

**WESLEYAN BIBLE BOWL OFFICIAL
RULES AND QUIZ FORMAT**
To Begin with District Competition, 2007
Through National Competition, 2008



I. INTRODUCTION

1. Wesleyan Bible Bowl is an exciting Bible quizzing program designed to stimulate spiritual growth among the youth of The Wesleyan Church. Wesleyan Bible Bowl (WBB) seeks through the medium of competition to place the Word of God into the minds, hearts and lives of teenagers. Many hours will be spent in the concentrated study of the Word of God-study that will be fun, relevant, exciting and meaningful!
2. The following WESLEYAN BIBLE BOWL OFFICIAL RULES AND QUIZ FORMAT is the current set of rules to be used beginning with the 2007 quizzes. They have been revised and updated to accurately reflect the practices your team will encounter as they advance in WBB competition. All Local, District, Area, and National WBB personnel should thoroughly acquaint themselves with each aspect of the current WBB OFFICIAL RULES AND QUIZ FORMAT. The goal of WBB is consistent interpretation of these RULES.

A. GENERAL OVERVIEW

1. Remember all quiz officials are volunteers who are doing their best.
2. A Christian attitude is expected to be displayed by all players, coaches, staff and supporters.
3. Please do your best to speak loudly and clearly so that your answer is heard (use the microphone when available).
4. The current quiz uses the 1984 edition of the New International Version of the Holy Bible.

II. PREPARATION AND SET-UP FOR QUIZZES

A. EQUIPMENT

1. Two tables with four chairs behind each of them are to be arranged so that the members of each team might be comfortably seated facing the Quizmaster and the audience.
2. The name of each player should be printed in at least 2" letters on a stand card and placed before each player so that they are visible to the Announcer. NOTE: Name cards are provided by the teams, not by the quiz official.
3. The Director will be responsible to see that the WBB room is adequately and properly equipped.
4. A detailed diagram of the WBB room set-up may be found in the WBB Ministry Manual.
5. The Director will secure recording equipment and personnel (video recording/playback ability preferred).
6. The Director will make sure each quiz site has at least two sets of quiz machines in perfect working condition.
7. The Director will provide the Panel of Appeal with at least 1 copy of the 1984 edition of the New International Version of the Bible.

B. OFFICIAL QUESTIONS

1. Official questions for District, Area and National Quizzes are to be secured by the Director of the particular level of competition from the *National Bible Bowl Director*.
2. The Director will make copies of the written quiz for the teams and copies of the sets of questions for the Panel of Appeal prior to the quiz event.
3. Official questions will come from the "Set Maker" program which is available from www.youthquiz.com.
4. Only National, Area, and District Directors will have access to competition questions.
5. Each set of questions will contain the following for all competition levels:
 - a. 60 % general questions
 - b. 20 % according to questions
 - c. 20% memory questions

III. PERSONNEL

A. GENERAL

1. The following personnel are needed for each WBB quiz site:

- a. 1 Quizmaster
 - b. 1 Announcer
 - c. 1 Unofficial Scorekeeper
 - d. 1 Official Scorekeeper
 - e. 1 or 2 Timekeepers
 - f. 3 Panel of Appeal members
 - g. 2 Teams with a minimum of two players each
2. Quiz officials will exclude him/herself from participation in an Area or National level Quiz involving a team from his/her local church. It is suggested that a Quiz official exclude him/herself from participation in a District Quiz involving a team from his/her local church.
 3. In instances where it is difficult to find enough experienced officials for each role directors are encouraged to combine officials. The following guidelines can be used:
 - a. 1 Quizmaster/announcer
 - b. 1 Scorekeeper/timekeeper
 - c. 1 Content judge
 - d. These three individuals serve together as the panel of appeals.

B. TEAMS

1. Each team must field a minimum of 2 teens to be seated throughout the Quiz and as many substitutes as seems practical up to a total of 6 team members.
2. Substitutes may be put in during the scoring of the written quiz, time-outs, and when another player has quizzed out (whether the player that has quizzed out is on their team or the opposing team).
3. One team member must be designated as Captain before the start of each quiz. The Captain is responsible to answer Bonus questions or designate another team member to answer Bonus questions.
4. Team members must be from the local Wesleyan youth they represent. However, local churches are encouraged to include youth from other local churches or denominations where no team exists. Our goal is to provide quizzing opportunities for youth who would like to quiz without including youth that have programs in which they can already compete. Any non-Wesleyan youth or youth from another Wesleyan church must register with the National Director, who will consult with the National Quiz Council as necessary, so that everyone will be aware that an exception is being made. This rule applies only to official District, Area, and National competitions.
5. Team members must be at least 12 years old or in the sixth grade, and must not exceed the age of 19 nor have entered college.

