

This guide supersedes all previous guides.
Participation in the National Bible Bowl Tournament constitutes acceptance of these rules and procedures and any other directives of Bible Bowl.

Bible Bowl exists to immerse students in God's Word, to develop life-long followers of Jesus.

For information about starting Bible Bowl in your church, school, homeschool group, or youth club, visit:

www.BibleBowl.org

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1. GENERAL INFORMATION



1.2. TEXT FOR STUDY AND COMPETITION

- 1.2.0.1.** All questions and answers used in Bible Bowl events are based on the official printed version of the study text produced by the Bible Bowl office. No other versions of the text will be accepted to judge answers given in competition.
- 1.2.0.2.** The Official Study Text is required for each Bible Bowl participant. Many additional resources are available, including flashcards, software, and apps. A current catalog can be found at www.biblebowl.org.
- 1.2.0.3.** The Bible Bowl Office licenses official resources for use by students and sponsors. All resources are copyright protected and may not be duplicated (unless noted).

1.3. CODE OF CONDUCT

- 1.3.0.1.** Bible Bowl is a competitive game and we are excited about how we can challenge and motivate one another through the excitement of friendly competition. It is important, though, that we always strive to play the game with honesty, integrity, and honor as we compete. This applies to how we view our opponents, answering, and the game itself, for both students and adults.
- 1.3.0.2.** Christians are encouraged in the Bible to build one another up, bear one another's burdens, work together, forgive each other, and strive to have the attitude of Christ. Behavior which belittles, insults, or is designed to intimidate others is not tolerated.
- 1.3.0.3.** Intentionally running up the score is not in the spirit of good sportsmanship and is strongly discouraged.
- 1.3.0.4.** All those who are in leadership roles with Bible Bowl (including but not limited to: Director, Board Members, Quizmasters, Question Writers, Tournament Volunteers, etc.) and all attendees (team members, sponsors, parents, audience members, etc.) are expected to respect Biblical values, and adhere to the highest levels of Christian conduct while at the tournament.
- 1.3.0.5.** At the local church (when the team is sponsored by a church), Bible Bowl is intended to supplement the existing youth program, not replace it. Bible Bowl participants are strongly encouraged to take an active role in their church

youth program, and to set the example of positive behavior for Christian youth. As much as possible, adult sponsors are strongly encouraged to schedule Bible Bowl activities around other youth events so that Bible Bowl can be seen by the church leadership and others as being an integral part of the overall church mission, rather than trying to compete against it.

1.4. ELIGIBILITY

1.4.1. Individual Eligibility

- 1.4.1.1.** Any person who has been in 6th through 12th grade any time during the school year in which the Bible Bowl season falls may participate on a Bible Bowl team. A student may participate as a team member on the national level for a maximum of seven years (at each of the two National Tournaments held in each school year).
- 1.4.1.2.** Grade requirements are determined by the student's grade as of September 1 prior to the National Tournament. For students in a homeschooling environment, "grade" refers to the grade in which the student would be if in a traditional school environment as of September 1 prior to the National Tournament. It DOES NOT refer to the level of schoolwork the student is currently engaged in.
- 1.4.1.3.** The number of remaining years of eligibility is determined by a student's first year of participation on the national level. For example, a student who first plays at Nationals as a 10th grader has 2 more years of eligibility. A student who skips a year of participation at the national level loses that year of eligibility.
- 1.4.1.4.** A student who graduates from high school in the middle of the school year may participate on a team for the duration of that school year, even if he is enrolled in college by the time of the National Tournament.
- 1.4.1.5.** In addition to the other rules contained in this rulebook, the final eligibility of any team or individual to participate in the National Tournament will remain

at the discretion of National Bible Bowl.

- 1.4.1.6. Requests for exceptions to the above policies in extenuating circumstances must be submitted to the Rules Committee at rules@biblebowl.org.
- 1.4.1.7. A Beginner division is provided for students in grades 3 to 5; however, leagues may elect to allow students younger than 3rd grade to participate. There is no National Tournament for the Beginner division, although there may be independent tournaments offered each season. Check www.biblebowl.org for more information.

1.4.2. Team Eligibility

- 1.4.2.1. A team is comprised of up to five players who all live in the same area.
- 1.4.2.2. A team is typically sponsored by a church, school, children's home, home-schooling association or co-op, public or private Bible club, or simply an enthusiastic adult who is willing to serve as sponsor.
- 1.4.2.3. Combining teams or adding experienced players from another program solely for the purpose of gaining a competitive advantage is discouraged and will be considered a violation of the spirit of Bible Bowl. All team rosters for the National Tournament are subject to approval by National Bible Bowl.
- 1.4.2.4. Although players can come from multiple sources, the team name will be the state abbreviation where the sponsoring entity is located followed by the name of the single sponsoring entity.

1.5. ELECTRONIC QUIZ EQUIPMENT

- 1.5.0.1. The electronic quiz board provides a signal block to be positioned in front of each contestant at his position on the team. The system is designed so that when a button is pushed, the remaining signal blocks are locked out and cannot sound or light.
- 1.5.0.2. It is the responsibility of each team to verify that their signal blocks are working properly before the start of the game.

1.6. VIDEOTAPING

- 1.6.0.1.** Videotaping of games is permitted as long as it is not disruptive.
- 1.6.0.2.** Bible Bowl retains the rights to all footage containing Bible Bowl questions supplied by the Bible Bowl Office, and reserves the right to ask anyone who posts the video on the internet to remove it for any reason.

