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| Nazarene Bible Quizzing Rules Summary |

The Quiz Code

The official motto of Nazarene Youth International comes from 1 Timothy 4:12 - "Don't let anyone look down on you because you are young, but set an example for the believers in speech, in life, in love, in faith and in purity." The role of teen Bible quizzing in this challenge is to help cultivate the actions, attitudes and lifestyle necessary to realize this motto. The quizzing program aims to achieve this goal through a four part approach:

1. by encouraging meaningful Bible study,
2. by developing discipleship and life-application skills,
3. by creating opportunities for interaction and fellowship, and
4. by providing avenues for exciting Christian competition.

These rules are necessary to achieve a program whose purpose and standards are clear and consistent. It is the duty of every person associated with quizzing to uphold the integrity of the rules and the quizzing program. Any attempt to gain an advantage by circumvention, disregard or manipulation of the quizzing rules is unethical and detrimental to the quizzing program and to the ministry it promotes.

Rules alone never prevent unfair tactics or unsportsmanlike attitudes. The actions and attitudes of every person involved (quizzers, coaches, officials, etc.) should be in accord with the purpose and objectives of both the NYI and the quizzing program. The pursuit of success must never dominate the commitment to exhibit a Christ-like example. In every situation - both in and out of quizzing - strive to maintain the standards of the teen Bible quizzing program.

Quoted from the NYI Teen Bible Quizzing Official Rules, 1998 Edition

Rules Summary

*The following summarizes two-team quizzing and covers the basics. Rule page numbers are in parenthesis.*

The Team

1. A quiz team consists of up to 5 quizzers. Each team must appoint a coach (if the team has one), captain, and, if a team has 5 quizzers, a substitute.
2. Age limits: 12 - 18 inclusive.
3. Team members must regularly attend and participate in the Church of the Nazarene and their local youth group (NYI) throughout the season.
4. High School graduates who have not enrolled in college (part time or full time) and are within the age limits may participate in the teen Bible quiz program.

The Officials

1. The quizmaster reads the questions, rules on the answers, challenges and appeals, interprets the rules, and makes sure that all participants adhere to the Quiz Code.
2. The content judge (if there is one) assists the quizmaster in ruling on answers, considering challenges and appeals, and interpreting the rules.
3. The scorekeeper (if there is one) records the points awarded to and/or deducted from each quizzer and team. The scorekeeper also notes fouls, time-outs, and substitutions. The scorekeeper notifies the quizmaster of the number of individual fouls, team fouls, individual errors, team errors, quiz-outs, and error outs.
4. The timekeeper keeps track of all time limits. Any official may also serve as timekeeper.
5. Any official may call fouls.

The Quiz

1. The length of a quiz is 20 questions.
2. All questions (and answers) are based on the 1984 edition of the NIV.
3. All quizzers will be seated facing the quizmaster.
4. Each round of twenty questions has eleven "general" questions and nine specialty questions.

The Specialty Questions

Memory Verse Questions

1. Each round has three memory verse questions.
2. The verse (or verses) must be quoted word-for-word.
3. The types of memory verse questions are "Quote", "Finish this verse", and "Finish this verse and give the reference".
4. A memory verse question can cover multiple verses.

"According to" Questions

1. Each round has four "according to" questions.
2. According to questions supply the quizzer with the chapter and verse from which the question and answer are taken.
3. The intent of an according to question is to direct the quizzer toward a certain passage of Scripture which may be similar other passages being studied.
4. The quizzer's question completion and answer must be based on the verse specified in the question.
5. The answer does not have to be word perfect. However, the answer must convey the meaning of the material in the given verse.
6. If the answer is a person, place, or event, the answer needs to be precise enough to distinguish it from other references.
7. As long as the quizzer provides the correct question finish and answer, it is OK for the quizzer to give additional information from the larger surrounding passage in order to clarify his/her answer.

