

BIBLE TIC TAC TOE RULES AND SCORING

Bible Tic Tac Toe is a special variation of the familiar game of Tic Tac Toe. The game is played by opposing teams marking one square alternately on a nine-divisional square in an attempt to place three marks in a straight line; the first to do so is the winner. Participants must be in Grades 7, 8 or 9. ALL questions and quotes in the Tic Tac Toe Study Booklet will be used.

1. Teams may consist of one to four members and their can be more than one team per church.
 2. A team captain is assigned to each team. He or she chooses the squares (others can help before the square is picked) and is responsible for operating the tape recorder.
 3. Each team will have at least one coach. The coach will direct the team in preparation for the contest. The coach or an alternate will be responsible for the behavior of the team at all levels of competition at all times.
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1. The Quiz Panel consists of the following:
 - a. A Quizmaster - has general oversight of the contest; explains the rules and procedures; sets the tone for a proper atmosphere; reads the questions clearly and fairly; determines if answers given are correct.
 - b. A Scorekeeper - records the square selected by the team captain prior to the reading of the questions; marks the appropriate square if the Quizmaster indicates that the questions was correctly answered; clears the tic tac toe board of all markers at the end of each game.
 - c. A Timekeeper - starts timing when a question has been read once; calls time at the end of 15 seconds (or 20 seconds for quotes). Allows only 15 minutes for a game if a winner has not been determined. (See 2.k.)
 - d. Three Judges - rule on the correctness of any answer referred to them by the Quizmaster; considers and rules on contested decisions over which they have final authority. One Judge is to be responsible for keeping the game played and won, on the Games Played Sheet. One Judge is to assist the Quizmaster to be sure question is read correctly.
 2. Game Procedures
 - a. Teams are arranged behind tables to the right and left of the Quizmaster. Tables should be angled so as to partially face the Quizmaster, but also to face the audience.
 - b. The scoreboard, which may be a large chalkboard, is arranged so that team members and audience can easily see it.
 - c. Timekeeper, Judges, and Quizmaster are in front facing the teams.
 - d. The Quizmaster will use some fair means of determining which team receives the first question. For example, a number is selected and the team captain who guesses closest to the number wins and is first to receive a question in the first game. After the first game, teams will alternate in receiving the first question. Game is complete when one team has won or no winner is possible.
 - e. When play begins, the team captain, prior to receiving a question, will indicate to the Quizmaster and Scorekeeper which square is to be marked. Team members may confer before giving their choice of numbered squares, but the captain will be the spokesman in this case. When the square is marked and the question is asked, that is final. The square cannot be changed.

- f. A question is pulled at random from the question box and read carefully to the team one time. A request to repeat the question may be honored, but it shall be counted as part of the 15 seconds for answering. Questions are not to be put back into the question box until all questions have been asked.
- g. The Timekeeper begins a 15-second count as soon as the question has been read one time by the Quizmaster. If the Quizmaster commits an error in reading and starts over, the timing will begin when the Quizmaster has correctly read the question one time.
- h. Team members may confer before giving an answer. Only one member may answer any question. It is not necessary for the same member to answer each time. There is to be no discussion between team members when a question is directed to the other team.
- i. Only the first answer given will be considered and must be correct in its entirety to be counted as a right answer. To be correctly answered, an answer should contain: (1) questions with lists such as 10 plagues, should be done in order, also other lists; (2) an essay question should contain in the answer everything asked for in the question and be complete enough; (3) it is not necessary to repeat part of the question as the answer, unless it is needed; (4) if you don't know the answer to the question, please advise the Quizmaster to speed the game; (5) different pronunciations of Bible names should not be counted incorrect.
- j. Incorrectly answered questions are given to the opposing team. Score for a correctly answered question in this case is given in the square chosen by the team originally receiving the question. Original questions are alternately given to each team during the game. For example: Team A is given a question and fails to answer. Team B is then given an opportunity to answer the question. If Team B answers correctly, their score will be in the square chosen by Team A. Team B is then asked the next original question – play does not revert back to Team A. This method speeds up the playing time and eliminates the possibility of a number of “tie” games.
- k. Fifteen seconds are allowed in which to answer a question. If a contestant starts answering soon after the question is asked, he or she may be permitted to finish the answer provided he or she does not stumble, halt, or restart the answer, even if he or she goes over 15 seconds. In this case, the Timekeeper should not interrupt the contestant who is answering. A time limit of 15 minutes has been set for a game. If no winner of a match or game has been reached within 15 minutes, then the winner of the game is the team with the most Xs or the most Os.
- l. Any questions or problems need to be brought up before the next question is asked. After the question has been asked, answered, dropped into the box and a new question asked, it is too late to contest the answer to a previous question. To contest an answer to a question, it must be done before the next question is asked.
- m. A shuffle of questions can be asked for between questions.
- n. A Scripture reference is required only for the Memory Verse questions in which case the reference is to be given both *before* and *after* quoting the verse.
- o. Memory Verse questions must be answered with an exact word-for-word quotation according to the King James Version of the Bible. The contestant will be allowed to finish a quote if they are not stumbling or fumbling for words.