2. Bible Bowl GAME RULES



2.1. TEAM & PERSONNEL ARRANGEMENT

- 2.1.0.1.** The contestants must be seated, each team at one table, and facing the audience, with the exception of one player who is permitted to sit at the end of the table. They may sit in any order they choose. The quizmaster will not require the captain to sit in any particular location. The electronic quiz blocks should be positioned immediately in front of each contestant.
- 2.1.0.2.** No more than four players per team may compete at any given time.
- 2.1.0.3.** The board operator sits between the two teams directly behind the control panel of the electronic quiz board, and faces the audience.
- 2.1.0.4.** The quizmaster stands directly opposite the board operator (preferably behind a lectern) with his back to the audience, and facing the contestants.
- 2.1.0.5.** Assistant Quizmaster(s) are seated either directly in front of or to the side of the Quizmaster's lectern.
- 2.1.0.6.** Sponsors of the competing teams take their places as part of the audience.

2.2. DESIGNATION OF CAPTAIN

- 2.2.0.1.** Before the game begins the Quizmaster will ask each team to designate a player who will serve as Captain throughout the game. The Captain is responsible for communicating question category and point value choices to the Quizmaster, as well as all bonus answers and bonus contentions.
- 2.2.0.2.** The Captain may designate another player to serve as Captain in his stead at any time.

2.3. QUESTIONS & POINT VALUES

2.3.1. Types of Questions

- 2.3.1.1. A game consists of toss-up questions which may be answered without team consultation by a player on either team, and bonus questions which allow team consultation.
- 2.3.1.2. No questions requiring textual interpretation will be asked.
- 2.3.1.3. All words and numbers comprising answers to questions must be found in the scripture text.

2.3.2. Point Values

- 2.3.2.1. There are 20 questions in a game, arranged into 5 categories. Each category has one 10 point question, two 15 point questions, and one 20 point question.
- 2.3.2.2. Tie-breaker toss-up questions earn one point for the correct answer and win the game.
- 2.3.2.3. Bonus questions all have a potential value of 20 points.

2.3.3. Procedure

- 2.3.3.1. Toss-up questions: The game begins with the reading of the lowest point value question of the first category listed. If no team answers that question, the next lowest point value question will be asked. After a question has been answered correctly, the team that most recently answered a question correctly will confer and choose the next question category and point value. The captain will relay this information to the quizmaster.
- 2.3.3.2. Bonus questions: Bonus questions are read to both teams after every fourth toss-up question is read. The order the teams are read the bonus questions will alternate.

2.4. TIE GAME

- 2.4.0.1. In the event of a tie game, the first team to answer a tie-breaker question correctly earns 1 point and wins the contest.
- 2.4.0.2. Any buzzed-out players are eligible to buzz on tie-breaker questions.

2.5. ANSWERING

2.5.1. Toss-ups

- 2.5.1.1. The player signaling must begin his answer within 3 seconds and without team consultation. If no answer is forthcoming, the quizmaster will give verbal indication that the player is incorrect.
- 2.5.1.2. The first answer given by a player is the one evaluated. If a player says an incorrect answer and then quickly corrects himself, the answer will be wrong, as the first answer is the one accepted. An answer is either correct or incorrect. There is not a "more correct" answer.
- 2.5.1.3. A player is expected to answer in a fluid manner. Players are permitted to pause once in the course of answering; this pause is not to exceed 3 seconds. Any additional pauses will be treated as an incorrect answer.
- 2.5.1.4. Notwithstanding the above rule, when in the Quizmaster's judgment, a player intentionally slows down while answering for the purpose of stalling or gaining more time, the Quizmaster should rule the answer incorrect.
- 2.5.1.5. When a question is answered correctly, the Quizmaster will indicate such verbally and award the corresponding points. Even though the entire question might not have been read, the answer will be evaluated without the completion of the question being required.
- 2.5.1.6. **"Free-for-all Rebound:"** If the first team to buzz misses the toss-up question, the Quizmaster will

re-read the entire question for the opposing team (even if he had previously finished reading the question). Should a player on the opposing team buzz-in and miss before the end of the re-read, the question will not be re-read again for the remaining players. Each eligible player on the opposing team may buzz-in and attempt to answer the question until someone answers correctly or all eligible players have attempted. After each miss, the quizmaster should call for the next player to buzz, and the next player's buzz should be immediately forthcoming; otherwise the quizmaster is to move on to the next question.

- 2.5.1.7.** If no answer to a toss-up question is forthcoming from either team within 3 seconds of it being completely read, the Quizmaster should indicate verbally that time is up and then continue on to the next question.
- 2.5.1.8.** Applause and congratulatory statements from other players and the audience are allowed and encouraged when a player or team answers a question correctly, as are quick words of encouragement, i.e., "Good try," etc.

2.5.2 Buzz-Out

- 2.5.2.1.** A player who scores 75 or more points has "buzzed-out" and is no longer eligible to buzz for the duration of that game, but will remain seated at the table and can still confer on bonus questions and offer input on category selection.
- 2.5.2.2.** Bonus points earned by the team do not count toward any player's score.
- 2.5.2.3.** When a player correctly answers a question invoking a buzz-out, the scorekeeper(s) will immediately notify the quizmaster that a buzz-out has occurred. The Quizmaster is to direct the audience to recognize the player for this accomplishment with applause, then continue with the game.
- 2.5.2.4.** At the time a buzz-out occurs, another player may be substituted for the player who buzzed-out. Previously buzzed-out inactive players are eligible to return to the game, but they remain buzzed-out. The substitution must

be done immediately before any other questions are read (including a bonus, if any). In case of a tie-breaker, any player who is not currently active may be substituted for any active player before the tie-breaker is read.