Situation and Book and Chapter Questions

1. Each round has either a Situation question or a Book and Chapter question.
2. A Situation question requires the quizzer to answer multiple questions regarding the situation surrounding a given quotation. These questions are asked when quizzing over the Gospels or Acts. Possible questions are: Who said it, To Whom, When, Where, How, Why, In Reply/Response to what, About whom, About what, What was the Reply, What was the Response, What was the Result, and In what situation.
3. A Book and Chapter question requires the quizzer to demonstrate his/her knowledge of the material by supplying the correct scriptural reference (book and chapter) for a given quotation.
4. If a quizzer pre-jumps, he/she must "finish the thought". (See page 24.)

Context Questions

1. Each round has one context question.
2. These are designed to encourage a broader knowledge of the material.
3. A wide variety of questions are available. The categories include: general knowledge, complete in essence, questions over footnotes, multiple part answers, multiple part questions, lists, geography, identification, and reference.

The Asking and Answering of Questions

1. The quizmaster will announce the type of "toss-up" question that will be read (page 16).
2. Once the quizmaster has finished reading the question, quizzers have 5 seconds to jump. If no one jumps, the quizmaster will read the answer and go on to the next question. (page 15)
3. If a quizzer jumps, he/she will be recognized by the quizmaster. The quizzer has 30 seconds to answer the question. (See pages 17 - 19)
4. If a quizzer jumps before the quizmaster has finished reading the question, the quizzer is required to finish the question (even without the quizmaster’s prompting) and give the answer.
5. If the question finish and answer are correct, the quizzer earns 20 points. (Page 27)
6. Only the first question/answer combination shall be considered. The first answer is one thought or line of reasoning from which a quizzer cannot recover. However, a quizzer may complete a toss-up question as a multiple part question.
7. All parts of the multi-part question must be from the same Biblical passage. If more than one biblical passage is involved, only the first question shall be considered as the question completion. The only exception is if the question is a context question.
8. All questions must be given prior to giving the corresponding answers.
9. If any incorrect information is provided, the entire answer must be ruled incorrect.
10. Note: In pre-jumping and forming multiple questions, the quizzer takes the risk that he/she will be able to supply the question/answer combination printed on the official's pages or an acceptable inverse.
11. Trinity clarification: On questions involving members of the Trinity, quizzers must supply the correct Member of the Trinity in their answers.

Bonus Questions

1. If either the question finish or the answer is incorrect the quizzer on the other team in the corresponding seat gets the entire question as a bonus question. (Page 20 - 21)
2. The quizmaster will read the entire question and the quizzer has 30 seconds to answer.
3. If the answer is correct, the team earns 10 points. These points go on the bonus/penalty line.
4. Errors and penalties are not given for an incorrect answer to the bonus question.

Quiz Outs

1. Four correct answers to toss-up questions by a quizzer is a quiz-out.
2. If the quizzer does this without any errors, it is a perfect quiz-out, and the quizzer earns 10 additional points for the team that is also included in their individual score.
3. The quizzer cannot answer any questions for the remainder of the quiz.
4. If a substitute is available, he/she must replace the quizzer who quizzed-out.

Error Outs

1. Three errors (incorrect answers to toss-up questions) by a quizzer is an error-out.
2. The quizzer receives a 10-point penalty for the third error.
3. The quizzer cannot answer any questions for the remainder of the quiz.
4. If a substitute is available, he/she must replace the quizzer who errored-out.

Fouls

Any quizzing official may call a foul for the following:

1. Unsportsmanlike conduct.
2. Any communication by a quizzer or coach between the time question is called and before points are awarded.
3. Hands or feet touching the chair while the question is being read.
4. Hands touching the floor while the question is being read.
5. Jumping before the first word of the question.
6. Touching another quizzer between the time question is called and before points are awarded.
7. Anyone on the platform besides the coach and quizzers.
8. Seating order not matching line up.
9. Not coming to a standing position when jumping. (For example: simply raising a leg or leaning to one side.)
10. Starting to answer the question before the quizmaster recognizes the quizzer.

