

Bible Quizzing Rule Book

This is the official rule book for Bible Quizzing, which represents what will be followed at the annual International Bible Quizzing championship meet. It is also a recommendational document for Quizzing districts and any other organizations interested in Bible Quizzing. These districts and other organizations retain the right to set and enforce their own rules using whatever mechanisms they deem most appropriate.

Material and Questions

Version

The material version is the New International Version (NIV 2011) of the Bible.

Material

The biblical content that is the basis for competition for the quiz year. This includes Book Name, Chapter Number, and Verse Number. This does not include any specifically excluded material. Of the eight years of material, four are defined as Narrative, and four are defined as Epistle.

Material Rotation Schedule

Season	Material Scope References	Style
2020-2021	Matthew 1:18-25, 2-12, 14-22, 26-28	Narrative
2021-2022	Romans, James	Epistle
2022-2023	Acts 1-20	Narrative
2023-2024	Galatians, Ephesians, Philippians, Colossians	Epistle
2024-2025	Luke 1-3:23, 9-11, 13-19, 21-24	Narrative
2025-2026	1 Corinthians, 2 Corinthians	Epistle
2026-2027	John	Narrative
2027-2028	Hebrews, 1 Peter, 2 Peter	Epistle

Question Types

The Type that a particular quiz question is.

Question Sub-Types

A different / more-specific question type that falls under the main type. For the purposes of the rule book, any use of the term "Type" will assume to include all sub-types of that type.

Quiz Question

A quiz question consists of a Question Type, Question, and Answer.

Interrogative Words

The single, interrogative words that must be inserted at either the beginning or the end of every [Interrogative, Multiple Answer, Chapter Reference, Chapter Verse Reference] question. The exhaustive list of these words is: who, whom, whose, what, why, where, when, which, how.

Unique Word

A word appearing only once in the material or a word that occurs multiple times, but only in one verse in the material.

Unique Phrases

Two or three consecutive words, the sequence of which is only found in only one verse in the material.

First Five Words of the Question

Defined as "the first five spoken words after Question, whether the words are from the material or not." This concept applies to the beginning of Interrogative, Multiple Answer, Finish, Situation questions.

Question Type Distribution

In the below table, any minimum or maximum variation between material years is indicated in a Narrative/Epistle format.

Type Group	Minimum	Maximum	Question Types
Interrogative	8/9	14/16	INT
Multiple Answer	1	2	MA
Reference	3	6/7	CR, CVR, MACR, MACVR
Quote	2/3	3/4	Q, Q2V
Finish	3	4	FT, FTN, FTV, F2V
Situation	2/0	4/0	SIT

Question Type Minimums

For a given Question Type, the minimum number of questions must be asked in Question Numbers 1-20. This excludes any alphanumeric question numbers.

Question Type Maximums

For a given Question Type, the maximum number of questions must not be exceeded in all "non-Overtime" questions. This includes any alphanumeric question numbers.

Overtime Specifics

Question Type maximums can be exceeded in Overtime.

Question Writing

Preparation of Questions

- All questions must contain verbatim material.
 - The only exception to this is Situation question Quotations, which could potentially involve a single Quotation, broken up by non-quotation words. This would result in the Situation Quotation being written without the non-quotation words in the middle of the two quotations.
- On some Question Types, the addition of a single, approved, interrogative word at the very beginning or very end is required.

Question Types

Interrogative (INT)

- Must have exactly one inserted interrogative word at the very beginning of the question or the very end of the question.
- Must have a single answer.
- Must include a unique word, or a two or three word unique phrase within the first five words of the question.

Multiple Answer (MA)

- Must meet all the requirements of an INT, except the single answer requirement.
- Must have more than one answer.
 - The clarification of a single answer does not meet the above requirement.
 - The identification of a singular pronoun does not meet the above requirement.
 - The identification of a plural pronoun does meet the above requirement.
 - If one of the listed answers to the multiple answer's questions is a "negative" answer, this is deemed invalid as a Multiple Answer question.
 - A "negative" answer is an answer used to contrast another answer, or does not answer the question (e.g. An answer that begins with the words or words similar to "not" or "neither".)

Example

- Negative word: For example, 1 Corinthians 3:7 says, "So neither the one who plants nor the one who waters is anything, but only God, who makes things grow." The question, "Who is anything?" Answer: neither the one who plants nor the one who waters, is not a valid MA
- Contrasting: For example, 1 Corinthians 5:25 says, "Everyone who competes in the games goes into strict training. They do it to get a crown that will not last, but we do it to get a crown that will last forever." The question, "A crown that will what?" Answer: Not last; last forever, is not a valid MA.

Reference

- Used to distinguish exact same words or phrases from the material.
- The entire reference question is part of the required question + answer.
- If a quizzer needs to provide the reference question, the provided reference question must:
 - Be of the exact same type (CR, CVR, MACR, MACVR) as the written question.
 - Have content AND wording is similar to the content and wording of the written question.
 - Have the determining word or phrase of the written question.
 - The interrogative word used is not a factor when deciding the valid type of a reference question.