- 2.5.2.5.** If a player who has buzzed out buzzes on a subsequent question, it will be treated as an incorrect answer and that player's team forfeits the right to answer that question.
- 2.5.2.6.** In case of a tie-breaker, all players are allowed to buzz, even if they have buzzed-out.

2.5.3. Bonus Questions

- 2.5.3.1.** A team may confer on a bonus question. The captain (or one whom he appoints) will be expected to answer promptly after a minimum of team discussion. A maximum of 5 seconds per segment is allowed. If after 5 seconds there is no response, the Quizmaster is to call for a reply. If no answer is immediately forthcoming, he is to proceed to the next segment of the bonus regardless of how many answers there are to that segment of the bonus.
- 2.5.3.2.** Answers to bonus questions are given to the Quizmaster by the team member designated as Captain. If a Quizmaster accepts answers from someone other than the Captain, the opposing team should call this to the Quizmaster's attention, but no points may be deducted for answers which may have already been awarded.
- 2.5.3.3.** The bonus will be read one segment at a time and the answer(s) called for before going on to the next segment.
- 2.5.3.4.** The Quizmaster must indicate immediately when an incorrect answer is given, even if this indication interrupts the giving of answers by the captain. This applies to all bonuses and bonus segments. If the Quizmaster fails to indicate that an answer given was incorrect, causing the team to think that they were answering from the correct location in the text or that they were giving the correct list, the Captain may contest. The quizmaster should count the first incorrect answer as being wrong and allow the team to give additional answers for the rest of their

responses.

- 2.5.3.5.** A team may not answer any segment of the bonus question until that segment is being read. However, the team Captain may interrupt at any point in the reading and begin answering, at which point the Quizmaster is to stop reading and judge the answer given at that point. Once the Quizmaster is stopped in that segment, he is not to read any more of that segment.
- 2.5.3.6.** If the team Captain is giving answers more quickly than the Quizmaster is able to verify them, then the Quizmaster is to instruct the Captain to slow down. If the Captain fails to slow down enough for the Quizmaster to verify the answers, then only the answers that the Quizmaster was able to verify will be accepted and only those answers may be contended.
- 2.5.3.7.** A team may give any answer to any segment of the bonus, even if they have already given that answer to a previous segment. The Quizmaster must accept the number of required answers and may not eliminate or refuse to accept a response if it has been given before.
- 2.5.3.8.** Segments of a bonus may be reread only under the following conditions:
- The Quizmaster has read it incorrectly
 - The reading of the segment was interrupted by some unbearable noise.

2.5.4. Judging Correctness of Answers

- 2.5.4.1.** Only the required answer, its direct modifier(s), and insignificant words may be given.
- 2.5.4.2.** If the answer requires information that is also contained in the question, then the player is not required to give that information again.
- 2.5.4.3.** An answer need not be given verbatim to be correct, unless the question specifically indicates that its answer must be quoted, then the required answer(s) must be quoted verbatim, from first word to last.

- 2.5.4.4.** When a question does not specifically indicate that its answer must be quoted, the required answer(s) need not be quoted verbatim but must contain all of the significant words, modifiers, and phrases required by the question. Insignificant words may be added, omitted, or altered as long as it does not grossly change the meaning of the required answer(s). Significant words are almost always nouns, verbs, adjectives, and adverbs. Insignificant words are almost always articles, conjunctions, prepositions and pronouns.
- 2.5.4.5.** If the initial answer given does not fully and satisfactorily answer what is printed on the page (but it is not incorrect), the player is permitted to expand the original answer as long as the words of the original answer are not changed. In doing so, the player is not permitted to give the same information more than two times before the required answer is given.
- 2.5.4.6.** In giving an answer(s), a player is permitted to change the word order within the verse(s) when giving words which comprise a list (two or more items) contained in the verse.
- 2.5.4.7.** When a parenthetical or incidental dialog remarks occur in the middle of a spoken quote, then answers to questions (or quotation questions) specifically asking for the words of the quote do not need to include them.
- 2.5.4.8.** The required answers to all questions may be given in any order.
- 2.5.4.9.** Once all the required answers have been given, the player should be ruled correct, even if the player continues on and gives incorrect information.
- 2.5.4.10.** The player answering cannot pause in mid-word, and then add-on an ending to that word. If this happens, the Quizmaster is to disregard the information given after the pause and judge the answer based upon what was given prior to the pause.

