in any sequence agreed upon in advance by all participants.
- 12.20 Total Errors: Determined by counting the total number of errors made by each of the tied quizzers thus far in the competition. The individual with the fewest errors shall be awarded the higher placing. To create a fair comparison between quizzers, they must have participated in the same number of competition rounds.
- 12.21 If, after determining total errors, a tie still exists, use Method 2
- 12.22 Five-Question Quiz-Off: The competition director shall place the tied quizzers in a five-question quiz-off.
 - 12.22.1 The quizmaster shall ask five toss-up questions. These five questions shall be comprised of: three "General" questions; one "According To" question; and one "Memory" question (any of the three formats).
 - 12.22.2 Error points shall be deducted beginning with the first error.
 - 12.22.3 There shall be no error outs (It is possible for a quizzers to miss questions 1, 2 and 3 and get questions 4 and 5 correct and win the quiz-off).
 - 12.22.4 No bonus questions will be given and no bonus points will be awarded.
- 12.23 If, after the five questions, a tie still exists, the quizmaster shall continue reading toss-up questions until (1) a quizzers answers a question correctly, or (2) a quizzers commits an error.

SECTION THIRTEEN: DETERMINING ALL-STAR TEAMS

A. Methods

- 13.1 One of the following four methods of selecting an All-Star team may be used or another method approved by the appropriate district or field leadership:

B. "2-1-2" Method

- 13.2 All selections are based on the average of the individual scores for all competition rounds excluding the finals.
- 13.3 The quizzers with the highest two averages from the first-place team shall be selected to the all-star team. Suggestion is that each of these quizzers be within the top n (where n is the number of teams) quizzers based on the average in 13.2 above.
- 13.4 The quizzer with the highest average from the second-place team shall also be selected to the all-star team. Suggestion is that each of these quizzers be within the top n (where n is the number of teams) quizzers based on the average in 13.2 above.
- 13.5 The final two members shall be the two remaining quizzers with the highest individual averages.
- 13.6 Alternates shall be chosen from the remaining quizzers, based upon their average scores.
- 13.6.1 Reasoning for this selection method: Quizzers on high-placing teams often face difficult competition from their fellow team members. A quizzer who averages 40 points per quiz as the second-place quizzer on the winning team could possibly average 70 to 90 points per quiz if he/she were on a team with less intra-team competition.

C. "Top 10" Method

- 13.7 The top 10 quizzers based upon the average of the individual scores from all competition rounds (excluding the finals) shall be invited to compete in the "Top 10" competition. This competition may be held immediately following the event or at another time (or times).
- 13.8 "Top 10" competition for these invited quizzers shall continue for at least 3 and no more than 10 rounds.
- 13.9 The number of rounds shall be communicated by the district quiz director to the quizmaster, coaches and top ten quizzers prior to the start of the competition.
- 13.10 An official time-out shall be taken after every 10 questions. Each quizzer may confer with only one coach during time-outs.
- 13.11 No bonus questions shall be given.
- 13.12 Quizzers correctly answering four toss-up questions in a round without committing an error shall be awarded a 10-point bonus.
- 13.13 Error points shall be deducted beginning with the second error by an individual.
- 13.14 The second foul by a quizzer in one round shall be a deduction of 10 points from his/her personal score. Three fouls by a quizzer in one round eliminates him/her from competition for the remainder of that round.
- 13.15 Only one challenge and rebuttal shall be permitted per question.
- 13.16 If the original decision was correct, only the first quizzer recognized may challenge. The only rebuttal may come from the quizzer who gave the original answer.
- 13.17 If the original decision was incorrect, only the quizzer who committed the error may challenge. The only rebuttal may come from the first quizzer recognized.
- 13.18 Only one appeal shall be permitted per question by the first quizzer recognized.
- 13.19 The quizzers with the top five average scores following the "Top 10" competition rounds shall be designated the All-Star team.
- 13.20 The quizzers with the second five best average scores during the "Top 10" competition will serve as first-through fifth-alternate to the All-Star team.

