

MENNONITE YOUTH OF EASTERN CANADA BIBLE QUIZ RULES

I. STATEMENT OF PURPOSE

Bible quizzing is another setting in which God may become more meaningful to persons who expose themselves to the scriptures in study and expression. The team experience of quizzing and practice offers further opportunity for close spiritual and personal fellowship and prayer. The expression of persons who have quizzed provides ample support that this setting, with its limitations and problems, can be used of the Spirit. The spiritual effectiveness of the quizzing program depends a great deal on the quiz team coach and his/her leadership. Bible quizzing can also be a lot of fun and provides an excellent opportunity to meet old and new friends from other youth groups.

II. LEAGUE ORGANIZATION

- A. **Finances:** Each team will pay a registration fee.
- B. **Atmosphere:** A quiz meet should appropriately begin with prayer. The electronic equipment adds to the excitement and competition of the meet. However, a strong sense of competition can also ruin the meet. Quizzing is much more enjoyable when good answers are appreciated no matter which team gives them, and when the team questions are considered an opportunity to integrate the scriptures into our lives.
- C. **Quiz Match:** Consists of two teams competing against each other in a twenty question match.
- Eight (8) Designated questions.
 - Fifteen (15) Short Answer, buzzer questions
 - Two (2) Interpretive questions (one for each team).
- D. **Team Requirements:**
1. Each team is composed of no more than six quizzers (four regular and two substitutes) and a coach.
 2. Each team must have a captain (normally the quizzers in chair number one). The captain serves as the contact person for the quizzing committee. S/he also is responsible for giving line-ups to scorekeeper before the match.
 3. A church youth group may have more than one team. Each group decides how it will select its team(s). In some cases two churches may go together to form a team. Youth from other denominational churches may participate.
 4. Any person who has at any time during the quizzing season been a member of one team, may not become a member of a second team.
 5. Quizzers must be of Youth Group age up to and including age 20 as of January 1 of the year of the quiz competition.

6. Each team is required to supply two responsible people for each quiz: one to be a scorekeeper and the other, a timer.

III. PERSONNEL AND EQUIPMENT

- A. **Quiz Master:** The quiz master is the single most important person in the smooth running of a quiz. S/he knows the rules and the quiz questions thoroughly. Control of the quiz is in her/his hands. Her/his tasks include: reading all questions, beginning with "Question number _____" (chapter and verse should not be included unless the question is written that way); announcing designated questions; calling fouls; hearing appeals; consulting with judges; proclaiming each question "correct" or "incorrect." Quizzers must respect the authority of the quiz master.

The quiz master will receive a copy of the quizzes prior to the event. Any questions or concerns should be directed to the Bible Quiz Coordinator prior to the event.

- B. **Judges:** Two judges will be present at each quiz. They help the quizmaster to determine the accuracy of short answer questions and consult together to award points for team questions. They also follow each question to make sure that it is read correctly.
- C. **Timers:** They keep watch over the time allowed for each question and for times-out. (see V. A.).
- D. **Scorekeepers:** Scorekeepers record the running score in a match, inform the quiz master of violations, quiz-outs, number of correct and incorrect answers given by each player, individual and team scores, errors, line-ups and substitutes. Scores shall be recorded on official score sheets and kept as a record of the match.
- E. **Equipment:** Equipment includes eight chairs, four for each team; one table for each team; name tags (supplied by the teams); a table and chairs for officials; microphones (where necessary); hand-operated electronic quiz equipment; official score sheets; stop-watch; overhead projector; screen; pencils; paper.

IV. QUESTION COMPOSITION

- A. **Preparation:** Questions are prepared and organized into quiz matches by a by a task group and MCEC administration. Questions are read for accuracy by the Quiz Masters prior to the quiz.
- B. **Types:**
 - 1) **Designated questions:** Each quiz will begin with eight questions, one assigned to each quizzier. These questions are answered without the use of electronic equipment. Questions answered incorrectly will be directed to the corresponding player on the opposing team. These questions are intended to give each player opportunity for involvement.
 - 2) **Short answer, buzzer questions:** These questions require short objective answers and are designed to test comprehensive knowledge and recall.
 - 3) **Team questions:** Each team will be assigned one team question. These questions require longer answers, often based on more than one verse of passage. They may

also focus on background issues.

Team questions will be projected onto a screen and the team will be given a paper and pencil with which to record ideas. Players may consult together for two (2) minutes before answering. One player is chosen to present the team answer in ninety (90) seconds or less. (The paper and pencil are removed after the answer is given.)

These questions are designed to help players interpret the more complex ideas or themes in the study materials and apply them in the contemporary church and social settings.

The entire team (including the substitutes and those who have quizzed out, but excluding the coach) may prepare the answer to the team questions.

- C. **Text:** All questions and answers will be based and judged on the NEW INTERNATIONAL VERSION. Some questions may make reference to the footnotes of the NIV in order to make the question more clear, but no question shall require an answer based on the footnotes (see also IV. B. 3).