C. COACHES

1. Each team may have one coach with assistants.
2. Much of the coach's responsibility occurs prior to the game. At the Quiz, coaching lies in strategy, substitutions and time-out planning.
3. Coaches, please refrain from conscious and unconscious body movements during the Quiz that may be interpreted as "signals." If a coach is found to be giving "signals" to his/her team and if challenged by the other team, the Panel of Appeal may sustain the challenge and points may be subtracted.

D. QUIZMASTER

1. Serves all questions and rules answers correct or incorrect.
2. Is responsible to make sure the Panel of Appeal has the correct set of questions and answers for each quiz.
3. Directs the administering of the written Quiz.
4. Announces the points awarded for each Toss-up and Bonus question.

E. ANNOUNCER

1. Identifies and announces team and player who first signals readiness to answer a Toss-up question.
2. Identification is to be made by team name and number, or team name and player's name.
3. Operates the quiz machine for Toss-up and Bonus questions.

F. UNOFFICIAL SCOREKEEPER

1. Keeps a running total of the score on a chalkboard or overhead placed so that the audience and team may see the score at all times.

G. OFFICIAL SCOREKEEPER

1. It is his/her responsibility to maintain a running total of the official score on an official score sheet. He/she should also advise the Quizmaster IMMEDIATELY (at the end of a Toss-up/Bonus question cycle) when a player quizzes out.

H. QUIZ TIMEKEEPER

1. The Quiz Timekeeper signals the time periods for the overall Quiz by blowing a whistle or saying, "Half" or "Game" at the end of each 12-minute period.
2. Timed periods for each quiz include the beginning and ending of halves, halftime, and time-outs.
3. The Quiz Timekeeper may also be the Question Duration Timekeeper.

I. QUESTION DURATION TIMEKEEPER

1. The Question Duration Timekeeper signals the duration of questions and answers by blowing a whistle or saying, "Time."
2. The duration of questions and answers includes both Toss-up answers and Bonus conferences. (NOTE: The response to a Bonus question is not timed.)
3. The Question Duration Timekeeper may also be the Quiz Timekeeper.
4. The Question Duration Timekeeper will also call "Time" if no team buzzes in on a Toss-up after 5 seconds.

J. PANEL OF APPEAL

1. Three judges sit as the Panel of Appeal.
2. The Director appoints one judge as Chair of the Panel of Appeal.
3. The Panel of Appeal decides all challenges by a majority vote rendering a decision to "sustain" or "deny" the challenge.
4. Each member of the Panel of Appeal has access to the Official Questions and the 1984 edition of the New International Version of the Bible.
5. The Panel of Appeal grades the written quiz.
6. Rule violations are to be appealed via a Challenge to the Panel of Appeal for a decision.
7. The decision of the Panel of Appeal is FINAL!

K. AUDIENCE

1. Please refrain from applauding during the Quiz. Applause is appropriate when perfect written scores are announced, a teen quizzes out, at half-time, and after the Quiz is declared completed by the Quizmaster.
2. Distractions such as entering and moving around the room during the Quiz are discouraged.
3. Refrain from any movement or gestures that could be interpreted as signals. The Quizmaster or Director has the right to ask audience members to leave if they are distracting the quizzers.

IV. PROCEDURE**A. TIME PERIODS**

1. Overall Quiz
 - a. 5 minutes - written quiz
 - b. 12 minutes - period 1
 - c. 3 minutes - halftime
 - d. 12 minutes - period 2
 - e. (3 minute overtimes in the event of a tie game)
2. This rule is just a suggestion for unofficial quizzes and may not be used for official competition.
 - a. Express Rounds: At the discretion of the tournament director the express round option may be used to increase the number of rounds possible within the time allowed.

- i. 5 minutes – written quiz
 - ii. 8 minutes – period 1
 - iii. 1 minute – halftime
 - iv. 8 minutes – period 2
 - v. (3 minute overtime in the event of a tie game)
3. One 1-minute time out is permitted to each team per half This may be called by any seated player or the head coach of the team.
4. The clock is to be stopped only for a challenge, substitution, or time-out at the direction of the Quizmaster.
5. Answer Duration
 - a. ***Toss-up**-20 seconds to complete answer (from Announcer’s identification of the team and player).
 - b. ***Note:** There is a 15-second time limit to complete answer for second team if first team answers incorrectly.
 - c. ***Bonus**-15-second conference or 5-second conference per segment of a multi-part question. The conference time begins after the Quizmaster completes the question. The Quizmaster will call for the answer when the time has expired if an answer has not yet been given. Although there is no time limit in giving the answer to the Bonus question, the team must begin the answer as soon as the conference time is completed.
6. If the whistle sounds ending a half or the game, and if a player has buzzed in PRIOR to the whistle, that cycle of Toss-up/Bonus questions is to be completed. (including offering the Toss-up question to other team in event the first team answers incorrectly.) If a buzzer has not yet sounded and the whistle blows, that half is declared completed.