D. "Top 12" Method

- 13.21 The top 12 quizzers (or any number—i.e., 10, 15, 20, 30—agreed upon in advance by all participants) based upon the average of the individual scores from all competition rounds (excluding the finals) shall be invited to compete in the "Top 12" competition. This competition may be held immediately following the event or at another time (or times).
- 13.22 All quizzers shall be asked questions as under competition arrangement. The first five quizzers to accumulate 100 points qualify for the All-Star team.
- 13.23 Once a quizzer has accumulated 100 points, he/she is eliminated from further competition.
- 13.24 An official time-out shall be taken after every 10 questions. Each quizzer may confer with only one coach during time-outs.
- 13.25 No bonus questions shall be given.
- 13.26 No bonus points shall be awarded.
- 13.27 Beginning with the second individual foul, all fouls committed by a quizzer shall be a deduction of 10 points from his/her personal score. (These fouls accumulate throughout the entire "Top 12" competition; however, three or more fouls do not eliminate the quizzer from further competition.)
- 13.28 Error points shall be deducted beginning with the third individual error.
- 13.29 A quizzer shall be eliminated from competition with the seventh individual error.

- 13.4.11 If the original decision was correct, only the first quizzer recognized may challenge. The only rebuttal may come from the quizzer who gave the original answer.
- 13.4.12 If the original decision was incorrect, only the quizzer who committed the error may challenge. The only rebuttal may come from the first quizzer recognized.
- 13.4.13 Only one appeal shall be permitted per question by the first quizzer recognized. (3) In the event that all quizzers have been eliminated from competition (by accumulating 100 points or committing seven errors) before five individuals have qualified for the all-star team, the competition director shall review the scores of those quizzers eliminated by errors. The quizzers(s) with the highest total number of points at that point shall fill the remaining spots on the all-star team.

E. "Top 16" Method (can be modified for Top 20 or Top 24)

- 13.5.1 The top 16 quizzers based upon the average of the individual scores from all competition rounds (excluding the finals) shall be invited to compete in the "Top 16" competition.
- 13.5.2 The competition director shall divide the 16 quizzers into four teams of four members each, based upon their individual ranking from the round-robin competition. Initial team make-up shall be as follows:

	Team #1	Team #2	Team #3	Team #4
	1	2	3	4
Quizzer #	8	7	6	5
	9	10	11	12
	16	15	14	13

These teams shall quiz a three-round tournament as follows:

- Round 1: Team 1 / Team 2 Team 3 / Team 4
- Round 2. Team 1 / Team 3 Team 2 / Team 4
- Round 3. Team 2 / Team 3 Team 4 / Team 1

Following these rounds, the competition shall reorder team members into four new teams as follows:

	Team #1	Team #2	Team #3	Team #4
	1	2	3	4
Quizzer #	7	6	5	8
	11	12	9	10
	13	16	15	14

These "new" teams will repeat the three-round tournament.

- 13.5.3 Specific guidelines for the "Top 16" competition are:
- 13.5.4 An official time-out shall be taken after every 10 questions. Each quizzer may confer with only one coach during time-outs.
- 13.5.5 No bonus questions shall be given.
- 13.5.6 Quizzers correctly answering four toss-up questions in a round without committing an error shall be awarded a 10-point bonus.
- 13.5.7 Error points shall be deducted from a quizzer's personal score beginning with his/her second error.
- 13.5.8 The second foul by a quizzer in one round shall be a deduction of 10 points from his/her personal score. Three fouls by a quizzer in one round eliminates him/her from competition for the remainder of that round.
- 13.5.9 Only one challenge and rebuttal shall be permitted per question.
- 13.5.10 If the original decision was correct, only the first quizzer recognized may challenge. The only rebuttal may come from the quizzer who gave the original answer.
- 13.5.11 If the original decision was incorrect, only the quizzer who committed the error may challenge. The only rebuttal may come from the first quizzer recognized.
- 13.5.12 Only one appeal shall be permitted per question by the first quizzer recognized.
- 13.5.13 The quizzers with the top five average scores following the "Top 16" competition rounds shall be designated the All-Star team.
- 13.5.14 The quizzers with the second five best average scores during the competition will serve as first- through fifth-alternate to team.

F. Optional Modifications

- 13.6 The following modifications may be used, provided they are agreed upon before the competition:
 - 13.6.1 A quizzer's average score from the round-robin competition may be factored into his/her final individual score, perhaps in place of one of the "Top 10" rounds, for instance.
 - 13.6.2 At the conclusion of the individual placement rounds, the competition director may elect to exclude each quizzer's best and/or worst scoring round from the final point tabulation.
 - 13.6.3 If at the conclusion of any of the above procedures a tie exists among individuals, the competition director may use the affected quizzers' average/total points from the earlier round-robin competition to break the tie, or he/she may place the affected quizzers in a five-question quiz-off.

