

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 is a Bible quizzing program whose mission is to promote Biblical literacy through Bible study and competition.

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

www.BibleBowl.org

1. GENERAL INFORMATION



1.1. OPPORTUNITIES FOR PARTICIPATION

- 1.1.0.1.** League competition meets are held throughout the season from October to April (or May). League schedules vary, so check with your coordinator for details.
- 1.1.0.2.** In addition to league competitions, regional and national competition events are held throughout the season, culminating with the National Tournament usually held in June. At the National Tournament, participants compete in a double elimination style tournament, as well as several individual competitions. There is no elimination of teams on a league or area basis prior to this national competition; it is open to all who wish to participate.
- 1.1.0.3.** A family or small group may elect to use the Bible Bowl materials in their weekly devotion or Bible Study time. Competition within the family or small group adds an element of excitement to the study.

1.2. TEXT FOR STUDY AND COMPETITION

- 1.2.0.1.** The Bible Bowl study text may be one book, a combination of several books, or selected passages, and may be from either the Old or New Testaments.
- 1.2.0.2.** All questions and answers used in Bible Bowl events are based on the Christian Standard Bible (CSB), specifically the Official Study Text produced by the National Bible Bowl office.
- 1.2.0.3.** The text is normally studied from August/September of one year and culminates with the championship game at the National Tournament in June of the following year.
- 1.2.0.4.** The text for the next year's competition is usually announced in May or June, prior to the current National Tournament.
- 1.2.0.5.** National Bible Bowl will provide an official printed version of the current study text for sale. No other versions of the text will be accepted to judge answers given in competition.
- 1.2.0.6.** 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.
- 1.2.0.7.** The National 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 answering, our opponents, and the game itself, for both students and adults.
- 1.3.0.2.** All attendees (team members, sponsors, parents, audience members, etc.) are expected to adhere to the highest levels of sportsmanship during their participation in the program. 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.** At all times during the event, adults should recognize that they are role models for our students, and as such, should always hold themselves to the highest standard of Christian living and be mindful not to do anything that would weaken or compromise our witness and effective work with the Bible Bowl students. Additionally, both adults and students are expected to follow all event rules.
- 1.3.0.4.** 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 current Bible Bowl season 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.
- 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 Bible Bowl season may participate on a team for the duration of that season, 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 the National Bible Bowl Board of Directors.
- 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 must be comprised of three 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 the Board of Directors.
- 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. There will be no "combination" style names; each name represents the single sponsoring entity. Other specialty or nickname style names are not permitted.
- 1.4.2.5.** No team entry may consist of less than three members. However, if any team during national competition loses members due to illness, accident, or hospitalization, such that their team is reduced to less than three players, they may continue in competition with Board approval if they so desire.

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. When ready to answer, a contestant presses the button on the block, which activates the light on his block and sounds a distinctive tone. The system is designed so that when a button is pushed, the remaining signal blocks are blocked and cannot sound or light. This system also includes a "3 second light" which will illuminate when any signal block is pressed, and will go out after 3 seconds have elapsed.

1.6. VIDEOTAPING

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

1.7. NATIONALS AWARDS

- 1.7.0.1.** Individual and team awards are presented to the top placing teams, and to the top individuals on the Individual Written Achievement Test, Quote Bee, and other competitions.
- 1.7.0.2.** Many Christian colleges and Bible colleges offer tuition scholarships and financial scholarships, ranging from single semesters to complete four-year scholarships. Check www.BibleBowl.org for more information. Participating colleges may have eligibility requirements for scholarships they award.

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 (from each team) may compete during one half; the remaining member of each team may be substituted at the half.
- 2.1.0.3.** The board operator sits between the two teams directly behind the control panel of the electronic Bible Bowl 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.** The timekeeper must be visible by members of both teams and therefore should be seated either directly behind the quizmaster or off to one side at an angle visible to all contestants.
- 2.1.0.7.** 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 all bonus answers to the Quizmaster, as well as any bonus contentions.
- 2.2.0.2.** The Captain may designate another player to serve as Temporary Captain at any time. The Temporary Captain will assume the full duties of the Captain for the duration of that bonus (or contention) or until he appoints someone else Temporary Captain, whichever comes first.
- 2.2.0.3.** If the Captain leaves the game at half-time, it is the team's responsibility to inform the Quizmaster of the new Captain.

