

2018 BIBLE BOWL OFFICIAL RULES

GENERAL RULES

1. The Holy Spirit and brotherly love will guide all of our actions and decisions.
2. The Bible Bowl is intended for the building up of youth in the knowledge of God and the power of His Word through friendly and fun bible-based competition and Christian fellowship.

DAY 1 COMPETITION RULES

1. The Bible version used is the English Standard Version. The questions are based on facts only.
2. Divisions of competition are 4-6 grades, 7-12 grades and Adults. However, children younger than 4th grade may participate in the 4-6 grade division and 6th graders may compete in the 7-12 grade division. Anyone out of high school must compete as an Adult division. Questions are the same for all divisions.
3. Congregational teams are strongly encouraged but team players do not have to be from the same congregation. Players may not switch teams after competition begins.
4. Teams consist of a minimum of three players and a maximum of five players. No more than two three-player teams for each division may compete for one congregation.
5. Each team is required to have an adult as a scorekeeper. If you do not have enough adults to keep score, notify the questioner and an adult will be provided for you.
6. Team members sit together in a row facing the same way with the scorekeeper sitting in front and facing the row for a clear view of the team. No talking is permitted during a round and all players must sit up straight and face forward at all times.
7. Competition consists of four rounds of 25 multiple-choice questions. Each team member playing that round must answer. If no answer is given, it is considered an incorrect answer.
8. Each player is provided the letters A through C in a pocket to be held in front of and close to the player at all times.
9. A multiple-choice question is asked twice. When the questioner says, "Your answer, please," all players simultaneously pull a letter from the pocket and hold it up for the scorekeeper to view.
10. While all the players hold up their answers, the questioner announces the correct answer. Scorekeepers mark their score sheets for each player accordingly. The players' answers are held up until the questioner says, "Thank you, next question." The players then insert the letters back into the pocket while keeping the pocket close to and in front at all times.
11. Contested Questions: To provide for an orderly and fair contesting of questions, only the team's adult leader can contest the validity of a question. If a player thinks a prior question and/or answer is incorrect, they must communicate quickly with the team leader between questions. The team leader must speak out and ask the questioner for "time out", giving explanation as to why a question and/or answer is incorrect. The Bible Bowl coordinator and questioner will determine if the question and/or answer is incorrect. If the question is invalidated, the invalid question and answer will be thrown out and another question and answer will be used to replace it.
12. Ten points are awarded to each player for each correct answer. If all team players answer a question correctly, ten bonus points are awarded to the team for that question.
13. For three-player teams, the bonus points will be doubled and added at the end of each round to the team score to offset the missing player.
14. For five-player teams, only four players' scores will be used for the team scoring. Scores for all five players will be recorded for individual scoring, but four players must be chosen preceding each round for team scoring. The scorekeeper must circle the names of the player not participating in the team score for that round on the score sheet prior to the start of the round. Each player on a five-player team must be used at least once for the team scoring. If all four pre-chosen players answer a question correctly, ten bonus points are awarded to the team for that question.
15. At the end of each round, the scorekeeper tallies the score sheet and submits it to the questioner.
16. Individual point totals and team standings will be tabulated and posted.
17. The individual in each grade division achieving the highest point total is declared the Day 1 MVP.
18. The top 16 teams in total points in the 4-6 and 7-12 grade divisions advance to Day 2 Competition. In case of ties, numbers will be drawn by the Youth Leaders to determine seeding.
19. If there are more than 16 teams in a division, every effort will be made to include all teams in Day 2 competition through play-ins.
20. At the end of the day's activities, Day 1 Competition MVP's and the Day 2 Competition Teams seedings are announced.