SECTION FOURTEEN: BIBLE QUIZZING MINISTRY LEVELS

A. Local Quizzing

- 14.1 Local Churches
 - 14.1.1 A local church team shall be formed from eligible NYI members of the same local church.
 - 14.1.2 A local church may form multiple teams for a quiz event.
 - 14.1.3 A local church team may compete at zone/district invitationals or multi-district invitationals throughout the quiz year.
- 14.2 Two local churches on the same district may form a combined team for participation at zone/district invitationals if approved by the district quiz director in consultation with the District NYI Council.
- 14.3 Near the end of a quiz season, quizzers on a local church team may qualify to advance to a series of quiz events. These include the zone finals, district finals, regional finals, and international finals.

B. Zone Finals

- 14.4 All local churches on a zone may participate in the zone finals.
 - 14.4.1 Rather than schedule zone finals on each zone, a district quiz director may allow all local churches on that district to send teams to the district finals.
 - 14.4.2 The zone finals shall take place during the second half of the quiz year before the district finals.
- 14.5 Zone format-The district quiz director shall:
 - 14.5.1 Determine the format of the competition and the method for the selection of the zone all-star team. This should be communicated to all officials, coaches, and captains prior to the start of the competition.
 - 14.5.2 Select the officials for the zone finals.
 - 14.5.1 Distribute the official questions to the quizmaster(s) prior to the start of the competition. These questions are confidential prior to the zone finals.
- 14.6 A zone all-star team shall be chosen to represent the zone at the district finals.
 - 14.6.1 The district quiz director may permit multiple zone all-star teams (or the top local team and the zone all-star team) from the same zone to participate in the district finals.
 - 14.6.2 If only one team exists within a zone, it may represent the entire zone at the district finals.
- 14.7 All teams advancing to the district finals may use the zone questions in preparation for the district finals after all the zone finals on that district have been completed.
- 14.8 The district quiz director, with the approval of the District NYI Council, may alter the format of the zone finals as needed. This may include the format of the competition, team entry requirements at the zone finals, the combination or division of zones, as well as the requirements for advancement to the district finals.

C. District Finals

- 14.9 All zones on a district may participate in the district finals.
 - 14.9.1 Rather than schedule zone finals on each zone, a district quiz director may allow all local churches on that district to send a team to the district finals.
- 14.10 The district finals should take place during the second half of the quiz year after all zone finals on that district have been completed and before the regional finals.
- 14.11 The district quiz director shall:
 - 14.11.1 Determine the format of the competition and the method for the selection of the district all-star team. This should be communicated to all officials, coaches, and captains prior to the start of the competition.
 - 14.11.2 Select the officials for the district finals.
 - 14.11.3 Distribute the official questions to the quizmaster(s) prior to the start of the competition. These questions are confidential prior to the district finals.
- 14.12 A district all-star team shall be chosen to represent the district at the regional finals.
 - 14.12.1 The regional quiz director may permit multiple district all-star teams (or the top local team and the district all-star team) from the same district to participate in the regional finals.
 - 14.12.2 If only one local/zone team exists within a district, it may represent the entire district at the regional finals.
- 14.13 All teams advancing to the regional finals may use the district questions in preparation for the regional finals after all the district finals on that region have been completed.
- 14.14 The district quiz director, with the approval of the District NYI Council, may alter the format of the district finals as needed. This may include the format of the competition, team entry requirements at the district finals, the combination or division of zones, as well as the requirements for advancement to the regional finals.

D. Regional Finals

- 14.15 All districts on a region may participate in the regional finals.
- 14.16 The regional finals should take place during the second half of the quiz year after all district finals on that region have been completed and before the General Assembly, NYC or USA/Canada finals.
- 14.17 The regional quiz director with the approval of a regional quiz council and/or the regional president from the USA/Canada NYI Council shall:
 - 14.17.1 Determine the format of the competition and the method for the selection of the regional all-star team. This should be communicated to all officials, coaches, and captains prior to the start of the competition.
 - 14.17.2 Select the officials for the regional finals.