2.3. QUESTIONS & POINT VALUES

2.3.1. Types of Questions

- 2.3.1.1.** A game consists of toss-up and bonus questions. Toss-up questions may be answered by a player on either team without team consultation. The first player to answer a toss-up question correctly earns a chance at the corresponding bonus question. Bonus questions contain a single question or series of questions and are answered by the team that has been awarded the toss-up question. All players on the team may confer on bonus questions. Game play continues to alternate between toss-up and bonus questions.
- 2.3.1.2.** Toss-up questions have these components:
- Header. The introductory remarks of a question are known as the header. The toss-up header states "I HAVE A TOSS-UP (or TWO-PART TOSS-UP) FOR 10 POINTS".
 - Lead-in. The lead-in is a sentence(s) which leads to the specific inquiry. It may contain specific clues, or it may be free-form in style and contain a concept or a specific word and/or phrase which point to the specific inquiry.
 - Specific Inquiry. This always begins with the words "For 10 points," and proceeds to ask the actual question.
- 2.3.1.3.** Bonus questions have these components:
- Header. The introductory remarks of a question are known as the header. The bonus header states "HERE IS YOUR BONUS FOR 20 (25, 30, 35, or 40) POINTS".
 - Optional lead-in or Introductory remarks which describe the specific inquiry(ies) to follow.
 - Specific Inquiry(ies). One or a series of specific questions.
- 2.3.1.4.** The toss-up question consists of a lead-in and specific inquiry, both of which point to one specific answer, which may consist of one word (or a series of words), a phrase, a number, a chapter identification, etc.
- 2.3.1.5.** Toss-up questions which have a specific requirement such as "I want only one word for your answer," or which require a chapter identification or a quote, should state that requirement prior to the lead-in, so

that team members will know this requirement before the lead-in is heard.

- 2.3.1.6.** The two-part toss-up follows the same format as a regular toss-up, but has two specific inquiries. The number of answers has no bearing on whether it is a two-part question or not; its distinguishing feature is that it contains two specific inquiries.
- 2.3.1.7.** Bonus Questions may have a lead-in (though not required), and specific inquiries usually take the form of several segments, i.e., several separately related questions each of which demands its own answer. A segment may also require the team to list several items with regard to a particular subject.
- 2.3.1.8.** No questions requiring textual interpretation will be asked.
- 2.3.1.9.** All words and numbers comprising answers to questions must be found in the scripture text.

2.3.2. Point Values

- 2.3.2.1.** Toss-up questions (except tie-breaker toss-ups) all earn 10 points for the correct answer and the opportunity to earn additional points by answering the corresponding bonus 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 range in value from 20 to 40 points if the entire question is answered correctly. Each individual segment is valued at either 5 or 10 points depending on the degree of difficulty, the total value of the question, and/or the number of segments it contains.

2.4. TIME LIMITATIONS

2.4.1. General

- 2.4.1.1.** For a toss-up question, 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.
- 2.4.1.2.** During a bonus 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.
- 2.4.1.3.** There is no limit as to the number of questions which may be asked during the course of the first half of the game. As long as time for the half has not expired, questions should be read, even if more than half of the questions have been used.
- 2.4.1.4.** Time-outs during the course of play are permitted only in the case of emergencies, malfunctions of the electronic Bible Bowl Board, and toss-up contentions. If any of these occur, only the quizmaster may officially call "Time."

2.4.2. When Game Time Expires

- 2.4.2.1.** When time is called during the reading or answering of a toss-up, the half or game is over, regardless of who may or may not be speaking at that moment. No further toss-up answers will be accepted. Points will be awarded on the basis of the content and correctness of that which was spoken prior to time being called. If the correct answer has been given to the toss-up before time expires, then the corresponding bonus will be read to completion at that time without time being kept.
- 2.4.2.2.** If time was called during the reading of a toss-up header, the second half will begin with that toss-up. If the Quizmaster has read even one word beyond the header, that toss-up must be thrown out and no toss-up will be substituted in its place.