2.5.5. Textual Interchangeability

- 2.5.5.1.** “God” and “Lord” (when referring to God) are interchangeable.
- 2.5.5.2.** “Jesus”, “Christ”, and “Lord” (when referring to Jesus) and all combinations of these words are interchangeable.
- 2.5.5.3.** In phrases incorporating numbers (or fractional numbers) as answers such as "a cubit and a half," "a hundred," and "a tenth," the words "a" and "one" will be interchangeable, or may be omitted altogether.
- 2.5.5.4.** The following words will be interchangeable when used to introduce or end dialog: "said," "replied," and "answered".
- 2.5.5.5.** When an answer calls for a man, woman, place, animal, etc., and a valid answer would be the possessive form of the word, then either the possessive form or the root form may be given. If the answers are part of a listing, and both the possessive form and the root form would be valid, then only one may be given, but not both.
- 2.5.5.6.** The correct antecedent (including possessives) is always acceptable in place of its pronoun when answering a question, except when a question requires the answer to be quoted. Conversely, a player is permitted to use a pronoun to replace an antecedent as long as it is not required for the answer.
- 2.5.5.7.** In most cases, singulars and plurals, as well as verb tenses, are interchangeable.
- 2.5.5.8.** Rules of interchangeability apply to all non-quotation answers, unless the question requires a specific type of answer (verifiable with the official Text, Lists, or Concordance), and the interchangeable word would not be valid (example: If the question asked for a word that started with a "G," then the player could not interchange the word "Lord" for "God."), and as long as it does not grossly change the meaning of the required answer(s).
- 2.5.5.9.** Other specific interchangeable words will be

announced at www.biblebowl.org prior to the season's National Tournament.

- 2.5.5.10.** Contractions and their expanded form are always interchangeable, even on questions requiring a quote.

2.6. CONTENTIONS

There are no contentions in Beginner Bible Bowl.

2.6.1. General

- 2.6.1.1.** A contention is a disagreement with a question, an answer, or a procedure that is voiced by a team member.
- 2.6.1.2.** Contention procedures exist to correct egregious errors in a game; they do not exist for a team to second-guess quizmaster judgment or to nit-pick the other team's answer.
- 2.6.1.3.** There are four types of contentions:
- A procedure is incorrect
 - A question is invalid
 - An answer ruled incorrect is correct
 - An answer ruled correct is incorrect. This must be a gross error, for example, the answer was "Peter" and the quizmaster accepted "Paul". The player may not contest the quizmaster's judgment or leniency.
- 2.6.1.4.** Only participating team members may initiate a contention. Non-participating team members, sponsors, persons in the audience, the Quizmaster, or any other game officials may not initiate a contention.
- 2.6.1.5.** It is the responsibility of each team to catch any errors (procedural or otherwise) in the game and to request of the quizmaster that they be corrected via the appropriate contention procedures.
- 2.6.1.6.** All contentions (including bonus contentions) are handled at the time the contention is made.
- 2.6.1.7.** A contention may involve multiple issues.

- 2.6.1.8.** The one posing the contention must use the word "contest" or "contend" in his request.
- 2.6.1.9.** Only one person from each team may be involved in discussing the contention with the quizmaster, at which time each has the right to hear the reading of the question, answer, and verse reference(s).
- 2.6.1.10.** All other team members and the audience should remain seated until the contention is settled.
- 2.6.1.11.** Since a sponsor (or member of the audience) is not a member of the team, he or she will not be considered in the discussion of contended questions. If these or anyone other than those involved participates in any contention, the team associated with the offending person will forfeit the right to any involvement in the discussion of the contention. Audience members illegally participating in the contention should be warned on the first offence, and asked to leave on the second offence.
- 2.6.1.12.** During the discussion of the contention, the official printed Study Text and/or Concordance/Lists may be consulted to verify answers. Other resources will not be considered during contentions.
- 2.6.1.13.** The quizmaster is the authority in all matters and his decision shall be final with regard to scoring and ruling on correctness of answers.
- 2.6.1.14.** The Quizmaster may, at his discretion, leave the room to seek impartial input in resolving the contention.
- 2.6.1.15.** In all cases, when the team discussion is finished, the Quizmaster will deliberate (either alone, with the Assistant Quizmaster(s), or outside the room) and then render a decision. Once the quizmaster renders a decision, there is to be no more discussion from either the contesting or defending team. Any further discussion will result in a loss of contesting privileges for that player for the remainder of the game.
- 2.6.1.16.** When a contention involves a discrepancy between what a Quizmaster thinks was said and what a player contests that he heard (whether it be words spoken by the Quizmaster or by another player), the following

should take place: If an Assistant Quizmaster(s) is being used in the game, they should be consulted first. If there are no Assistant Quizmasters, the Quizmaster should ask the opposing team if they agree with what the contesting team is asserting was said. If the opposing team agrees, then the Quizmaster is to accept this account of what was said and evaluate the contention based on this account. If the opposing team disagrees, then the Quizmaster is to evaluate the contention based on his recollection of what was said.

- 2.6.1.17.** A player (or team) can contest that the answer they gave (and that was ruled incorrect) also correctly answers the question even though it is not the answer on the question sheet. If the answer given satisfies all clues and questions verifiable using an official Study Text, Lists, and/or Concordance, then it should be counted correct. Clues which cannot be verified using the above sources should not be considered when evaluating if the answer is also correct.
- 2.6.1.18.** No video or audio footage taken during a game may be consulted in the resolution of contentions.
- 2.6.1.19.** "Good Samaritan Contesting." A team is encouraged to contest on behalf of their opponent if they believe a correct answer was counted incorrect. This does not void the opposing team's right to contest on their own behalf.

2.6.2. Toss-up Contentions

- 2.6.2.1.** One player on each team may contest answers to a toss-up question. The first player to contest is the one recognized; no other players on that team may contest, even if the first contesting player withdraws his contention.
- 2.6.2.2.** When a completed answer is ruled incorrect OR a player wishes to contest that he was "cut off", only the player who gave the answer is allowed to contest his answer; another player from his team cannot contest on his behalf. The Captain of the opposing team may represent his team in the discussion.