- 14.17.3 Distribute the official questions to the quizmaster(s) prior to the start of the competition. These questions are
- 14.18 A regional all-star team(s) shall be chosen to represent the region at the General Assembly, NYC or USA/Canada finals.
 - 14.18.1 The USA/Canada NYI Quiz representative may permit, with the approval of the Global Ministry Center approval, multiple regional all-star teams from the same region to participate in the General Assembly, NYC or USA/Canada finals.
- 14.19 All teams advancing to the General Assembly, NYC or USA/Canada finals may use the regional questions in preparation for the General Assembly, NYC or USA/Canada finals after all regional finals have been completed.
- 14.20 The regional quiz director, with the approval of the Regional NYI Council, may alter the format of the regional finals as needed. This may include the format of the competition, team entry requirements at the regional finals, the combination or division of districts, as well as the requirements for advancement to the General Assembly, NYC or USA/Canada finals.

E. General Assembly, NYC, USA/Canada (commonly referred to as Q) or Global Finals

- 14.21 Any global region may participate in General Assembly finals. The USA/Canada NYI Quiz representative may invite, with Global Ministry Center approval, global regions to the USA/Canada finals.
- 14.22 USA/Canada finals may include (but are not limited to) the quadrennial quiz event at the Global NYI Convention and NYC.
 - 14.22.1 The competition format for Nazarene Youth Conference and Global NYI Convention includes regional all-star teams only.
 - 14.22.2 Any international finals shall be organized by the Global Quiz Coordinator in cooperation with NYI, the Global NYI Council, and the Global Quiz Council.
- 14.23 Additional global finals may include regional or field finals at events such as Regional or Field Youth Conferences.
 - 14.23.1 If a regional structure allows for it, General Assembly, NYC or USA/Canada finals and/or field finals may take place before the regional finals, except in the USA/Canada region.
 - 14.23.2 If multiple languages are represented on a region or field, provisions may be made for multilingual quizzing competition in a format to be determined by the regional quiz director.

SECTION FIFTEEN: GLOSSARY

ACCEPTED CHALLENGE is a challenge that the quizmaster has determined contains sufficient grounds to reverse the original decision by the officials.

ALL-STAR TEAM is the team selected to represent a larger group of quizzers and teams at the next competition level.

AMBIGUOUS QUESTION is where the wording is identical but can have different answers depending on the reference. Usually restricted to according to questions, sometimes appears as a general question.

APPEAL is a request to the quizmaster to throw out a question because of a misreading or other quizmaster error, any erroneous information (including incorrect/improper grammar) contained in the question and/or answer, or auditory/visual interference (extreme noise, faulty sound or lighting system, etc.). (See THE QUIZ, Appeals for further guidelines.)

AUDITORY/VISUAL INTERFERENCE is excessive or sudden noise/distraction that interrupts a quizzer's concentration.

BIBLICAL PASSAGE is a portion of scripture that discusses one concept or event (for convenience, when appropriate, the NIV 2011 section titles may be used).

BONUS POINTS are any points awarded a team and/or individual beyond the standard 20 points awarded for a correctly answered toss-up question. See SCORING for more information.

BONUS QUESTION is a free question given to a team or teams after an error by their opponent(s). The question must be answered by the quizzer(s) on the seat(s) corresponding to the quizzer who committed the error. A quizzer is not penalized for an incorrect answer to a bonus question; a correct answer is worth 10 points to the team score.

CAPTAIN is the only quizzer on a team permitted to present an appeal, a challenge, or a rebuttal, and to request a time-out. The team shall have a captain appointed at all times. The designated captain can be the substitute to start a round but the co-captain then becomes the active captain at the actual start of the round (reading of questions). If the captain is substituted (co-captain becomes the captain) and then is returned to active, he/she becomes the captain again.

CHALLENGE is a request by a captain that the quizmaster reconsider the original ruling on a toss-up question.

COACH is the adult assisting the quiz team throughout quiz and/or the year.

CO-CAPTAIN is the quizzer who assumes the duties of the captain when the captain becomes ineligible or inactive.

COMPETITION METHOD is the method of determining team and/or individual standings (or the all-star team) agreed upon in advance by all participants.

CONTENT JUDGE is the official responsible for assisting the quizmaster in ruling on the answers, in considering challenges and appeals, and in interpreting the official rules.