- 2.4.2.3.** If time was called during a bonus question, the bonus will be read to its completion without time being kept.

2.4.3. Length of Games

- 2.4.3.1.** Teen Elimination Tournament games (with the exception of the National Tournament finals) consist of two 10-minute halves or the exhausting of the reading of the 20 toss-ups (and bonuses if earned) prepared for the round. In the National Tournament, the final championship game(s) consists of two 12-minute halves.
- 2.4.3.2.** All other Teen Bible Bowl games are 14 minutes in length (no half-time) or the exhausting of the reading of 15 toss-ups (and bonuses if earned) prepared for the round.
- 2.4.3.3.** Beginner Elimination Tournament games consist of two 8-minute halves or the exhausting of the reading of the 20 toss-ups (and bonuses if earned) prepared for the round.
- 2.4.3.4.** All other Beginner Bible Bowl games are 12 minutes in length (no half-time) or the exhausting of the reading of 15 toss-ups (and bonuses if earned) prepared for the round.

2.5. TIE GAME

- 2.5.0.1.** In the event of a tie game, the first team to answer a tie-breaker toss-up correctly wins the contest. This tie-breaker toss-up will be handled just as those of the regulation time period, except in regard to point value.
- 2.5.0.2.** The winner of the tie-breaker toss-up earns one point and the win.
- 2.5.0.3.** The next unused toss-up should be used for the tie-breaker; if no toss-ups are available, then a replacement question should be used.

2.6. ANSWERING

2.6.1. General

- 2.6.1.1.** The first answer given by a player is the one accepted and 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.
- 2.6.1.2.** A pause during answering exceeding 3 seconds should be treated as an incorrect answer.
- 2.6.1.3.** 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 him incorrect.

2.6.2. Toss-up Questions

- 2.6.2.1.** When a toss-up is asked by the quizmaster, the player signaling first will answer the question immediately and without team consultation.
- 2.6.2.2.** When a toss-up question is answered correctly, the Quizmaster will indicate such verbally, award 10 points, and proceed to the corresponding bonus. Even though the entire question might not have been read, the answer will be accepted without the completion of the question being required.
- 2.6.2.3.** If the player does not answer correctly, the quizmaster will indicate such verbally and then give the opposing team an opportunity to answer that same toss-up, assuming time has not expired. If he has not finished the reading of the question, he will reread the question in one of the following ways:
- If the toss-up was interrupted during the lead-in before the words "For 10 points," the Quizmaster is to begin reading the question a few words before the point at which the question was interrupted.
 - If the toss-up is interrupted after the phrase "For 10 points," the Quizmaster is to begin reading at the phrase "For 10 points," which indicates the beginning of the specific inquiry.

In either case, the first opposing team member to signal must give an answer. If the answer is correct,

his team is credited with the toss-up points and is given the opportunity to answer the corresponding bonus.

- 2.6.2.4. 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 toss-up question.

2.6.3. Bonus Questions

- 2.6.3.1. A team has the right to answer a bonus question only if the toss-up was answered correctly by one of its team members.
- 2.6.3.2. A team may confer on a bonus question.
- 2.6.3.3. 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.
- 2.6.3.4. The bonus will be read one segment at a time and the answer(s) called for before going on to the next segment.
- 2.6.3.5. 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.
- 2.6.3.6. 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.
- 2.6.3.7. 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.

2.6.3.8. 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.

2.6.3.9. 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.
- The reading of the segment was interrupted by the calling of "Time!" by the Timekeeper.

2.6.4. Judging Correctness of Answers

2.6.4.1 If the answer requires information that is also contained in the question, then the player is not required to give that information again.

2.6.4.2. When a question specifically indicates that its answer must be quoted, the Required Answer(s) must be quoted verbatim, from first word to last.