B. WRITTEN QUIZ

1. Prior to the oral quiz, a copy of 5 written questions will be served to each player.
2. Each written quiz will consist of the following:
 - a. 3 general questions
 - b. 1 according to question
 - c. 1 memory verse question
3. The following is how to handle the written quiz when team sizes vary:
 - a. If each team has four quizzers seated all four quizzers from each team will complete a written quiz.
 - b. If one team has fewer than four quizzers seated all quizzers will still take the written quiz.
 - c. The team with more quizzers seated is allowed to toss out their lowest scores so that each team submits the same number of written quizzes for official scoring.
 - d. For example:
 - i. Team A has 2 quizzers and team B has 4 quizzers.
 - ii. All seated quizzers take the written quiz.
 - iii. The two quizzers on team A each score 20 on the written quiz.
 - iv. Team B has two quizzers that score 25 on the written quiz and two quizzers that score 20.
 - v. The two scores of 20 are tossed out.
 - vi. The score to start the round is 40 points for team A, and 50 points for team B.
4. Each question is worth 5 points for a possible total of 25 points for each team’s player.
5. Points will be tallied and announced prior to the oral quiz.
6. A 5-minute time limit applies. If all players complete the written quiz before the time limit expires, the Quizmaster may collect the quizzes and hand them to the Panel of Appeal.
7. The maximum written quiz score of a three-person team is 75; four-person team is 100.
8. All questions are one-part questions. There are no points given for answers that are partially correct.

C. TOSS-UP QUESTIONS

1. Toss-up questions are up for grabs—either team may buzz in to answer.
2. Each Toss-up question will begin with a statement by the Quizmaster, “I have a Toss-up question for ten points.”
3. The Quizmaster will read the question ONE TIME, stopping immediately when he/she hears a buzzer.
4. The player will then be identified by team and by name or number by the Announcer.
5. After identification, the player’s 20-second time limit begins.

E. CHALLENGES

1. A challenge is made against an answer given or a decision rendered by the Quizmaster. A challenge must DISCREDIT (i.e., show WHY the answer/decision is wrong). If the challenge is:
 - a. against an answer rendered “correct”-you must give REASON the answer is “incorrect.”
 - b. against an answer rendered “incorrect”-you must give REASON the answer is “correct.”
2. There is no such thing as a “more correct” or “better” answer in WBB. An answer given is either “correct” or “incorrect” as determined by the Panel of Appeal.
3. Challenges may be made only by a sitting team member and must be made IMMEDIATELY following the disputed decision. Coaches may not challenge.
4. No challenge is possible if the question been given to the other team or if another question has been started. Each question begins at the statement “I have a…” The Quizmaster will pause only briefly between questions.
5. Only the one making the challenge goes to the Panel of Appeal, and without benefit of an open Bible, explains his/her challenge and return immediately to his/her seat.
6. The Panel of Appeal will make a decision on the challenge and announce their decision to the Quizmaster as “challenge sustained” or “challenge denied” and the change in score if any. The Quizmaster shall then announce the Panel’s decision to the teams and the proper scoring of the question.
7. A team which successfully challenges a ruling rendered “incorrect” on their own Toss-up answer will receive the ten points and a Bonus question will be served to them. A successful challenge of a ruling rendered “incorrect” on their own Bonus answer will result in their being rewarded the Bonus points in question. If the opposing team successfully challenges a ruling of “correct” on an opponent’s Toss-up answer, the ten points will not be rewarded to the answering team and the challenging team will be served the Toss-up question if they have not had an opportunity to answer it. If the opposing team successfully challenges a ruling of “correct” on an opponent’s Bonus answer, those points in question will not be awarded.
8. If a team is found in any way conferring with each other during a Toss-up question, or at any time other than Bonus question conferences: if challenged by the other team, the Panel of Appeal may sustain the challenge and points may be denied or deducted.
9. Any questions or points of clarification shall be referred to the Panel of Appeal via a challenge.
10. The Quizmaster is not to influence the Panel of Appeal, however, he/she may be questioned by the Panel for his/her rationale in making a decision.
11. The Panel of Appeal will not give their rationale for a decision unless it is a decision on an interpretation or infraction of the WBB Official Rules. The reasoning for this is to allow the other team the opportunity to answer the question without the advantage of hearing the Panel of Appeal’s rationale and without interrupting the competition again for an explanation.
12. Challenges may not be challenged.
13. The ruling of the Panel of Appeal is FINAL!

F. HALFTIME

1. During the 3-minute halftime, the teams will switch tables.

G. TIE GAMES

1. In the event the game ends in a tie, 3-minute overtime periods will run until a winner is declared.
2. All players (including those who have quizzed out) are eligible to be seated during the overtime period.
3. Time-outs are not permitted in overtime periods.

H. ENDING THE GAME

1. All players are to remain seated until the Official Scorekeeper has tallied the score and the final score has been announced by the Quizmaster.