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| **If the foul is committed by:** | **The quizmaster will call a foul and:** |
| Quizzer who won the jump | Give the quizzer an opportunity to complete his/her answer |
| Team member of the quizzer who won the jump and no correct information is supplied | Re-read the question to the quizzer who won the jump stopping at the original point of interruption |
| Team member of the quizzer who won the jump and correct information was supplied | Read a new toss-up question to all teams. |
| Member of the opposing team | Re-read the question to the quizzer who won the jump stopping at the original point of interruption. |

Fouls Outs

1. Three fouls is a foul out and the quizzer must leave the quiz area.

The Captain (pages 11, 28)

1. Only the captain is allowed to challenge, rebut, or appeal.
2. If the captain is out, the coach shall designate a remaining quizzer to be captain.
3. A team must have a quizzer acting as captain

Challenges and Rebuttals (pages 21-22)

1. The captain may challenge a decision if there is reason to believe that the quizmaster has ruled incorrectly on a quizzer's question finish and/or answer.
2. The captain must wait until after the bonus question (if applicable) has been asked, answered, and ruled upon.
3. The challenge must be made prior to the beginning of the next toss-up question.
4. The captain cannot communicate with the coach, other quizzers, or the audience before making a challenge.
5. The captain may challenge the decision only once.
6. Before the quizmaster and content judge consult and rule, the opposing captain will be given an opportunity to rebut the challenge.
7. The challenge must meet the following criteria in order to be upheld:

(1) The substance of the challenge must be correct

(2) The argument in light of the rebuttal must merit a reversal of the original decision.

1. Rulings on bonus questions cannot be challenged.
2. A 2nd overruled challenge is a 10-point team penalty.
3. A challenge with erroneous information is a 10-point team penalty.
4. A rebuttal with erroneous information is a 10-point team penalty.

Appeals (pages 22-23)

1. The captain may appeal to the quizmaster to throw out the question because of a misreading, erroneous information in the question, failure by the quizmaster to announce the type of question, or any excessive auditory/visual interference.
2. The quizmaster shall rule on the appeal and may consult the content judge.
3. No penalties will be imposed for a denied appeal.

The coach

1. One adult may act as coach.
2. The coach or the captain may call time outs.

Time-outs

1. In a two-team quiz each team is allowed two time-outs.
2. After question 18, no time outs are allowed.
3. Time-outs will last no longer than 60 seconds (page 31).
4. Only the coaches, quizzers, and substitutes indicated on the official team lineup may occupy the quiz area during a time-out (page 16).

Substitutions

1. The substitute may enter a quiz during a time-out
2. The substitute must enter a quiz when a quizzer has quizzed-out, errored-out, or fouled-out.
3. Only one quizzer may be substituted during a time-out.

Tie Breaking

1. In the event of a tie after 20 questions, five toss-up questions will be asked.
2. A correct answer is worth 20 points, an error is –10 points, a bonus is 10 points.

Scoring Regulations

(Based on 2002 Rules)

BONUS POINTS

1. +20 points for a correct answer to a toss-up questions (individual score).
2. +10 points for a correct answer to a bonus question (team score).
3. +10 points for correct answers to 4 toss-up questions without an error by an individual (individual score).
4. +10 points for a correct answer to a toss-up question by 3 individuals (team score).
5. +10 points for a correct answer to a toss-up question by 4 individuals (team score).
6. +10 points for a correct answer to a toss-up question by 5 individuals (team score).
7. All points count to the team's running score.

PENALTY POINTS

1. -10 points for a late line-up (team score).
2. -10 points for every error beginning with the 16th question (team score).
3. -10 points for every team error beginning with the 5th team error (team score).
4. -10 points for the 3rd individual error (individual score and error out).
5. -10 points for every team foul beginning with the 2nd team foul (team score).
6. -10 points for every overruled challenge beginning with the 2nd overruled challenge (team score).
7. -10 points for every challenge containing erroneous information (team score).
8. -10 points for every rebuttal containing erroneous information (team score).
9. All penalties count to the team's running score.

Notes on scoring

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| Starting score of a quiz | 0 - 0 |
| The most that can be deducted for any one error | 10 points |
| Can a team or individual have a negative score? | Yes |