2.6.4.3. When a bonus requires a quote, but the answers are segmented, the team may only give an exact quote of the required verse(s). Each answer preceded by "--" must be quoted verbatim from first word to last. When giving an answer, the team will not be penalized for giving the ending words of the previous answer, provided they are also quoted verbatim.

2.6.4.4. 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.

- 2.6.4.5.** If the initial answer given does not fully and satisfactorily answer what is printed on the page (but it is not incorrect), the player (or captain, on a bonus) 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.
- 2.6.4.6.** 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.
- 2.6.4.7.** 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.
- 2.6.4.8.** The Required Answers to all questions may be given in any order.
- 2.6.4.9.** Once all the Required Answers have been given, the player should be ruled correct, even if the player continues on and gives incorrect information. If incorrect information is given after the correct answer(s) have been given, the answer is still correct.
- 2.6.4.10.** 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.

2.6.5. Additional Information

There is no additional information in Beginner Bible Bowl.

- 2.6.5.1.** Additional information is information that a player is allowed to give other than the Required Answer.
- 2.6.5.2.** For toss-ups which begin with a specific requirement for the answer, only the required answer may be given.
- 2.6.5.3.** For toss-ups which do not begin with a specific requirement for the answer, a player is permitted to give certain additional information which is printed below the required answer on the question sheet. Textual information from anywhere in the question should be included in this additional information, but if it is not, the player is still permitted to give it.
- 2.6.5.4.** Any other information given during answering will be considered incorrect.
- 2.6.5.5.** Any additional information given need only be given in essence.
- 2.6.5.6.** What additional information is included on the question sheet is not contestable. However, a player may contest that information given in answering was in the question.
- 2.6.5.7.** Notwithstanding the above rules, insignificant words will not be considered in evaluating if a player has given too much information.

2.6.6. Textual Interchangeability

- 2.6.6.1.** "God" and "Lord" (when referring to God) are interchangeable.
- 2.6.6.2.** "Jesus", "Christ", and "Lord" (when referring to Jesus) and all combinations of these words are interchangeable.
- 2.6.6.3.** 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.
- 2.6.6.4.** The following words will be interchangeable when used to introduce or end dialog: "said," "replied," and "answered".
- 2.6.6.5.** 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.

- 2.6.6.6.** Contractions and their expanded form are interchangeable.
- 2.6.6.7.** The correct antecedent (including possessives) is always acceptable in place of its pronoun when answering a question, except when a question asks for a quote. Conversely, a player is permitted to use a pronoun to replace an antecedent that was stated in the question.
- 2.6.6.8.** Words or names which change throughout the text and are significant must be distinguished (i.e., Saul/Paul, Abram/Abraham, Sarai/Sarah, etc.) The Quizmaster must be responsible for determining pronunciation and may request the spelling of the answer in order to make certain the correct word was given.
- 2.6.6.9.** Rules of interchangeability apply to all non-quotation answers, unless the question requires a specific type of answer, and the interchangeable word would not be valid. Example: If the question asked for a word that started with a "G" and "God" was the answer, then the player could not interchange the word "Lord" for "God."
- 2.6.6.10.** Other specific interchangeable words will be announced at www.BibleBowl.org prior to the National Tournament each year.

2.7. CONTENTIONS

There are no contentions in Beginner Bible Bowl.

2.7.1. General Procedures

- 2.7.1.1. A contention is a disagreement with a question, an answer, or a procedure that is voiced by a team member.
- 2.7.1.2. 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.
- 2.7.1.3. It is the responsibility of the team captains 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.
- 2.7.1.4. The one posing the contention must use the word "contest" or "contend" in his request.
- 2.7.1.5. A contention may involve multiple issues.
- 2.7.1.6. 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).
- 2.7.1.7. All other team members and the audience should remain seated until the contention is settled.
- 2.7.1.8. 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 intervenes, comes up to the table, or in any way 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.
- 2.7.1.9. 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.

