

BIBLE BOWL RULES AND SCORING

Bible Bowl is a quiz in which accurate Bible knowledge and speed of recall are tested in a competitive atmosphere. Two opposing teams are challenged by the reading of a question and the team member responding first is given opportunity to answer. Questions are read for a pre-determined time period, and ten points are scored for each correct answer with certain penalties given for an incorrect answer or when no answer is given. The team with the highest score wins. Participants must be in Grades 10, 11 or 12. ALL questions and quotes in the Bible Bowl Study Booklet will be used.

1. Teams may be composed of one to four members and there can be more than one team per church.
 2. A team captain is assigned to each team and is responsible for operating the tape recorder.
 3. Each team will have one or more coaches. 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.
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1. The Quiz Panel consists of the following:
 - a. A Quizmaster - has general oversight of the contest; explains 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 - places the names of the two competing teams on the scoreboard in the order they are facing the audience; adds 10 points to the score of the team answering a question correctly; deducts 5 points if wrong or no answer on completed question; deducts 10 points for a wrong or no answer on an interrupted question; keeps a cumulative total for each team throughout the contest period.
 - c. Two Timekeepers - Timekeeper #1 records the beginning time of the contest and calls time at the end of the designated time period; Timekeeper #2 allows 15 seconds for an answer beginning when a question is interrupted or has been read through one time (20 seconds for quotes); calls time at the end of 15 seconds (or 20 seconds for quotes) from the beginning point.
 - d. Three Judges - determines which team member responds first when mechanical aids are not used; rule on the correctness of any answer referred to them by the Quizmaster; considers and rules on contested decisions with final authority. In addition to their regular duties, Judge #1 determines if the question was interrupted or not. Judge #2 makes sure the score is correct. Judge #3 assists the Quizmaster to determine if the question was answered correctly or not. The Quizmaster will designate these responsibilities.
 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 or overhead projector, is arranged so that team members and audience can easily see it.
 - c. Timekeeper and Judges are in front facing the Quizmaster and the teams.
 - d. Fifteen-minute games are widely used, but shorter or longer periods may be decided upon by the Judges. Or a certain number of points may be used to determine when a game is completed. The length or points for the contest period is announced prior to the beginning of the competition.
 - e. When play begins, a question is selected and read through one time unless interrupted.
 - f. Time begins when the question is finished or interrupted.
 - g. The team member who responds first is called to answer the question and must finish the answer within the time period.

- h. In the event no answer is given or an incorrect answer is given, 5 points will be deducted from the team score. The opposing team will then receive an opportunity to answer the question in 15 seconds. In this case, no points are deducted for an incorrect answer.
- i. When a question is interrupted, the team member who has interrupted must answer the question. A correct answer scores 10 points. A wrong or no answer deducts 10 points.
- j. If a wrong answer is given to an interrupted question, the opposing team will hear the entire question read and be given 15 seconds in which to answer.
- k. Team members may confer on any question prior to a response for answering. Team members may not confer after a member has been recognized to give an answer.
- l. An answer not completed when the Timekeeper calls time is considered an incorrect answer, no points are given and penalty points are subtracted.
- m. Coaches and team members may contest decisions on answers, but only before the next question is asked. Once a game has been judged, completed, and won, it cannot be contested.
- n. A Scripture reference is required only for Bible Memory questions in which case the reference is to be given both *before* and *after* the quotation of the verse.
- o. A shuffle of questions can be asked for between questions.
- p. 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.
- q. All answers must satisfy the Quizmaster to be considered correct.
- r. Questions should be answered loud enough for the Quizmaster and audience to hear clearly.
- s. Team members may have their hands on or off the table during competition.
- t. Questions will not be re-asked until after all questions have been asked.

3. Scoring

- a. Ten points are given for each correct answer.
- b. Ten points are deducted from a team when a wrong answer is given to an interrupted question.
- c. Five points are deducted from a team for buzz on a completed question when the wrong answer or no answer is given.
- d. The game is won by the team with the highest number of points at the end of the designated time period.
- e. The winner of a game will move ahead to engage another team until all but one team has been eliminated. In a double elimination play-off, a team must lose twice to be out of the running.

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