- p. All answers must satisfy the Quizmaster as being correct.
- q. Questions should be answered loud enough for the Quizmaster and audience to hear clearly.
- r. Team members may have their hands on or off the table during competition.

4. Scoring

- a. A game is won when either team has placed three markers in a straight line diagonally, horizontally, or vertically.
- b. The team winning two games out of three is the winner of the match.
- c. In the event a winner has not been determined at the end of five games, the Quizmaster shall declare a sudden death overtime. Only Bible Memory Verse questions will be asked, and the first team to win one game will be declared the winner of the match, regardless of what occurred during the first five games.
- d. The winner of a match will move ahead to play another team. In a double elimination play-off, a team must lose two matches before it is counted out of the running.
- e. If there are enough teams for two sets or games and two brackets to be going at the same time, then the questions should be divided into two boxes. The teams should be divided into two equal groups of teams. The first place winners of each bracket will play at the end to decide which team wins first place and second place. The second place winners of each bracket will play each other to decide the third place winner. These steps were recommended in order to conserve time. (6/3/06)

Updated 10/09

TIC - TAC - TOE

GAMES PLAYED

DATE _____

| NAME OF CHURCHES | Game 1 | Game 2 | Game 3 | Game 4 | Game 5 | Game 6 | Game 7 | Game 8 | WINNER | LOSER |
|------------------|--------|--------|--------|--------|--------|--------|--------|--------|--------|-------|
| MATCH | St- | St- | St- | St- | St- | St- | St- | St- | | |
| # 1 | W- | W- | W- | W- | W- | W- | W- | W- | | |
| MATCH | St- | St- | St- | St- | St- | St- | St- | St- | | |
| # 2 | W- | W- | W- | W- | W- | W- | W- | W- | | |
| MATCH | St- | St- | St- | St- | St- | St- | St- | St- | | |
| # 3 | W- | W- | W- | W- | W- | W- | W- | W- | | |
| MATCH | St- | St- | St- | St- | St- | St- | St- | St- | | |
| # 4 | W- | W- | W- | W- | W- | W- | W- | W- | | |
| MATCH | St- | St- | St- | St- | St- | St- | St- | St- | | |
| # 5 | W- | W- | W- | W- | W- | W- | W- | W- | | |
| MATCH | St- | St- | St- | St- | St- | St- | St- | St- | | |
| # 6 | W- | W- | W- | W- | W- | W- | W- | W- | | |
| MATCH | St- | St- | St- | St- | St- | St- | St- | St- | | |
| # 7 | W- | W- | W- | W- | W- | W- | W- | W- | | |
| MATCH | St- | St- | St- | St- | St- | St- | St- | St- | | |
| # 8 | W- | W- | W- | W- | W- | W- | W- | W- | | |
| MATCH | St- | St- | St- | St- | St- | St- | St- | St- | | |
| # 9 | W- | W- | W- | W- | W- | W- | W- | W- | | |