Example

- Similar content and wording: CVR According to Luke chapter 23:37 King of what? A. The Jews The quizzer can give the question "King of what?" or "King of whom?", as Jews could be referring to either nation (what) or people (whom). In this case, the quizzer could also give "King of the what?"
- Referencing the determining word or phrase, in the 50/50 example, "What men?", and "Lawless what?, the questions are not similar.
- Further explanation of the interrogative word used in a reference question.
 - If two identical phrases exist in the same chapter, but one occurrence grammatically calls for use of the "who" inserted interrogative word, and the other occurrence grammatically calls for the use of the "what" inserted interrogative word, that difference in the grammatically dictated interrogative word does not change the fact that phrase from the material (that excludes the inserted interrogative word) occurs more than twice in the same chapter, necessitating a CVR question.
 - The above example does not mean that if the quizzer needs to provide a reference question that is a CVR, and their choice of interrogative word changes the question type to MACVR, that the quizzer has given a valid CVR. In this case, the validity changes based on the interrogative word, because of how the required answer changes.

Chapter-Verse (CVR)

- Must have a single answer.
- The question must contain a word or phrase that exists in more than one verse in the same chapter.
- Context is the single verse.

Multiple-Answer, Chapter-Verse (MACVR)

- Must meet all the requirements of a CVR except the single answer requirement.
- Must also meet all the requirements of a MA except the unique word/phrase requirement.

Chapter (only) (CR)

The question must contain a word or phrase that exists more than once in the material and only once in the chapter.

Multiple-Answer, Chapter (only) (MACR)

- Must meet all the requirements of a CR except the single answer requirement.
- Must also meet all the requirements of a MA except the unique word/phrase requirement.

Quote/Finish

- Must be quoted word-perfect.

Quote (QT)

- A single verse
- The entire reference is part of the required question + answer.
- Quizzers may go back and correct their answers if done in the 30-second time limit. The quizzer will be required to make one full correct rotation. However, the quizzer can be called correct if they have made a mistake only in one area of the verse AND correct the mistake making it abundantly clear to the quizmaster and answer judge that they know where their mistake was, and what the corrected words are.
- Context is defined as the verse or verses that are required.
- The quizzer may not continue any non-required verse or verses.

Quote-these-Two-Verses (Q2V)

- Two consecutive verses
- Used when a verse is not strong enough on its own and needs another verse to explain it or can be used when two verses combined, form an even stronger thought.

Finish

- The first five words must be unique to all Finish questions of the exact same type (e.g. FTV compared to all FTVs, FT to all FTs, F2V to all F2Vs, FTN to all FTNs).
- The quizmaster will read the first five words of the question (less if a quizzer jumps)
- Quizzers may go back and correct their answers if done in the 30-second time limit. The quizzer will be required to make one full correct rotation. However, the quizzer can be called correct if they have made a mistake only in one area of the verse AND correct the mistake making it abundantly clear to the quizmaster and answer judge that they know where their mistake was, and what the corrected words are.
- Context is defined as the verse or verses that are required.
- The quizzer may not continue any non-required verse or verses.

Finish-the-Verse (FTV)

- Begins at the beginning of a single verse and finishes at the end of that verse.

Finish-This (FT)

- Begins in the middle of a verse and finishes at the end of the verse. A FT must start at the beginning of a sentence or the beginning of a quotation.

Finish-these-Two-Verses (F2V)

- Begins at the beginning of a verse and continues to the end of the next verse. Used when a verse is not strong enough on its own and needs another verse to explain it or can be used when two verses combined, form an even stronger thought.

Finish-This-and-the-Next (FTN)

- Begins in the middle of a verse and finishes at the end of the next verse. A FTN must start at the beginning of a sentence or the beginning of a quotation. Used when part of a verse is not strong enough on its own and needs another verse (or part of a verse) to explain it or can be used when two verses combined, form an even stronger thought.

Situation (SIT)

- Used only in the year where the Material Type is Narrative
- Contains two parts to the question:
 - Quotation
 - Must be a direct quotation from the material by a person or an entity.
 - The quotation must not exceed two consecutive verses.
 - The first five words must be unique to all Quotations.
 - The quizzer is not required to repeat the quotation word-perfect but must be substantially close without leaving out key components of the quotation.
 - Must start at the beginning of a quotation or the beginning of a sentence within the quotation. When a Situation question comes from a quotation that runs for more than two verses, the beginning of the Situation question must start within the first two verses of the quotation.
 - If the Quotation is split-up by non-quotation words, the Quotation will be read without the non-quotation words.
 - A situation question can combine two separate quotations as long as no words are added and the two quotes flow easily from one to another. The quotation must be written excluding any non-quotation words in the middle of the quotations.
 - Questions regarding the Situation of the Quotation
 - Ask for who said it, to whom, how, why, when, where, or about whom. No other interrogatives are permissible.
 - Can only ask for a maximum of three Questions
- The answer to the Situation Question must be in context.

Example

Split quotation: For example, Matthew 4:19 says, "Come, follow me", Jesus said, "and I will send you out to fish for people." This example could be written, Who said it? "Come, follow me, and I will send you out to fish for people" Answer: Jesus.