DISTRICT QUIZZING refers to the level of quizzing corresponding to the geographical organization in the Church of the Nazarene.

ERRONEOUS INFORMATION is any material given by the quizmaster or by a quizzer at any time that is incorrect. Correctness shall be determined by The Holy Bible, New International Version (1984 for the 2012-13 and then NIV 2011 for subsequent years) edition.

ERROR is an incorrect answer to a toss-up question.

ERROR-OUT is when an individual quizzer has three questions ruled incorrect in a single round and is thereby disqualified from participation in the remainder of that quiz round.

FOUL is an unfair act to gain an advantage during jumping or answering or any other action or attitude not in accordance with the Quiz Code. This is a judgment call on the part of the officials.

FOUL-OUT is when an individual quizzer has three fouls call on him/her in a single round and is thereby disqualified from participation in the remainder of that quiz round.

FOUL JUDGE is an official responsible for calling all fouls committed during a quiz. Any official (i.e., content judge, scorekeeper, etc.) may also serve as a foul judge.

GENERAL QUESTION is a general knowledge question characterized by—but not limited to—basic interrogative questions (who, what, where, when, etc.).

GLOBAL QUIZ COORDINATOR is the staff member of NYI responsible for overseeing the Bible quizzing ministry. The Global Quiz Coordinator shall work closely with the Global Quiz Council and the Global NYI Council in determining rules, guidelines, mission, and focus for Bible Quizzing Ministry.

GLOBAL QUIZ COUNCIL (GQC) is the representative committee and team of Global ministers who work closely with the Global Quiz Coordinator and the Global NYI Council in determining rules, guidelines, mission, and focus for Bible Quizzing Ministry.

INDIVIDUAL FOUL is the term used to designate a violation committed by an individual quizzer. An individual foul counts toward the cumulative total of both individual and team fouls.

INTERNATIONAL QUIZZING refers to a level of quizzing open to all regions in the Church of the Nazarene.

INVERSE of a question is another question that treats the answer of the original question as the primary basis of the new question.

This new question is then considered an acceptable "inverse" if it can be answered by the information given in the original question. It is acceptable in Nazarene Bible quizzing to provide either the printed question/answer combination or its "inverse." Examples of this situation include:

Original Questions/Answers

Q. According To Luke chapter 21: verse 33, what did Jesus say will not pass away?

A. Heaven and earth (Luke 21:33)

Q. According To Philippians chapter 1: verse 1, who are Paul and Timothy?

A. Servants of Christ Jesus (Phil. 1:1)

Q. What are open graves?

A. Their throats (Rom. 3.13)

Acceptable Inverse examples

Q. According To Luke chapter 21: verse 33, who said heaven and earth will not pass away?

A. Jesus (Luke 21:33)

Q. According To Philippians chapter 1: verse 1, who are servants of Christ?

A. Paul and Timothy (Phil. 1:1)

Q. What are their throats?

A. Open graves (Rom. 3.13)

JUMP is a quizzer's weight leaving the seat toward a standing position. (7.1 and 7.2 for definitions of valid versus invalid jumps)

JUMP JUDGE is responsible for determining the first quizzer to jump.

JUMP SEATS are electronic equipment used to determine the first quizzer to jump.

LOCAL QUIZZING refers to a level of quizzing involving an individual church or team.

MEMORY VERSE A scripture chosen as an official MEMORY VERSE for NYI Bible quizzing is a verse, or verses, that speaks directly to the message being shared through the portion of scripture being studied during that quizzing season. It is hoped that the study and memorization of these Memory Verses will provide quizzers with a brief overview or outline of that year's material, useful both in personal study and application and in the sharing of the message with others. For this reason, those scriptures identified as official Memory Verses should contain complete thoughts and should not lose their true meaning when taken out of the larger context of the surrounding text. Approximately 100 of these verses are selected each year (depending upon the length of the material being studied) and appear in competition in any of three possible formats: "Quote" questions, "Verse" questions, and "Reference" questions.

OVERRULED CHALLENGE is a challenge that the quizmaster has determined contains insufficient grounds to reverse the original decision by the officials.

PLATFORM is that part of the quiz area designated for the active quizzer seating and for quizzers to answer questions and bonuses, the captain making challenges, appeals, rebuttals and calling a time out.

PENALTY POINTS are any points deducted from the team and/or individual scores According To the guidelines listed under SCORING.

