**Alaska KJV Bible Quizzing Tournament Rules**

1. **Quizmaster:**
2. The complete control of the quiz is in the hands of the quizmaster at all times.
3. The quizmaster shall work with two or three judges and officials in making decisions, keeping score and time.
4. The quizmaster is responsible for coming up with all questions.
5. Questions will be submitted to the judges prior to the start of the quiz round for the purpose of helping them when a challenge is made.
6. **Team Requirements:**
7. Quiz team members must be between the ages of twelve and twenty-two (12-22).
8. Five (5) members on a team, with a minimum of three (3) permissible to start. There may be unlimited substitutions.
9. A youth sponsor or pastor shall be the coach.
10. Each team captain shall be seated in the first seat.
11. Only the coach or captain may request time-outs, substitutions, or challenge answers.
12. **Platform Rules:** (see important note on page 4)
13. Two teams will compete at a time.
14. Quiz lights will be used whenever possible.
15. The teams will face the audience and the quizmaster.
16. The two coaches will be seated with the subs in the front row (see diagram).



Team Captains

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Team #A Team #B



Coach & Subs for Team #A Quizmaster Coach & Subs for Team #B

1. No Bibles, notebooks, phones, electronic devices, papers, etc. on the platform at any time during the quiz.
2. No talking between quizzers, and subs, except during time-outs.
3. Two 60 second time-outs per team per quiz will be allowed.
4. Substitutions may be made at any break in the quiz.
5. The quizmaster must acknowledge the substitution before it is made.
6. **Questions:**
7. All questions will be over previously assigned material.
8. Each question and answer will be from one specific verse.
9. All questions and quotations will be taken from the King James Version of the Bible.
10. On “Finish this Verse” or “Finish the Quote” questions, the answer must be word perfect.
11. The quizmaster will preface each question by saying the question number and the scripture reference. For example: “Question number 1, according to John 3:16”
12. If the incorrect answer is given, then the question goes to the same numbered quizzer on the other team for a “rebound.” The question may be repeated for the second quizzer upon their request.
13. If there is no corresponding number quizzer on the opposing team the question will be given to the highest number quizzer on the opposing team
14. **Jumping:**
15. Quizzers must move toward full stature. The light operator or spotter will determine which quizzer is up first. Judges may help if needed.
16. A quizzer may not answer until recognized by the quiz master.
17. Once recognized, a quizzer will be given thirty (30) seconds to complete his answer. If a quizzer is still speaking when the time runs out, they will be allowed to finish their answer.
18. A quizzer who jumps before the question is finished must answer to the satisfaction of the quizmaster. On a finish the verse or finish the quote, the quizzer will not be penalized if they repeat all or part of the verse that the quiz master has already said.
19. The first answer given will be considered the quizzer’s official answer.
20. When the quizmaster is looking for a specific answer quoting an entire verse or passage may not necessarily be an acceptable answer.
21. If a quizmaster needs more information, he may wait out the clock.
22. If no quizzer jumps within twenty (20) seconds of the question being asked then the quizmaster will proceed to the next question.

**6. Challenging the question**

1. When a team disagrees with the outcome of a question, they can challenge the question.
2. A challenge can be made when the team believes that the question asked was not right or

the answer given was ruled on incorrectly.

1. The coach or team captain can make the challenge by calling out “challenge”
2. The challenge must be made before the next question is asked.
3. Once the challenge is made the quizmaster will give the question to the opposing team

in the form of a rebound question, the result of the rebound question will only be used if the first answer is determined to be wrong.

1. The person making the challenge will then explain the reason for the challenge.
2. The challenge will then be turned over to the judges where they will determine the validity of the challenge. The judges can rule that the answer is either correct, incorrect or that the

question should be replaced with a new one.

1. A rebound question that is challenged will be explained by the person making the challenge

then ruled on by the judges.

**7. Scoring:**

1. A regular correct answer is worth 20 points. (+20)
2. A “rebound” correct answer is worth 10 points. (+10)
3. An incorrect answer results in minus 10 points. (-10)
4. There is no penalty for answering a “rebound” incorrectly
5. If everyone on the original team answers at least one regular question correctly, a bonus score of twenty points (+20) is given for a five-member team, fifteen (+15) for a four-member team and ten (+10) for a three-member team.
6. If a quizzer answers five regular questions correctly, then the quizzer will be replaced for “quizzing out.”
7. If five regular questions have been answered correctly by a quizzer with no incorrect answers, then a bonus of twenty (+20) points is given when the quizzer is replaced for “quizzing out.”
8. There will be twenty questions in a regular quiz. In the case of a tie, a three-question tie breaker will be given.
9. There will be no bonuses given or quiz outs during a tie breaker.

**8. Competition procedures**

1. The competition will be made up of two events. The first event will be held on the Friday

night prior to the main event. The main event will be held on Saturday morning.

1. The winner of each event will be determined by double elimination (see definition).
2. The purpose of the Friday night quiz meet is to determine the quizzing order for the main

event.

1. The winner of the Friday night competition will be the last team to quiz on Saturday, giving

them the advantage of not being eliminated early in the competition.

1. With the exception of the winner of the Friday night competition, random selection will be

used to determine the quizzing order.

1. Once the initial quizzes take place the teams will be matched up so that they quiz against a

different team as much as possible.

1. The winner of the competition will be given the traveling plaque for the year and have their

name added to it.

1. The competition procedures outlined in article 8. Can be modified if needed to better

accommodate the event.

**Definitions:**

1. **Regular questions and rebound questions**: The first time a question is asked it is a regular question. When the same question is given to a second player on the other team it is called a rebound. Rebound questions and regular questions have different scoring and different benefits but all other procedures are the same.
2. **Double elimination**: When a team loses two events they are knocked out of the competition.
3. **Quiz Out**: If five regular questions have been answered correctly by a quizzer.
4. **Team Bonus**: each quizzer from the original team answers at least one regular question correctly.

**Important Note:** It is requested that the teams behave themselves and dress in a manner that is both honoring to God and respectful to others. All dresses should be of length that is below the knees when sitting and all players should have an attitude that is encouraging to others.

Revision History:

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| **Date:** | **Reason for change** |
| 8/14 | Final Draft created by council |
| 8/15 | Added team member age minimum and maximum |
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“Thy word have I hid in mine heart, that I might not sin against thee.” Psalm 119:11