- 2.6.2.3.** When a completed answer is ruled correct, any one player on the opposing team may contest the answer. Only the player who gave the contested answer may represent his team in the discussion.
- 2.6.2.4.** For question validity and procedural issues, any one player on a team may contest the validity of the question. The Captain of the opposing team may represent his team in the discussion. A team is permitted to contest a question's validity even if the team has already contested an answer. For a player to contest validity, the question must have been invalid prior to the point at which the contesting player buzzed.
- 2.6.2.5.** A toss-up contention may only be initiated after the Quizmaster has awarded the toss-up, or when neither team was awarded the toss-up and the Quizmaster is moving on to the next question. It must be made before the Quizmaster has read any part of a word into the next question (past the category and point value). If the opposing team also wishes to contest the same question or answer, they must contest BEFORE the discussion of the first team's contention.
- 2.6.2.6.** When a player contests that an opposing player's answer should have been ruled incorrect, and that contention is accepted by the Quizmaster, then the question should be replaced only for the rebounding team.
- 2.6.2.7.** Prior to the discussion of the toss-up contention with the Quizmaster and until the Quizmaster's decision is announced, there will be no discussion of the contention among team members.
- 2.6.2.8.** If a player contests that an answer ruled incorrect should have been correct and the contention is accepted, then the player should be awarded the value of that question.
- 2.6.2.9.** If the quizmaster rules that a player was cut off while answering, one of two things should happen:
- If the player who was cut off buzzed in before the other team, then the question should be replaced for both teams.
 - If the player who was cut off buzzed in on a

rebound, then the question should be replaced for the rebounding team's players who have not yet attempted and missed.

2.6.3. Bonus Questions

- 2.6.3.1.** A contention on any segment of a bonus question may be made at any point during the bonus, so long as it is made before the Quizmaster reads any part of a word past the category and point value of the next toss-up question.
- 2.6.3.2.** Only the team captain may contend issues related to a bonus. Any team member may request to the captain that a contention be made, but it is up to the captain to decide whether or not to contend. The Captain of the opposing team may represent his team in the discussion.
- 2.6.3.3.** On a contended bonus question, the team may discuss the contention prior to presenting arguments to the Quizmaster.

2.7. REPLACING QUESTIONS

- 2.7.0.1.** A question may be replaced in certain situations. Additional questions are printed at the end of the round to be used for this purpose, if necessary.
- 2.7.0.2.** Questions may only be replaced in the following situations:
- The Quizmaster observes prompting as defined in the PROHIBITIONS sections.
 - The Quizmaster initiates an error in the reading of the question or inadvertently reads the answer.
 - The buzzer board malfunctions during the reading of a question when neither team has buzzed.
 - A question is contested and proved invalid.
 - The quizmaster rules that a player was cut-off when answering.
 - A team buzzes and misses a question, the opposing team's answer is accepted, but contested and proved incorrect, and there are still additional players who have the opportunity to answer.
- 2.7.0.3.** Questions may only be invalidated for one of the following

reasons:

- The question contains textually incorrect information. Note that the wording of questions is not required to be identical to the wording of the text. "Textually incorrect information" is defined as a gross error, such as a wrong reference, wrong name, etc.
- The answer is taken from a portion of Scripture that is not being covered at the competition.
- An explicit chapter/verse reference from that season's study text is used in the question, but none of the answers come from that reference.
- A question contains specific criteria for the answer(s), but an answer does not fit that criteria. For example, "Your answer will be a place" has an answer of "Abraham" or "Answer with words which end with ED" has an answer of "PREACHING."

2.7.0.4. Questions cannot be invalidated for any other reason, including, but not limited to:

- A player believes he was misled.
- Other official resources (printed, software, or apps) do not agree with the question content.
- It has a wrong answer, or because a player contests and proves another answer would also be valid.
- It contains incorrect non-textual information.

2.7.0.5. It is the responsibility of the players, not the Quizmaster, to contest and point out any invalid questions.

2.7.0.6. If the Quizmaster believes that the question is indeed invalid and both teams agree, he has the authority to invalidate the question and substitute another. If one team disagrees, then he must get the Tournament Director's (or the individual designated to make these decisions) approval before invalidating the question.

2.7.0.7. Replacement questions are only read for the team(s) and/or player(s) that were harmed by the situation which caused the replacement. For example, if one team buzzed in and missed before the mis-read or the invalid part of the question was read, or the board malfunctioned, then that team is not eligible to buzz on the replacement question.

2.7.0.8. Any replacement question used will assume the same value as the question it replaces.

2.8. SPECIAL CIRCUMSTANCES

- 2.8.0.1.** Teams are expected to be seated at the table, ready to compete within 5 minutes of the scheduled start of the game, unless they are held up by a previous match. If not, it is within the rights of the Tournament Director to call for a forfeit.
- 2.8.0.2.** If a player inadvertently buzzes in before the Quizmaster has read any part of a word into the question (not counting the category and point value), the board will be reset and the game will continue as though the player had not buzzed; otherwise, regular game rules apply and the player will be required to give his answer.
- 2.8.0.3.** If a player who did not buzz in answers or begins answering, his answer will be disregarded (even if the correct answer was given) and his team will lose its opportunity to answer the question. If the other team has not already buzzed and missed, the board should be cleared and the Quizmaster should re-read the question for the opposing team.
- 2.8.0.4.** If the Quizmaster does not hear or understand an answer, the Quizmaster is to ask the player to repeat what he just said. The player is then to repeat what he just said, and is not to change it in any way. After the player repeats the answer, if the Quizmaster does not hear or understand it, the answer will be ruled incorrect.
- 2.8.0.5.** If the electronic quiz board malfunctions during the reading of a question, and if even one word of the question was read (not counting the category and point value), the board should be replaced with a properly functioning one and the game continued from that point forward. If neither team has buzzed, then the question must be eliminated and replaced with another question. If one team has already buzzed and missed the question, then the question should be completed for the opposing team.