Question Structure

This defines how a Quizmaster must introduce and read each question type.

Four parts:

1. Introduction part one
 - "Question Number [1, 2, 3, 4, 5, etc] is a [TYPE] question."
2. Introduction part two
 - For Situation questions only: "I need to know [who said it, how was it said, where was it said, etc]"
3. Final Statement
 - "Question Number [1, 2, 3, 4, 5, etc] question"
4. Actual Question

Additional rules:

- For INT and MA, begin reading the question
- For Chapter Reference (and MACR), "According to [Book Name], Chapter [Chapter Number]..."
- For Chapter Verse Reference (and MACVR), "According to [Book Name], Chapter [Chapter Number], Verse [Verse Number]..."
- For Quote Questions, "Quote [Book Name], Chapter [Chapter Number], Verse [Verse Number]"
- For Quote these Two Verses Questions. "Quote [Book Name], Chapter [Chapter Number], Verses [Verse Number 1] and [Verse Number 2]"
- For all Finish Questions (and sub-types), begin reading the verse(s)
- For Situation Questions, begin reading at the Quotation.

Invalid Questions

Invalid Questions - Questions must be declared invalid by the quizmaster or answer judge(s) if:

- The answer requires interpretation by the quizzer.
- The question is ambiguous, tricky, or misleading.
- The question is multiple-choice.
- If the question is not answered.

When a question is deemed invalid and thrown out, it must be replaced with the exact same type of question. (i.e. Interrogative replaced with Interrogative, MACVR replaced with MACVR, etc.)

Example

Regarding "if the question is not answered": If the question asks, "What is good" and the answer states what is not good, the question is not answered and is tricky or misleading.

Roles and Responsibilities

Team Organization

Teams can have up to five quizzers on it. Teams can have up to four quizzers in the quiz at any given time.

Quizzers

Captains

- Scorekeepers must be notified which quizzer is the captain and which is co-captain before the quizzers take their seats to begin the quiz.
- The captain and co-captain may change during a given competition but not during a quiz.
- Only the captain or co-captain may challenge a decision or respond to a challenge. If both the captain and co-captain have erred out, another quizzer can be designated by the coach to respond to or initiate challenges.

Coaches

Quiz Officials

- No comment other than "correct" or "incorrect" need be announced by the quiz officials in making a decision.
 - However, at the discretion of the answer judge and quizmaster, or at the request of the captain, additional information may be given:
 - If the additional information regarding the ruling is provided at the discretion of the AJ/QM, and not at the request of the captain, this is not considered an explanation of a ruling (which would invalidate a Challenge or Protest).
 - If the captain requests additional information regarding the ruling, this is considered an explanation of a ruling and invalidates a Challenge or Protest. Before replying to a request for an explanation, the QM must ask all teams if they wish to Challenge.

Quizmasters (QM)

The Quizmaster must:

- Maintain a position such that all currently seated quizzers are able to view the quizmaster's face
- Speak in such a way as to be understood by all quizzers
- Identify the question type of each question and begin every question with, "question number____, question".
- Rule immediately upon an obviously correct or incorrect answer if there is no indication from the answer judge to the contrary.
 - When an answer is in question (different than the written question), the quizmaster will discuss it with the answer judge.
- During the 30-second answering period use the following prompts:
 - If a quizzer has provided all the information in the answer, except the identification of a pronoun present which is part of the answer text, the quizmaster will ask the quizzer to identify the specific pronoun, (example: "Can you identify 'He'?" or "Can you identify 'They'?") The quizmaster is not allowed to say anything other than what the quizzer has already said when asking for the identification. A pronoun may need to be identified only if the identification (antecedent) is in context.
 - Once the quizzer has completed all information in the answer, the quizmaster will prompt the quizzer to identify the specific pronoun, even if the quizzer has not yet completed all information in the question.
 - On a Chapter-Verse Reference Question or Chapter-Only Reference Question, if the quizzer has given all the information in both the question and the answer and the complete question was not read, the quizmaster will ask, "What is your question?"
 - On a Quote/Finish type question, once the quizzer has quoted to the end of the required verse or verses, if the quote is not yet word-perfect, the quizmaster will say, "Again." This will occur as often as needed until the quizzer quotes the verse perfectly or the 30-second time limit expires.
 - The quizmaster is not allowed to say "again" until the quizzer has come to the end of the verse, each time through, as this would give the quizzer information about where their mistake was made.
 - Once all of the information in both the question and answer has been given, but something needs to be fixed, the quizmaster will say "Again".
 - On a Situation type question, when the quizzer has completed the Quotation the quizmaster will say, "Quote is complete."
 - On an INT or MA Question, if all of the information in the answer text has been given, but the quizzer is missing information in the question text, the quizmaster will say "More".
 - On a Situation question, because the quotation is part of the question, the quizmaster will say "More" when required information from the quotation is missing.
 - On a Q/Q2V, CVR/MACVR, CR/MACR question, if either the chapter or verse number were not completely finished when the quizzer jumped, the quizmaster will say "More".
 - On a Reference type question, if the quizzer gives a reference question that is different than the written question, the quizmaster and answer judge must ensure that the reference question given is the exact same type as the written question.
 - Consult with the answer judge(s) at any time they feel is necessary, provided it does not infringe upon the 30 seconds allotted the quizzer.
 - If an explanation of a ruling is requested by a captain, the quizmaster will ask if any team wants to challenge before the explanation is given.