V. ANSWERING

- A. **Time Limits:** From the time the quizzer's name has been called s/he has:
- 1) five seconds to start answering (any intelligible word);
 - 2) fifteen seconds to finish short answer questions;
 - 3) the team has two minutes to discuss the team question and ninety seconds to answer (timing begins from the first word uttered by the respondent or 15 seconds after the two minute discussion period has ended, whichever comes first).
- In the event that the quizzers are slow to respond with the buzzers, wait the full fifteen seconds for someone to respond.
- B. **Questions Completion:** If the quizzer responds before the question is finished, the quizmaster stops reading the question immediately. The quizzer must give the correct answer, but the quiz master will not be required to finish the question.
- C. **Incorrect Answers:** Each quizzer has only one try at each question. The first answer is the only one considered. (If the quizzer contradicts him/herself on a designated or buzzer question, the quiz master need not wait twenty seconds, but may rule the answer incorrect immediately.) A quizzer may change a word or two or a short phrase if he or she does so before completing the answer (see also part VI).
- D. **Bonus Questions:** If a question is missed, the quizzer in the corresponding position on the opposing team is given a chance to answer it. The quiz master will reread the question at this time. When a vacant chair would have opportunity for a bonus question, the quizzer on the next chair answers (e.g., if chair 2 is vacant, chair 3 answers; if chair 4 is vacant, chair 1 answers).
- E. **Replacement Questions:** If an answer is revealed (by the officials or the audience) before the quizzer has answered, a replacement question will be selected. A replacement question will also be used if a question is ruled nonsensical or otherwise inappropriate. If an answer is revealed before a bonus question is given the error stands and a replacement question is given to the person eligible for the bonus question.

VI. ERRORS

- A. Any incorrect answer to a regular question is an error. (Does not apply to bonus questions.)
- B. Failure to start the answer within five seconds or complete it in fifteen seconds is an error.
- C. After three errors, a quizzer shall be removed permanently from the match. S/he may not be replaced by a substitute, however s/he will be able to participate in a team question.

VII. SCORING

- A. **Designated and Buzzer Questions:** A correct answer counts ten points.
- B. **Bonus Questions:** All Bonus answers for questions 1-16 score 5 points. Bonus answers for questions 19-25 score 10 points.
- C. **Team Questions:** Team questions are worth anywhere from 0 - 40 points depending on the quality of the answer. The breakdown of points is standardized ahead of time. Judges will explain their decision when they announce the team's score. Generally, a maximum of 20 points will be awarded for demonstrating an understanding of the texts and their background, and another maximum of 20 points will be awarded for applying the texts to the contemporary church and/or social settings..
- D. **Quizzing Out:** A quizzer quizzes out **after** scoring thirty-five points or more including bonus question points. The thirty-five points do not include quiz-out points or points for team questions. S/he may be replaced by a substitute or may remain in the quiz. If s/he remains, s/he may answer only bonus questions and team questions.
- E. **Quiz-out Points:** A quiz-out gives a bonus of five points to the team.
- F. **Bonus Points:** Twenty bonus points are awarded to a team when four different members of the team have answered **regular** questions correctly. (Bonus and team questions do not count.)

VIII. TIME OUT

- A. Only the quizzers may call a time out. Each team may call up to four time outs.
- B. The quiz master may call technical time outs. (These do not count against any team.)
- C. Each time out will be not more than thirty seconds long.

IX. SUBSTITUTION

- A. A substitute may replace any quizzer during any time out. The quizzer who is replaced becomes a substitute. If a quizzer who quizzes out is replaced immediately no time out is necessary.
- B. A quizzer may not be replaced after he makes three errors (see VI. C.).
- C. A quizzer who has quizzed-out may not re-enter the match (see VII. D.).
- D. Quizzers may change chair positions during a time out. Quizzers may not change chairs during designated questions if it means that one quizzer will answer twice or one quizzer will not have the opportunity to answer a designated question. This restriction does not apply to bonus questions

X. APPEALS

Either team may appeal a decision subject to these rules:

- A. **Team questions:** An appeal must be made immediately following the judge's decision. It may not be made after a time out. A team cannot appeal a decision on the other team's team question. An appeal is made to the judges. The judges consult together and with the quiz master before responding to the appeal.
- B. **Buzzer and designated questions:** Appeals may be made only after the bonus question has been answered. It may not be made after a time out. A team may appeal the decision on the opposing team's buzzer or designated questions. In this case, the first team does have the opportunity to appeal the appeal decision if it is not in their favour. (i.e. Team A answers a question which is judged correct. Team B appeals the decision and the decision is reversed. Team A may appeal the reversed decision.) An appeal is made to the quiz master. The quiz master consults with judges before responding to the appeal.
- C. No further discussion is permitted after the judge's (team question) or quiz master's (designated or buzzer question) decision has been announced.
- D. Both questions and answers may be appealed.
- E. Appeals must be made by one (and only one) of the four quizzers on the chairs, except for team questions, where any one person on the team may make an appeal.

XI. FOULS

- A. After one warning, fouls are called for:
 - 1) verbal or non verbal communication between quizzers and/or coach and/or spectators between the time "Question" is called and the answer is judged right or wrong. If an answer is wrong, communication must not take place until the bonus question is judged right or wrong.
 - 2) Five points are deducted from the team for every foul.