2.9. DISQUALIFICATION

- 2.9.0.1.** A team member is not permitted to sit in on any game in the same round in which his team has yet to compete and in which they are scheduled to compete at a later time. A sponsor or other affiliated adult is not permitted to sit in on any game in the same round in which none of his teams has yet competed (and in which they are scheduled to compete at a later time). Any exceptions to this, other than Quizmasters, must be cleared by the Tournament Director. This is necessary because the same questions are used in all hours of the same round. This will be rigidly enforced and any team found to be in violation of it will forfeit that round.
- 2.9.0.2.** The Tournament Director may take disciplinary action, up to and including disqualification from the current event, for the following actions: profanity or vulgar language, prompting, cheating, outburst of anger (physical or verbal), disruptive behavior, and the like. If these occur during a game, the Quizmaster has the authority to disqualify and/or remove the offending person (including team members, sponsors, and spectators) from a specific game. The Executive Director and/or Board of Directors may take further disciplinary action, including possible disqualification from future events. The Quizmaster must give a detailed written report of the incident to the Tournament Director immediately following the completion of the game. The Board of Directors will review the incident and take appropriate action.

2.10. PROHIBITIONS

- 2.10.0.1.** If the quizmaster hears any response from the audience, alternates, sponsors, or any others not supposed to be answering, which might hinder or help the playing team members answering any question, he may, at his discretion:
- throw out the question which was interrupted and replace it with another.
 - disregard that response and ask for the team's (or individual's) answer.
- 2.10.0.2.** Any form of prompting by any person to any competing team member during the course of the game will not be

tolerated. Things such as note cards, hand or facial gestures, body language, signaling, communication of any kind (audibly or inaudibly), intentionally giving a wrong answer on a rebound to aid a teammate, etc. will be considered prompting. If the Quizmaster hears or sees any prompting which might hinder or help the playing team members in answering, he may do any of the following based upon the severity of the infraction and/or the relationship of that person with the team involved:

- Warn the offending person that such activity could result in a penalty for their team.
- Throw out the question which was interrupted and replace it with another.
- Dismiss the offending person(s) from the room.

2.10.0.3. No electronic devices, notes, notebooks, Scripture texts, concordances, etc. may be used by team members during the course of play. However, players may bring blank paper and a pen or pencil to use.

2.10.0.4. No member of an eliminated or disqualified team may be substituted on a team still remaining in competition.

2.10.0.5. At the national competition, teams will not be allowed to practice with questions from a previous round or with questions from a round in which that team does not play.

2.11. QUIZMASTER DISCRETION

2.11.0.1. Any game situation which is not addressed in this rule book is subject to Quizmaster discretion.

3. Bible Bowl OFFICIALS



3.1. QUIZMASTER

Quizmasters are an integral part of the ministry of Bible Bowl and are what allow the game to exist. It is important to remember that a quizmaster's primary duty is the encouragement of the study of Scripture. These rules and procedures exist to help guide you in this ministry; they do not exist to find out who is "the best team". When you are quizzing, we expect you to use discernment and judgment on when to strictly apply the rules and when to be more lenient in order to encourage students in their study of Scripture. It is Bible Bowl's preference that you err on the side of grace when officiating a game.

3.1.1. Selection

- 3.1.1.1.** Must be an adult (that is, past playing eligibility for Teen Bible Bowl), and thoroughly familiar with all rules and procedures of Bible Bowl and agree to abide by them.
- 3.1.1.2.** Must be familiar with the current text. It is recommended that the text be read at least twice a month.
- 3.1.1.3.** Must have good reading skills and be able to clearly pronounce each word in the text. During most competitions, there will not be the opportunity to read the questions ahead of time.
- 3.1.1.4.** Must not be directly related to the members of either team, and must not have sponsored any of the team members during the past 3 years.

3.1.2. Duties Before the Game

- 3.1.2.1.** Attend a time of orientation and instruction prior to the start of the tournament.
- 3.1.2.2.** Obtain from the Bible Bowl office the questions and game report sheet for each of his assigned games. The Tournament Director will determine when the questions will be released to Quizmasters.
- 3.1.2.3.** Read the questions in advance of quizzing the game (if possible), noting any words or names that may be difficult to pronounce or which should be emphasized to project a proper understanding of the questions.

- 3.1.2.4.** Secure from the audience the necessary game officials: Board Operator and a Scorekeeper from each team.
- 3.1.2.5.** Ask the teams to check both sides of the electronic quiz board to see that it is working properly.
- 3.1.2.6.** Ask each team which player will serve as Captain.
- 3.1.2.7.** Ask anyone whose team has not yet competed in the round being played (and in which they are scheduled to compete at a later time) to leave the room.
- 3.1.2.8.** Give a brief opportunity for team players to ask questions regarding rules and/or procedures.
- 3.1.2.9.** See that prayer is offered before the start of the game.