Commentary

On a CVR/MACVR, in the scenario where the entire Reference (which is part of the "Question") was not read by the quizmaster, the quizmaster has two prompts to give, and must give them in appropriate order and with appropriate timing. If the quizzer provides all information in the question "text" and the answer "text", because the quizzer has not yet finished saying the complete Reference (part of the "question"), the quizmaster must prompt with "More." The quizmaster cannot prompt with "What is your question?" yet, because the quizzer has not provided all information in the "question" (which includes the Reference) and the answer.

Answer Judges (AJ)

- All conferring among quizmaster and answer judge(s) shall be done privately.
 - When an answer given is in question, it is the answer judge who will determine the accuracy of its content and make a ruling accordingly.
- Will watch the quizmaster's reading for accuracy.
- Ensures the quizzer is recognized by the quizmaster when their light comes on.

Scorekeepers (SK)

- The scorekeeper will tally and immediately announce when a quizzer has erred out, quizzed out, or fouled out.
- The scorekeeper will keep a record of all timeouts.
- To determine eligibility for re-substitution, the scorekeeper will keep a record of the number of questions a substitute quizzer has remained out.
- Either read the score or have the score ready to be read at the beginning of timeouts, when there is no scoreboard.
- The scorekeeper shall have the scoresheets signed by the coaches at the conclusion of each quiz, and report to the statistician.

Statisticians (ST)

- The statistician will be responsible for keeping individual quizzers' scores.
- The statistician will be responsible for keeping individual teams' scores.

Quiz Process

Types of Quizzes

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Set quiz types to
"3-Team 20-Question", "2-Team 15-Question Tie-Breaker",
"2-Team 20-Question", "2-Team Overtime", and "3-Team Overtime".
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Quizzes

There will be no duplicate questions in a single quiz.

Participating in a Question

A team that is eligible to jump in the question. A team that has no quizzers eligible to jump because of either foul out, err out, or quiz out, is still considered a team that is eligible to jump.

Toss-Up Questions

- When 3 teams are participating in a question, and one team errs, the next question will be a toss-up question for the two teams that did not err on the previous question.
 - The team that erred is ineligible to jump on the toss-up question.
 - If only two teams were participating in a question and one team errs, the next question will be a bonus question, not a toss-up question.
 - If only one team was participating in a question, it must have been a bonus question. As such any outcome of the bonus question results in all three teams participating in the next question.

Bonus Questions

- If only two teams are participating in a question, and one team errs, the next question will be an assigned bonus question for the team that did not err.
 - An assigned bonus question is awarded to the corresponding chair of the chair that erred on the toss-up.

Example

If chair #2 erred on the toss-up, chair #2 of the team that did not err on the toss-up will be awarded the bonus question.

Three-Team Quiz

- There will be 20 numbered questions in a quiz.
- In the event the quiz ends in a tie, overtime will ensue.
- A toss-up question is the result of an error by one team. The two remaining teams will have the opportunity to jump, but the team making the error is ineligible for that question.
 - If question 1 to 15 is erred, the next question number will be a toss-up question.
 - If question 16-20 is erred, and if three teams were participating on 16, the toss-up question will be question 16A.
- Bonus Questions
 - If toss-up question 2 to 15 is erred, then the next question number is a bonus question.
 - If question 16 is a toss-up question and is erred, 16A is a bonus question.
 - If 16A-20A is a toss-up and is erred, then 16B-20B is a bonus question.
- Error points begin at question 17.

Tie-Breaker Quiz

- In the event three teams are involved, a 20-question tie-breaker quiz will be used.
 - The above rules for a three-team, 20-question quiz applies.
- In the event two teams are involved, a 15-question tie-breaker quiz will be used with the following guidelines:
 - If an error occurs on questions 1 through 11, the next question number is a 20-point bonus question.
 - If questions 12, 13, 14, or 15 are erred, the bonus question will remain on the same question number and will not be counted in the basic 15 questions. Both teams must jump on questions 13, 14, and 15.
 - All bonus questions up to and including 12B are worth 20 points.
 - All bonus questions from 13 to the end of the quiz are worth 10 points.
 - Error points begin at question 13.
 - A quiz-out is three correct questions.

Two-Team 20-Question Quiz

- There will be 20 questions in a quiz.
- All questions have a value of 20 points when two teams are eligible.
- If questions 1-15 are erred, the next question will be a bonus question.
- If questions 16-20 are erred, 16A-20A will be a bonus question.
- All bonus questions throughout the whole quiz are 10 points.

Overtime

- Additional units of three overtime questions each will be used until the tie is broken.
- Two-team rules will apply in overtime if only two teams are involved.
- All the question numbers will be of a different question type.

Platform Protocol

Set the readiness bonus to 20.