- 2.7.1.10.** The quizmaster is the authority in all matters and his decision shall be final with regard to scoring and ruling on correctness of answers.
- 2.7.1.11.** The Quizmaster may, at his discretion, leave the room to seek impartial input in resolving the contention.
- 2.7.1.12.** 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.
- 2.7.1.13.** 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 Assistant Quizmaster(s) are 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.
- 2.7.1.14.** 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.
- 2.7.1.15.** No video or audio footage taken during a game may be consulted in the resolution of contentions.
- 2.7.1.16.** If there are any contentions outstanding at the end of a double elimination game, such contentions will be dropped if they do not affect the outcome of the game.

- 2.7.1.17.** All contentions are to be handled before the final score of the half or the entire game is announced. Once the score is announced, it is accepted as the official result.

2.7.2. Toss-up Questions

- 2.7.2.1.** 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.
- 2.7.2.2.** 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.
- 2.7.2.3.** 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.
- 2.7.2.4.** For toss-up 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.
- 2.7.2.5.** 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 toss-up. It must be made before the Quizmaster has read any part of a word past the header of the corresponding bonus or the next toss-up (if no team was awarded the toss-up). 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.
- 2.7.2.6.** When the contention is made, the Quizmaster will immediately instruct the Timekeeper to "Stop time," and the contention will be handled at that time.
- 2.7.2.7.** A person contending an answer given by the opposing team must, at the time of his contention, give the reason for his contention and his answer (if he has not yet had the opportunity to answer, and if time has not expired), without any further reading of the toss-up (if

it had been interrupted). It is the responsibility of the contesting player to give his/her answer, even if the Quizmaster does not call for it. If the player fails to give an answer, he/she forfeits the right to the toss-up and corresponding bonus should he/she be ruled correct in the contention.

- 2.7.2.8.** Prior to the discussion of the toss-up contention with the Quizmaster and until the Quizmaster's decision is announced, there will be no consultation among team members.
- 2.7.2.9.** 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 after the toss-up was already missed by the other team, then the player should be allowed to continue answering.
- 2.7.2.10.** When the contention is resolved, the Quizmaster will instruct the Timekeeper to "Start time" and will begin reading the bonus, if awarded, to the team favored in the contention, or the next toss-up if neither team was awarded the bonus.

2.7.3. Bonus Questions

- 2.7.3.1.** 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 header of the next toss-up question.
- 2.7.3.2.** 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.
- 2.7.3.3.** Bonus contentions are always handled at the end of the time period (either half or end of game). Time is never stopped to handle bonus contentions.
- 2.7.3.4.** On a contended bonus question, the team may discuss the contention prior to presenting arguments to the Quizmaster.

- 2.7.3.5.** A contended bonus will be scored as originally ruled by the Quizmaster until the contention is resolved.

2.7.4. When Time Is Called

- 2.7.4.1.** A toss-up contention is allowed after time has been called only if it pertains to the toss-up (or answers to the toss-up) that was in play when time was called. No further toss-up answers may be given by either team once time has been called.
- 2.7.4.2.** If such a contention involves the answer to a toss-up question, the team whose answer is correct will receive the 10 points and be awarded the bonus at that time.
- 2.7.4.3.** If such a contention involves the validity of the toss-up and the toss-up is ruled invalid, then no question will be substituted in its place.
- 2.7.4.4.** A bonus contention is allowed after time has been called only if it pertains to the bonus (or answers to the bonus) that was in play when time was called or that was read after time had expired.

2.8. REPLACING QUESTIONS

2.8.0.1. A question, either toss-up or bonus, may be replaced in certain situations. Additional questions are printed at the end of the round to be used for this purpose, if it is necessary.

2.8.0.2. 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 toss-up when neither team has buzzed.
- A question is contested and proved invalid.

2.8.0.3. 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 lead-in of a toss-up, but none of the answers come from that reference.
- A question is not labeled TWO-PART when it asks two distinct questions OR a question is labeled TWO-PART when it does not ask two distinct questions.
- 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."
- A bonus is worded in such a way that there are not enough answers to make at least a valid twenty point bonus. For example, the bonus asks for a listing of all the men found in chapter 1, but that chapter contains less than four men, thus making it impossible to answer.