3.1.3. Duties During the Game

- 3.1.3.1.** Be in charge of all procedures of the game and the actual play of the game itself. The Quizmaster is the authority in all matters pertaining to the game and his decision shall be final.
- 3.1.3.2.** Must enforce all game rules in a fair and judicious manner without showing favoritism to either team.
- 3.1.3.3.** Read the questions loudly, distinctly and clearly, without giving advantage to either team. All questions must be read exactly as they appear on the paper, without changing the wording of the questions.
- 3.1.3.4.** Must stop reading the question immediately after someone has signaled, even if in the middle of a word.
- 3.1.3.5.** Must never ask for an answer, but simply say "time" or "let's move on."
- 3.1.3.6.** Make decisions as to the accuracy of the answers given.
- 3.1.3.7.** Must repeat the category name and question point value before reading the question. This ensures that the correct question is being read, makes sure the scorekeepers have recorded the correct point value, and provides a brief opportunity for contentions.

- 3.1.3.8. Must announce the correct answer(s) to questions not answered correctly after both teams have exhausted their answering opportunities.
- 3.1.3.9. Allow a reasonable amount of time for the team to choose the next category and point value; if no choice is forthcoming in a reasonable amount of time, the quizmaster should move on to the first unused question with the lowest available point value.
- 3.1.3.10. Be time conscious and keep the pace of the game moving.
- 3.1.3.11. When a buzz-out is called and there is a discrepancy between scorekeepers, the Quizmaster should help the scorekeepers reconcile their scores, then continue the game.
- 3.1.3.12. Observe the play of the game to guard against illegal procedures, such as prompting or team conferences when not allowed.

3.1.4. Duties Following the Game

- 3.1.4.1. Confirm and announce the final score of the game.
- 3.1.4.2. Complete the game report sheet and return it and the used questions to the Bible Bowl office.

3.2. ASSISTANT QUIZMASTER

3.2.1. Selection

- 3.2.1.1. Assistant Quizmasters will be used in later rounds at the National Tournament (or other tournaments), as determined by the Tournament Director.
- 3.2.1.2. For qualifications, refer to Quizmaster Selection.

3.2.2 Duties

- 3.2.2.1. Have a copy of the questions being read by the Quizmaster and follow along as the game is played.
- 3.2.2.2. Make notations as necessary to help in resolving any problems which may arise, procedural errors which need

correcting, etc. When possible, notation should be made of the answers given by the players. These notations may be very helpful in resolving contentions.

- 3.2.2.3.** Must not be an active part of the game, but only offer input when requested by the Quizmaster.
- 3.2.2.4.** Must not stop the game to resolve issues or point out errors. It is the responsibility of each team to bring any error to the attention of the Quizmaster via the contention procedures and request that it be corrected.

3.3. SCOREKEEPER

3.3.1. Selection

- 3.3.1.1.** There should be an official Scorekeeper from each team.
- 3.3.1.2.** Preferably Scorekeepers should be adults.

3.3.2. Duties

- 3.3.2.1.** Should be thoroughly familiar with the rules and procedures pertaining to scoring.
- 3.3.2.2.** Scorekeepers should confer at the end of the game to reconcile the official scores. The Quizmaster should be consulted to resolve any discrepancies.
- 3.3.2.3.** Scorekeepers are also responsible for tracking the number of points each player earns during the course of the game. When a player achieves the buzz-out threshold, one or both Scorekeepers should immediately call "Buzz-out". If there is a discrepancy between Scorekeepers, it should be resolved at this time.

4. INDIVIDUAL COMPETITIONS



Participation in any individual competition is not dependent upon participation in the team competition; individuals are welcome to register and compete in an individual competition even if not competing on a team.

4.1. INDIVIDUAL TOURNAMENT

4.1.1. General Information

- 4.1.1.1. There are a limited number of slots, and students are registered on a first-come-first-served basis, after which a waiting list will be formed.

4.1.2. Procedure

- 4.1.2.1. Players will be randomly placed into rooms for the first round. 8 players play at a time, with the top 4 players advancing to the next round.
- 4.1.2.2. There are 20 questions in a game, arranged into 5 categories. Each category has one 10 point question, two 15 point questions, and one 20 point question.
- 4.1.2.3. The game begins with the reading of the lowest point value question of the first category listed. If no player answers that question, the next lowest point value question will be asked. After a question has been answered correctly, the player who most recently answered a question correctly chooses which category and point value the next question comes from.
- 4.1.2.4. A player who scores 50 or more points has buzzed-out and automatically advances to the next round. Play stops when 4 players advance.
- 4.1.2.5. There are no rebounds. A missed question results in a deduction of the point value from that player's score.
- 4.1.2.6. A player who misses 3 questions is no longer eligible to buzz. This player retains their score but does not automatically advance. Should this player be involved in a tie, they are eligible to buzz on tie-breakers.
- 4.1.2.7. At the end of the game, if there are ties among the advancing players, the ties are broken by continuing to read questions to only the tied players until a total of 4 players advance. Missing a tie-breaker question means you lose the tiebreaker and are out. If a tie-breaker question is read and no players attempt to answer, then no more players will advance.