- Quizzers will be seated facing the audience and quizmaster.
- The feet of the quizzers are to be on the floor while jumping.
- A line-up card showing the seating order of each quizzzer should be given to the quizmaster or scorekeeper before the start of each quiz.
- No verbal or non-verbal communication is permitted between quizzers, coaches, or the audience from the time the quizmaster introduces the question type until points have been awarded.
- Only a coach from a team presently participating in the quiz, or the meet director may confer with the officials.
- Coaches may have quiz material(s) on the platform during a timeout or prior to a quiz.
- Quizzers will not touch the officials' table.
- Quiz rooms will use jump measuring equipment to prevent ties.
- Push-button quizzing can be provided if needed by physically disabled quizzers.

Jumping

- If a quizzer's light comes on after a question has been called and before the question has discernibly begun, a foul will be called.
- If a quizzer's light comes on after the quizmaster has discernibly begun reading the question, this will be considered a valid jump, and the quizzer will be given an opportunity to answer.
- The first quizzer to rise and trigger their light, provided there has been no foul, will be awarded the jump.
- If in the judgment of the officials, a deliberate attempt is made to forfeit a question, an error will be charged, and 10 points deducted from the team score. The next question will be the same question number.

Tie Jumping

- When members of the same team tie, the captain will select one quizzer to answer without any type of verbal or non-verbal communication.
- When quizzers of two or three teams tie, the question will be replaced with a question of the same type on which all eligible members of the tied teams may jump. The question number remains the same.
- When a quizzer errs on the tie-jump question, it will be treated as a regular question and the quiz will continue as normal.

Time Limits

- Quizzes will start at the scheduled or announced time. Any team that is late does not receive the starting 20 points awarded for being on time.
 - If the late team is currently quizzing in another location which is running over the time limit, they are not required to forfeit the quiz or lose 20 points.
 - Any team more than 10 minutes late (after the scheduled or announced time for the quiz) forfeits the quiz.
- If an individual quizzer is late, the quiz will start on time. The coach has the option to put the late quizzer in during a timeout, but the team will forfeit the 20 points the team starts with. The coach also has the option to keep the quizzer out of the quiz and keep the 20 points but must notify the quizmaster at the beginning of the quiz, of their decision.
- Quizzers have five seconds in which to jump after the question is completed.

A quizzer has 30 seconds to complete their answer after being recognized.

Quiz Events

Set the question answer duration to 30.

Rulings

"Question" De-Overloading

The word "question" is significantly overloaded in the current rule book. We're going to try to de-overload it by splitting its usage among the following terms:

Question

Everything (type, ref, question text, answer text, question number, etc.)

Answer

Everything the quizzer says (answer, remaining question, ref, etc.)

Question Text

The full question text of the question

Answer Text

The full answer text of the question

Read Question

Everything the QM says (excluding prompts and rulings)

Number

The identification of which question we are on in a quiz. A question number may be numeric or alphanumeric.

Numeric

A question number with only numbers.

Alphanumeric

A question number with numbers and letters.

Context

Limited to five verses before or after the verse. On all question types, a quizzer cannot automatically be ruled out of context by a single word, even if it is a unique word. Rather, the quizzer must say a complete thought or phrase that conclusively puts them out of context.

Interchangeable

Means not only not incorrect; means either are correct.

Special Name

A name that imparts specific character qualities or attributes to that person of the deity.

Deity Rule

- The correct person of the deity must be given.
- The quizzer may not move between persons of the deity when answering. Giving the name of a deity that is not correct is considered giving incorrect information.
- If a quizzer refers to any person of the deity as either "God" or "Lord", these must be clarified by the quizzer within 30 seconds when the text requires a more specific answer.
- "Jesus" and "Christ" are Interchangeable (but refer to the person of the Son) and the quizzer will be called correct.
- If a pronoun is used in the text to name the deity, any of the names for that person of the deity within context may be considered an acceptable answer when clarifying.
 - If the pronoun naming the deity is identified by the quizzer using a name that correctly identifies the deity, but with an identification that is out of context, the quizzer will be considered to have not stayed in context.
- When there is a Special Name of the deity given in the text, the Special Name must be given in the quizzer's answer.
 - If the quizzer states any other Special Names which are not in context, the quizzer will be considered to have not stayed in context, even if they refer to the same person of the deity.
- When a quizzer gives other names for the same person of the deity, used within context, these should be allowed to be clarified within 30 seconds when a more specific answer is needed.

Example

- Special Names of a deity, (i.e. "The Lord God Almighty", "The Bread of Life", "Spirit of the Living God".)
- Special Names that aren't in context, Jesus refers to himself as "the bread of life" in John 6 and "the good shepherd" in John 10.

Correct

The quizzer's response is correct when:

- It fulfills all requirements specific to the Question Type.
- The quizzer stays in Context.
- It contains the information requested.
 - If the quizmaster did not complete the reading of the question, the quizzer's answer must include the information in the remainder of the question as well as the answer.
 - The quizzer's answer must include all unique words in both the question and the answer.

Mispronounced names are still recognizable as the answer.