- 2.8.0.4.** 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.
- 2.8.0.5.** It is the responsibility of the players, not the Quizmaster, to contest and point out any invalid questions.
- 2.8.0.6.** 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.
- 2.8.0.7.** For toss-up replacement, the replaced toss-up will be read while time is stopped. Time will be resumed at the start of the corresponding bonus or the next toss-up (if the toss-up went unanswered).
- 2.8.0.8.** For bonus replacement, only the invalid portion of the bonus should be replaced. The team is still responsible for answering the valid portion. If the bonus was contested, the Quizmaster will read the replacement bonus immediately after the contention is resolved, before the teams leave the table at the half or end of game (the bonus will not be read under time). The bonus (or portion of the bonus) that the Quizmaster reads as a replacement must be equal in point value to the bonus (or portion of the bonus) being replaced.

2.9. SPECIAL CIRCUMSTANCES

- 2.9.0.1.** 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.
- 2.9.0.2.** If a player inadvertently buzzes in before the Quizmaster has read any part of a word past the header, the board will be reset and the player will still be permitted to answer the toss-up; otherwise, regular game rules apply and the player will be required to give his answer.
- 2.9.0.3.** 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 toss-up. The board should be cleared and the Quizmaster should finish reading the question for the opposing team; any member of the opposing team will be given the opportunity to buzz in and answer.
- 2.9.0.4.** If the Quizmaster does not hear or understand an answer, the Quizmaster is to warn the player and ask him 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. If time has been called, the player is only allowed to repeat exactly what was said prior to time being called.
- 2.9.0.5.** If the electronic quiz board malfunctions during the reading of a toss-up question, and if the question was read beyond "I have a toss-up for 10 points," time should be called and the board replaced with a properly functioning one. Time should then be resumed and the game continued from that point forward. If neither team has buzzed, then the question must be eliminated and replaced with another toss-up. If one team has already buzzed and missed the question, then the question should be completed for the opposing team.
- 2.9.0.6** If the electronic quiz board malfunctions during the reading of a bonus question, the question should be completed in its entirety, after which time should be called and the board replaced or repaired, before proceeding to the next toss-up.

2.10. DISQUALIFICATION

- 2.10.0.1.** 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.
- 2.10.0.2.** 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.

2.11. PROHIBITIONS

- 2.11.0.1.** 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 toss-up or bonus segment which was interrupted and replace it with another.
 - disregard that response and ask for the team's (or individual's) answer.
- 2.11.0.2.** 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), reading a teammate's handwritten notes on a toss-up question, etc. will be perceived as 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 toss-up question or bonus segment which was interrupted and replace it with another.
 - Dismiss the offending person(s) from the room.
- 2.11.0.3.** Knocking twice on the table or using two fingers to indicate a two-part toss-up question will not be permitted beyond the reading of the words "I have a two-part toss-up for 10 points." If the quizmaster rules a team in violation of this rule, that team will forfeit their right to answer that question.
- 2.11.0.4.** No electronic devices, notes, notebooks, Scripture texts, concordances, etc. may be used by team members during the course of timed play. However, players may bring blank paper and a pen or pencil to use once time has begun. An inaudible timing device (other than a cell phone) may be used.
- 2.11.0.5.** No member of an eliminated or disqualified team may be substituted on a team still remaining in competition.
- 2.11.0.6.** 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.

2.12. QUIZMASTER DISCRETION

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

3. BIBLE BOWL OFFICIALS



3.1. QUIZMASTER

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: Timekeeper, 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. This must be done prior to the start of each half of the game.
- 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 on a toss-up, 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 not give answers to any questions during the course of play, but rather reserve such for during half-time or after the game has ended.
- 3.1.3.8.** Be time conscious and keep the pace of the game moving. A general rule of thumb is the reading of one toss-up and one bonus question per minute of play.
- 3.1.3.9.** Tell the scorekeeper how many points were awarded for each bonus, and make sufficient notations on the question sheets to indicate the points awarded and to which team, to verify the score when needed.
- 3.1.3.10.** Observe the play of the game to guard against illegal procedures, such as prompting or team conferences when not allowed.
- 3.1.3.11.** Confirm and announce the score of the game at halftime.