4.1.2.8. There are no contentions.

4.2. WRITTEN ACHIEVEMENT TEST

4.2.1. General Information

4.2.1.1. The National Tournament offers a Written Achievement test.

4.2.2. Procedure

4.2.2.1. Rules pertaining to the game of Bible Bowl do not apply to written tests, including rules of interchangeability.

4.2.2.2. Students must use a #2 pencil to take the exam. It is the responsibility of each student to ensure that the correct type of pencil is used. A limited number of #2 pencils will be provided, and mechanical pencils are not recommended as some machines reject them.

4.2.2.3. No marks are permitted on the answer sheet(s) other than those in designated areas. There is to be no underlining or circling of answers or answer numbers on the answer sheet(s), or marks of any kind in the margins. Any marks which cause the exam to be mis-graded by the scoring machine will not be corrected, even if it results in a zero score.

4.2.2.4. There is a time limit (announced prior to the start of the test) to complete the exam. After time is called no additional marks may be made on the answer sheets. Under no circumstances will a student be permitted to erase, darken, lighten, etc. the marks that have been made on the answer sheets.

4.2.2.5. Students are permitted to have with them during testing: #2 pencils, a stopwatch (other than a cell phone), and a hard surface to write on such as a notebook or clipboard. Students are not permitted to have a cell phone or other electronic device.

4.2.2.6. Students are required to fully bubble in each answer and will not be given credit for partially shaded bubbles.

- 4.2.2.7. Specific procedures for verification of tests and answer key will be announced at each Tournament.
- 4.2.2.8. The initial grading is accomplished using an electronic scanning device. The scores will be reported to each team at the conclusion of the tournament.
- 4.2.2.9. Exams will not be graded if stray marking or “doodling” is severe enough to cause the scanning machine to reject the answer sheet(s), or the answer sheet(s) is mutilated to the point that the scanning machine will not accept it.
- 4.2.2.10. The tie-breaking procedure will be announced prior to the start of the test.

4.3. QUOTE BEE

4.3.1. General Information

- 4.3.1.1. The National Tournament offers a Quote Bee for all interested individuals, with scholarships being offered to the top finishers.
- 4.3.1.2. All registered students are placed in one of several Preliminary Pools. All pools go through 2 rounds of primary memory verses with prompt, followed by 2 rounds of primary memory verses without prompt. All players remaining after round 4 advance to the Final Bee. If all of the players in a particular pool are eliminated before the completion of round 4, no one advances from that pool.
- 4.3.1.3. A tie-breaker will be administered prior to the start of the final bee and will be used to determine placement of contestants who are eliminated in the same round.
- 4.3.1.4. The Final Bee will use 1 round of primary memory verses without prompt, 3 rounds of secondary memory verses, followed by non-memory verses. There is a 20 round limit to the Final Bee. If after 20 rounds multiple contestants remain, then the tie-breaker will be used to determine placement.

4.3.2. Bee Procedure

- 4.3.2.1.** Contestants will draw numbers to determine the order in which they will quote. The contestants will then compete in numeric order from least to the greatest.
- 4.3.2.2.** In succession, the Moderator will assign each player a verse to quote, then announce, "Your time begins now." The Timekeeper will begin timing immediately after the Moderator announces, "Your time begins now."
- 4.3.2.3.** Following the announcement that time has begun, contestants will have 10 seconds to begin their answer. Should the contestant not begin in 10 seconds, the Timekeeper will call time by clearly and audibly saying, "Time!"
- 4.3.2.4.** The contestant must quote the assigned verse verbatim (word for word) as it appears in the official Bible Bowl study text. Interchangeability rules used in Bible Bowl games will NOT apply except in regards to contractions.
- 4.3.2.5.** Contestants must begin their answers at the beginning of the verse and must end their answers at the end of the verse. Those who begin or end their answers at a point other than the beginning or ending of the verse will be counted as incorrect. The contestant will be responsible for beginning and ending his or her quote at the correct place in the text.
- 4.3.2.6.** After starting to quote the verse, the contestant may pause no longer than 3 seconds within the quote.
- 4.3.2.7.** After starting to quote the verse, the contestant may stop and start over, retracing the quote from the beginning of the verse. In retracing, however, there may be no change of the words or their sequence from those first given. If words or their sequence are changed in the retracing, the contestant will be eliminated. The retracing of the quote must be from the beginning of the verse, and the contestant may retrace the quote only once.
- 4.3.2.8.** The Moderator and Assistant will monitor the quoting. When both agree that the verse was quoted correctly,

the Moderator will indicate verbally that the contestant is correct, and the Moderator will assign a new verse to the next contestant. When both agree that any portion of the verse was quoted incorrectly, the Moderator will pronounce the quote incorrect and will assign a new verse to the next contestant. If the Moderator and Assistant disagree on the correctness of the quote, they may request that the contestant repeat all or part of the verse.

- 4.3.2.9.** If neither the Moderator nor the Assistant are able to understand the quote, the contestant will be eliminated. It will be the contestants' duty to speak clearly and with sufficient volume.
- 4.3.2.10.** Those contestants who are correct in the round will advance into the next round. Those who are incorrect will be eliminated unless no contestants in the round are correct.
- 4.3.2.11.** If none of the contestants remaining in the competition at the start of the round quotes a verse correctly during the round, all shall remain in the competition. In this case, the Moderator will begin a new round by assigning a new verse to the contestant who began the sequence of incorrect quotes.
- 4.3.2.12.** All contestants eliminated in the same round shall be tied for the same place.