Only the first response of the quizzer will be considered, however, if the response by the quizzer is in context and is not incorrect, the quizzer will be allowed their full 30 seconds to satisfy all requirements of a correct response.

Example

INT Who has been making it grow? A. God. If the quizzer said "Apollos" they have given incorrect information (even though the name "Apollos" is in context) and would be called incorrect. If they had said "I planted the seed", "Apollos watered it", they have not given any incorrect information, are in context, and will be given the 30 seconds to supply the correct answer required.

Incorrect

The quizzer's response is incorrect when:

- An Incorrect answer is also known as an error.
- Incorrect information has been given.
- The information given within the time limit is incomplete.
- It does not fulfill all requirements specific to the Question Type.
- Three Incorrect answers by a quizzer eliminate that quizzer from the quiz. The quizzer must leave the platform immediately.
 - Incorrect answers on bonus questions do not count towards this total.

Example

Incorrect Information, e.g. If the wrong person (i.e. Father, Son, Holy Spirit) in the deity (God) is given.

All requirements are not fulfilled, Any word is omitted or added in a Finish-The-Verses, Finish-This, or Quote Question or the wrong verse is begun.

Challenges

Challenges exist so quizzers can contest rulings made by quiz officials.

The team captain or co-captain may challenge if:

- There is reason to believe the quiz officials have applied the rule book incorrectly
- There has been a mispronunciation by the quizmaster
- There has been an invalid question
- The next question has not been called
 - A challenge must be made at the time of the quizmaster's decision and before the next question is called. If a timeout is called immediately after a ruling, and a quizzer stands to challenge, the challenge may be done prior to the timeout.
- No conferring has occurred between the quizzer challenging and anyone else. Conferring with anyone else prior to a challenge will result in:
 - The challenge being disallowed
 - A foul being awarded to the quizzer.

Once a team has requested an explanation of a ruling, and that explanation has been given, all teams lose the right to challenge.

- If an explanation of a ruling is requested, the quizmaster will ask if any team wants to challenge.

The result of a challenge may not be challenged.

If the challenge is accepted:

- Points or error points that reflect the new ruling of the judge will be recorded.
- A new question of the same number will be given if the question is ruled illegal.

When a challenge is made, the quizmaster must give each team's captain or co-captain an opportunity to speak to the challenge before making a ruling on the challenge. Whichever team is being challenged against will have the right to speak last.

Protests

Coaches, including assistant coaches, of the teams participating in a quiz, may place the quiz under protest under the following conditions:

- When a coach feels a logistical rule has been broken by the quiz officials.
- When a coach feels a judgment call has been made incorrectly, the call must be challenged by a captain/co-captain before the coach may protest.
- The protest must be placed before the next question is called.
 - This means the protest must apply to the question and ruling that just happened.
- The coach may only confer with their assistant coach and substitute quizzer, before protesting.
- The quiz officials and coaches will meet privately and attempt to come to an agreement. If no agreement is reached within 10 minutes, the meet director will arbitrate and determine the just solution.
- If a protest is launched after question number 20 is completed it must be done immediately after the ruling is announced.

Example

Logistical Rule: when the quizmaster did not allow the full 30 seconds for the quizzer to answer when the quizzer was in context and had not given any wrong information.

Fouls

- Fouls may be called by any quiz official: the quizmaster, answer judge, or scorekeeper.
- A foul must be called before the quizmaster calls for the next question.
- If the officials fail to call a foul, a coach or captain may call it to the attention of the quizmaster. If in the quizmaster's (and/or the other officials') opinion a foul might have been committed, the quizmaster will give due warning to the violating team. A foul cannot be charged, and points cannot be deducted when the quizmaster receives such help from a coach or captain.
- The quizzer upon whom a foul is called becomes ineligible to jump on that question number, including any alphanumeric question numbers.
 - The chair remains ineligible to jump on that question number, including any alphanumeric question numbers, even if the quizzer who committed the foul is substituted for.
- Three fouls by a quizzer eliminate that quizzer from the quiz. The quizzer must leave the platform immediately. That seat will continue to be ineligible to jump for the entire question number, including any alphanumeric question numbers.

The following are fouls:

- Team members (quizzers, coaches) communicating with each other, other teams, or with the audience between the time the question type is introduced, and points are awarded.
 - Communication can include non-verbal communication.
- The use of the hands to assist in jumping. Hands may not touch any part of the chair or the floor from the time "Question" is called until the quizmaster recognizes the first one up.
- When electronic equipment is used, if any light goes on after the quizmaster calls "Question" and before they begin to discernibly read the question.
 - Discernibly includes the quizmaster's mouth forming a word shape.
- During a Reference question or Quote question, when electronic equipment is used, if any light goes on after the quizmaster calls "Question" and before they begin to discernibly read the chapter number.
- Starting to answer before being recognized by the Quizmaster.
- Having more than the designated team members, one coach, and an assistant coach on the quiz platform during a timeout.
- Challenging after conferring with anyone
- If a captain or co-captain confers with their coach or other quizzers prior to issuing a challenge. In addition, the challenge will not be allowed.
- Infraction of the rules, in spirit as well as in the letter, as discerned by the quiz officials.