PRE-JUMP is a jump by a quizzer before the quizmaster has completed reading the question. The quizzer must correctly finish the question and supply the correct answer. The quizzer may ask the quizmaster if the question is complete.

QUESTION is the requesting of information, by the quizmaster, by which points are earned. See THE QUESTIONS for more information.

QUIZ AREA is the space occupied by quizzers eligible to answer questions (active), substitutes (one per team), one coach per team (all that are indicated on the lineup form) and officials. See the illustration at the end of the glossary.

QUIZ/ROUND is the 20 toss-up question competition between teams. At the end of the 20 questions, the team that has accumulated the most points shall be declared the winner.

QUIZ-OUT is when an individual quizzer has correctly answered four questions in a single round and is thereby disqualified from participation in the remainder of that quiz round.

QUIZ CODE contains the guidelines and standards by which all participants in youth Bible quizzing ministry shall abide. Any action or attitude that contradicts this code is inappropriate and should be discussed and reviewed by the appropriate leadership.

QUIZMASTER is the official responsible for the reading the questions; ruling on the answers, challenges, and appeals; interpreting the official rules; and making certain all actions and attitudes taken by quizzers and officials adhere to the Quiz Code.

QUIZ SEASON is that amount of time from the beginning of practice and Bible Study at the local level until the ending of the study of a book(s) or until a national/international event.

QUIZZER is a member of the team participating in the quizzing competition.

REBUTTAL is the comment by a captain in reference to a challenge by the captain of an opposing team(s).

REGIONAL QUIZZING refers to a quizzing event encompassing districts, fields, or countries within a region within the Church of the Nazarene.

ROUND ROBIN is a method of competition in which each team quizzes against all others (within its league if multiple groupings are necessary). The event champion is determined by the best win-loss record.

RULE is a regulation established by the Global NYI Council to be used in determining the protocol of competition.

RULING is the decision made by an official in determining time limits, jumping, answering, challenging and appealing, or fouls.

SCOREKEEPER is the official responsible for recording the points awarded to and/or deducted from each quizzer and team, and for noting fouls, time-outs, and substitutions on the official scoresheet. The scorekeeper should notify the quizmaster of the number of individual fouls, team fouls, individual errors, team errors, of a quizzer quizzing- or erroring-out, and of any other information requested by the quizmaster.

SINGLE/DOUBLE/TRIPLE ELIMINATION are methods of tournament competition whereby one/two/three losses eliminate a team from continuing in the competition.

SPECIALTY QUESTION is a question that asks the quizzer for more specific information than is required by a general question.

See THE QUESTIONS for a complete listing of the different types of specialty questions. **SUBSTITUTE/ALTERNATE** is a quizzer not currently active in jumping to answer questions. **TEAM** is the five (or fewer) quizzers competing together in a single quiz.

TEAM FOUL is the term used to designate a foul committed by multiple quizzers, or one that occurs between quizzer and the coach, or between quizzers and/or coaches and the audience.

TEAM LINEUP is submitted to the scorekeeper by the coach before any given round. The team lineup shows the order in which the team members will sit during that round and also denotes which quizzers will be serving as captain, co-captain, and substitute.

THREE-TEAM QUIZZING is a method of competition in which three teams compete with each other in a quiz.

TIE is an equal score between teams and/or individuals at the conclusion of the scheduled round(s) of quizzing

TIEBREAKER QUESTIONS are used to break a tie in the team score at the end of a round. Points scored on tiebreaker questions are used only to determine placing in that round and do not count toward team or individual scores. Tiebreaker questions shall always be "General" questions.

TIMEKEEPER is the official responsible for determining that all teams and quizzers are in compliance with the time limits.

Any official may also serve as timekeeper.

TIME-OUT is the 60-second (or a shorter time called by the quizmaster; due to shortness of time, etc.; or by the tournament director before the start of a tournament) break in the reading of questions requested by a coach, captain, or official. In two-team quizzing, each team is allowed two time-outs; in three-team quizzing, each team is allowed only one time-out.

TOSS-UP QUESTION is a jump question open to all teams.

TWO-TEAM QUIZZING is a method of competition in which two teams compete with each other in a quiz.

ZONE QUIZZING refers to a level of competition encompassing local churches as set forth by the organization of Church of the Nazarene.

Quiz Area layout