DAY 2 COMPETITION RULES

1. The Bible version used is the English Standard Version. The questions are based on facts only.
2. Divisions of competition are 4-6 grades, 7-12 grades and Adult. Children younger than 4th grade may participate in the 4-6 grade division and 6th graders may compete in the 7-12 grade division.
3. The 4-6 grade and 7-12 grade teams consist of the top 16 teams from Day 1 competition seeded by their position in the standings at the end of Day 1 Round 4 competition. The 1st place team plays the 16th place team, the 2nd place team plays the 15th, etc. Play-ins may be used to allow extra teams to play.
4. The Adult division, if played, consists of the top 8 teams from Day 1 competition. For those Adult teams that did not participate in Day 1 competition, team leaders will draw numbers before beginning Day 2 Competition. Adult teams do not have to play in Day 1 competition to be eligible for Day 2 competition, but the top seeds will go to those teams that did play in Day 1 competition. Due to time considerations, Day 2 competition for the Adult division will be played toward the end of Day 1.
5. Teams consist of at least three, but no more than five players. 4-6 grade and 7-12 teams consist of the same players that participated in Day 1 competition. One player on each team is designated as team leader. The team leader is positioned at the first buzzer position toward the center of the buzzer panels.
6. Teams with five players may call "time out" and rotate the fifth player in halfway through each round.
7. Competition consists of team versus team rounds using a buzzer panel system. Buttons activate a buzzer and light to designate a responding player.
8. A three-member panel of judges will be appointed at the beginning of each round of competition by the Bible Bowl coordinator to review questions for accuracy and verify answers. The panel will consist of youth leaders or adults from teams that are not participating in that round. The judges have the option of throwing out questions and rulings on accuracy of answers. The Bible Bowl coordinator will have the final decision on all procedural and rule interpretations. All decisions are final.
9. A timekeeper and a scorekeeper will be provided by the Bible Bowl coordinator.
10. Each team is responsible for keeping track of its time to play.
11. There are 7 questions in the Play-In Rounds. Questions 1-3 are worth 10 points each. Questions 4-6 are worth 15 points each. Question 7 is worth 25 bonus points. Tiebreakers are worth 10 points each.
12. There are 11 questions in the Round 1 Sweet Sixteen. Questions 1-5 are worth 10 points each. Questions 6-10 are worth 15 points each. Question 11 is worth 25 bonus points. Tiebreakers are worth 10 points each.
13. There are 15 questions in the Round 2 Great Eight. Questions 1-7 are worth 10 points each. Questions 8-14 are worth 15 points each. Question 15 is worth 25 bonus points. Tiebreakers are worth 10 points each.
14. There are 20 questions in the Round 3 Semi-Finals and Round 4 Finals. Questions 1-9 are worth 10 points each. Questions 10-18 are worth 15 points each. Questions 19 and 20 are worth 25 bonus points each. Tiebreakers are worth 10 points each.
15. Individual players who correctly answer individual questions are awarded 10 points. No individual points are given for bonus and tie-breaker questions since they are team-consulted answers.
16. Each question is stated fully twice until players from both teams have heard the compete question twice. The timekeeper will name players and/or team when a player buzzes in. No answer is given until the timekeeper names the player and/or team. Once recognized, a player has five seconds to begin the answer for individual questions and team leaders ten seconds to begin the answer for team-consulted questions.
17. When a question is asked, the first player to buzz in and be recognized must answer the question alone. Any attempt by another player to assist other players during individual questions will result in a five-point penalty for that team and the answer will be disregarded.
18. There is a five-point penalty for all incorrect answers. Failure to answer a question is considered an incorrect answer. The penalty is not intended to embarrass players who answer incorrectly but rather to encourage players to wait for the completion of a question, to buzz in only when players are sure of the answer, and to wait to answer until they are recognized by the timekeeper.
19. After a question has been stated twice, players have five seconds to buzz in on individual questions. If a player's answer is incorrect, that team is given a five-point penalty. The other team's players have five seconds to buzz in but are not required to do so. If a player does buzz in and the answer is incorrect, that team is also given a five-point penalty, and the next question is stated.
20. If a player buzzes in before a question is stated a second time, that player must answer the question as the player heard it. If the player's answer is incorrect, that team is given a five-point penalty and the question is restated for the other team. The other team's players have five seconds to buzz in but are not required to do so. If a player does buzz in and the answer is incorrect, that team is also given a five-point penalty and the next question is stated.
21. If a player blurts out an answer before being named by the timekeeper during their team's first round, the answer will be judged as correct or incorrect to allow play to continue. The team will then be given a warning by the timekeeper and the warning will be recorded by the scorekeeper. Any additional blurted answer by that team will be disregarded and that team is given a five-point penalty. The other team's players have five seconds to buzz in but are not required to do so. If a warning has already been given to the other team and a player blurts out an answer before being named by the questioner, the answer is disregarded, that team is also given a five-point penalty, and the next question is stated.

22. Once a player has started to answer a question, a pause, an “umm”, “ahh”, etc. or a breath will signal the end of the player’s answer. If that player’s answer is judged to be incorrect and then the player blurts out the correct answer, the answer will be considered as a blurted answer to be disregarded. The questioner determines the length of the pause for the end of the stated answer.
23. Teams have 10 seconds to buzz in and then consult with one another for an additional 10 seconds during team-consulted questions. Any player may buzz in, but the team leaders will give the answer for the team. If the answer is incorrect, that team is given a five-point penalty. The other team’s players then have 10 seconds to buzz in and then consult with one another for 10 seconds but are not required to do so. If a player does buzz in and the team-consulted answer is incorrect, that team is also given a five-point penalty. Bonus questions will not be asked if one team is ahead by more than 30 points at the end of Rounds 1 and 2 or more than 60 points at the end of Rounds 3 and 4.
24. In case of a tie at the end of a round, teams are asked one sudden-victory tiebreaker team-consulted question. Players have 10 seconds to buzz in. The same rules apply for incorrect or disregarded answers during tiebreaker questions as during the regular rounds.
25. The team with the most points at the end of each round is declared the winner and advances to the next round until one team remains. The remaining team in each division is declared the Bible Bowl Champion of their division. The third-place team is the team that was beat by the first place team during Round 3 Semi-finals.
26. The individual in each division achieving the highest point total is declared the Day 2 Competition Most Valuable Player.