Individual Fouls

A foul awarded to one or more individual quizzers.

Team Fouls

The sum of individual fouls by members of the same team.

Err Out

Three errors by the same quizzer in the same quiz.

Quiz Out

Four correct questions by the same quizzer in the same quiz.

Foul Out

Three fouls by the same quizzer in the same quiz.

Quizzer Jumping Eligibility

- The team must be eligible to jump.
- The quizzer must not have Quizzed Out.
 - A Quizzed Out quizzer is eligible for Bonus Questions.
- The quizzer must not have Erred Out.
- The quizzer must not have Fouled Out.
- The quizzer must not have committed a foul on this numerical question.

timeouts

Set the timeout duration to 60.

- Each team is allowed two, one-minute timeouts. Only one of those timeouts may be taken after question number 17, including any alphanumeric question numbers.
- Captains, co-captains, or coaches may call for a timeout.
- Only the coach, assistant coach, and substitute may converse with the team during a timeout.
- timeouts may be called prior to bonus questions.

Substitutions

- Substitutions may be made only during the timeouts.
- A team can only make one substitution per timeout.
- A quizzer being removed from a quiz must stay out for a minimum of three question numbers, including alphanumeric question numbers, before re-entering the quiz.
- Quizzers can be substituted for any chair.
- Quizzed-Out Quizzers:
 - May remain in the quiz to answer bonus questions.
 - Substituting for them later will require a timeout.
 - If subbed out, may not return, for any reason.
- When a quizzer quizzes-out, err-out, or fouls-out, and leaves the platform as required, a substitute may take their place:
 - Immediately
 - Without a timeout
 - Even if the quizzer has been subbed-out less than three questions ago

Scoring

Below are the scoring calculation rules and the logic for them. This procedure is executed after every "quiz event" (defined below).

Scoring Terms and Definitions

Quiz Event

Label for whatever quiz event triggered the run of the procedure; possible values are: "question", "foul", "timeout", "sub-in", "sub-out", "challenge", "unreadiness", and "unsportsmanlike"

Quiz Type

Current quiz type, defined under the *Quiz Process/Types of Quizzes* section

Current/Next Question Form

Current or next question "form" such as: "Standard", "Toss-Up", and "Bonus"

Current/Next Question Integer

Current or next question core integer value; for example, if on question 17A, the value is 17

Current/Next Question Label

Current or next question label, the possible suffix; for example, if on question 17A, the value is A

Current/Next Question Number

Current or next question number, which is a combination of integer and label

Ruling

Ruling on a question; possible values are: "correct", "incorrect", and "none" (meaning no jump)

Challenge

Ruling on a challenge; possible values are: "accepted" and "overruled"

Overruled Challenges

Integer representing total overruled challenges for the given team

Quizzer Score Increment

Amount the given quizzer's score should be incremented

Team Score Increment

Amount the given team's score should be incremented

Quizzer Correct Answers

Integer representing total correct answers for the given quizzer

Quizzer Incorrect Answers

Integer representing total incorrect answers for the given quizzer

Team Correct Answers

Integer representing total correct answers for the given team

Team Incorrect Answers

Integer representing total incorrect answers for the given team

Team Quizzers with Correct Answers

Integer representing total number of quizzers for the given team with correct answers

Quizzer Fouls

Integer representing total number of fouls for the given quizzer

Team Fouls

Integer representing total number of fouls for the given team

Quizzer Name

Name of the given quizzer (first and last)

Scoresheet Label

String (which should be irreducibly short) that will be filled in the appropriate scoresheet cell for the given quizzer (and given team provided "Scoresheet Team Label" is not also defined)

Scoresheet Team Label

String (which should be irreducibly short) that will be filled in the appropriate scoresheet cell for the given team; normally, this is left undefined and thus "Scoresheet Label" is used

Message

An optional string for a message text to display; for example: "Quiz Out"

Team Roster

This is an array of quizzer objects, each of which contains a "correct answers" value

How to Score Individual and Team Points**Individual Points**

All points that occur during a bonus question or during overtime do not contribute to the individual score of a quizzer.

Points Earned

- +20 Points for every correct question & toss-up question
- +10 Points for every quiz out without error

Points Deducted

- -10 Points for second and subsequent personal errors
- -10 Points for third personal foul

Team Points

All points earned or deducted by an individual are to be counted towards the team's points.

Points Earned

- +20 Points for each team present at the scheduled start time of the quiz.
 - Teams that arrive late due to quizzing in another room are excused from the forfeiture of these points. If a single quizzer is late, the coach can decide to keep the +20 points by keeping the late quizzer out the whole quiz, or forfeit the points by subbing the quizzer in after question number one. This decision must occur before the quiz has been started.
- +10 Points for the first correct answer given by the third and subsequent quizzer on the team.
- +20 Points for every correct bonus question before question number 17
 - In two-team Quizzes, this scoring rule does not apply
- +10 Points for every correct bonus question after and including question number 17
 - In two-team Quizzes, all correct bonus questions are worth 10 points

Points Deducted

Team errors are the sum of all individual, non-bonus errors

- -10 Points for every team error starting at team error number three
- -10 Points for every error on a question or toss-up question starting at question number 17
- -10 Points for fourth and subsequent team fouls
- -10 Points for second and subsequent overruled challenges & protests
- -10 Points at the determination of the room officials that a deliberate attempt was made to forfeit a question.
- No more than -10 points can be deducted per question asked due to an error.
 - Non-error related deducted points are cumulative.