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.
- 3.2.2.5.** Point out to the Quizmaster (at half time or end of game) any mistake in the number of points awarded.

3.3. SCOREKEEPER

3.3.1. Selection

- 3.3.1.1.** Scorekeepers are selected from among the audience by the quizmaster prior to the start of the game. There should be an official Scorekeeper from each team, and, if possible, an additional Scorekeeper to keep a visible score for the audience's benefit.
- 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.** The Scorekeepers from each team confer at the end of each time period to reconcile the official scores. The Quizmaster should be consulted to resolve any discrepancies.

3.4. TIMEKEEPER

3.4.1. Selection

- 3.4.1.1.** The Timekeeper is selected from among the audience by the quizmaster prior to the start of the game.
- 3.4.1.2.** Preferably the Timekeeper should be an adult and non-partisan to the two teams participating.

3.4.2. Duties

- 3.4.2.1.** Must be equipped with a stopwatch and be ready to begin time when instructed by the Quizmaster.
- 3.4.2.2.** Must understand that time runs continuously and is to be stopped only if "Time!" is called by the Quizmaster.
- 3.4.2.3.** Must stand at the beginning of and throughout the final minute of each half as an indication of the amount of time remaining. However, no verbal indication is given that one minute of play remains.
- 3.4.2.4.** Must call clearly, distinctly, and loudly "Time!" at the end of the designated time period. He is not to wait until the end of the question currently being read (even if it is a bonus), but is to call time immediately upon its expiration.

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.** The Individual Tournament follows a “Jeopardy-style” format.
- 4.1.1.2.** Top placing students are recognized.
- 4.1.1.3.** 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.** Questions have a value of either 10, 15, 20, or 25 points.
- 4.1.2.3.** 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 hits 50 points leaves the table 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 must leave the table.
- 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 leave the table.
- 4.1.2.8.** All questions have a specific type of answer based on its category, therefore only the answers will be accepted; there is no additional information.
- 4.1.2.9.** There are no contentions.
- 4.1.2.10.** The game is untimed.

4.2. WRITTEN ACHIEVEMENT TEST

4.2.1. General Information

- 4.2.1.1. The National Tournament offers a 400 point Written Achievement test.
- 4.2.1.2. Top placing students recognized and awarded scholarships, as are the top Team Test Averages.

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 misgraded by the scoring machine will not be corrected, even if it results in a zero score.
- 4.2.2.4. Time Limit. Each student will be given 75 minutes (or another 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, even on a hand re-grade.
- 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, or the answer sheet(s) is mutilated to the point that the scanning machine will not accept it.
- 4.2.2.10.** Ties will be broken by the best score on the last section of the test, then continuing backwards with each section until all ties are broken. If this procedure fails to break the ties, a manual tie-breaker procedure will be used. This tie-breaker procedure will be used unless otherwise stated prior to the start of the test.
- 4.2.2.11.** The Team Test Average for each team will be computed by averaging the top 3 scores. Should a team have fewer than 3 test scores for any reason, a zero will be averaged in place of the missing score(s).
- 4.2.2.12.** In the event of a tie in the Team Test Average ranking, the following will be used as a tie-breaker, in this order:
- The team whose lowest score is the highest.
 - The team whose second lowest score is the highest.
 - The team with the highest ranking player after the individual tie-breaker procedure has been applied.

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 Qualifier Pools. All pools go through 2 rounds of primary memory verses, followed by 3 rounds of secondary memory verses. All players remaining after round 5 advance to the Final Bee. If all of the players in a particular pool are eliminated before the completion of round 5, no one advances from that pool.
- 4.3.1.3.** A tie-breaker will be administered prior to the start of the Quote-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 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.

- 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.
- 4.3.2.13.** If only one contestant quotes a verse correctly in a particular round, that contestant is the winner.