Scoring Logic

This is the scoring logic, defined using English-Script. (For more information, see

<https://metacpan.org/pod/English::Script#DEFAULT-GRAMMAR>).

```
If the quiz event is a "question", then apply the following block.
  If the ruling is "correct", then apply the following block.
    If the current question form is not "Bonus", then apply the following block.
      Add 1 to quizzer correct answers.
      Add 1 to team correct answers.
    This is the end of the block.

    For each specific quizzer in the team roster, apply the following block.
      If the specific quizzer correct answers value is greater than 0,
        then add 1 to the team quizzers with correct answers.
    This is the end of the block.

    Set the quizzer score increment to 20.
    Set the team score increment to 20.
    Set the scoresheet label to 20.
    Set the next question form to "Standard".
    Set the next question number to the current question integer plus 1.

  If
    the quiz type is not "2-Team 15-Question Tie-Breaker" and
    the current question integer is greater than or equal to 17 or
    the quiz type is "2-Team 15-Question Tie-Breaker" and
    the current question integer is greater than or equal to 13,
  then set reduced bonus points to true.

  If the current question form is "Bonus", then apply the following block.
    If reduced bonus points is true, then apply the following block.
      Set the quizzer score increment to 10.
      Set the team score increment to 10.
```

Set the scoresheet label to 10.
This is the end of the block.

Append "B" to the scoresheet label.
This is the end of the block.

Otherwise, if
the team quizzers with correct answers value is greater than or equal to 3
and the quizzer correct answers value is 0,
then apply the following block.
Add 10 to the team score increment.
Append "+" to the scoresheet label.
Set type of nth bonus to team quizzers with correct answers value plus 1.
Set message to type of nth bonus plus "-Quizzer Bonus: " plus quizzer name.
This is the end of the block.

Otherwise, if the quizzer correct answers is 4 and the current question form is not "Bonus",
then apply the following block.

If the quizzer incorrect answers is 0, then apply the following block.
Add 10 to the team score increment.
Add 10 to the quizzer score increment.
Append "+" to the scoresheet label.
This is the end of the block.

Set message to "Quiz Out: " plus quizzer name.
This is the end of the block.
This is the end of the block.

Otherwise, if the ruling is "incorrect", then apply the following block.
If the current question form is not "Bonus", then apply the following block.
Add 1 to quizzer incorrect answers.
Add 1 to team incorrect answers.
This is the end of the block.

Set the scoresheet label to "E".

If the current question form is "Standard" the quiz type begins with "3", then
set the next question form to "Toss-Up".
Otherwise, if
the current question form is "Toss-Up" or
the current question form is "Standard" and the quiz type begins with "2", then
set the next question form to "Bonus".
Otherwise, if the current question form is "Bonus", then apply the following block.
Set the scoresheet label to "BE";
set the next question form to "Standard".
This is the end of the block.

If
the current question integer is less than 16 and
the quiz type is not "2-Team 15-Question Tie-Breaker" or
the current question integer is less than 12 and
the quiz type is "2-Team 15-Question Tie-Breaker",
then set the next question number to the current question integer plus 1.
Otherwise, if
the current question number is the current question integer and
the current question form is not "Bonus" and
the quiz type is not "2-Team 15-Question Tie-Breaker",

```
    then set the next question number to the current question integer plus "A".  
Otherwise, if  
    the current question number is the current question integer plus "A" and  
    the current question form is not "Bonus" or  
    the current question number is the current question integer and  
    the quiz type is "2-Team 15-Question Tie-Breaker",  
    then set the next question number to the current question integer plus "B".
```

```
Otherwise, if  
    the current question number is the current question integer plus "B" and  
    the current question form is "Bonus",  
    then set the next question number to the current question integer plus 1.
```

If the current question form is not "Bonus", then apply the following block.

```
  If  
    the quizzer incorrect answers value is greater than or equal to 2 or  
    the team incorrect answers value is greater than or equal to 3,  
    then apply the following block.  
      Set the quizzer score increment to -10.  
      Set the team score increment to -10.  
      Append "--" to the scoresheet label.
```

This is the end of the block.

```
Otherwise, if  
    the current question integer is greater than or equal to 17,  
then apply the following block.  
  Set the team score increment to -10.  
  Append "-" to the scoresheet label.
```

This is the end of the block.

This is the end of the block.

```
If the quizzer incorrect answers value is 3,  
  then set message to "Error Out: " plus quizzer name.
```

This is the end of the block.

Otherwise, if the ruling is "none" then apply the following block.

```
  Set the next question form to "Standard".  
  Set the next question number to the current question integer plus 1.
```

This is the end of the block.

If the quiz type is "3-Team 20-Question" or the quiz type is "2-Team 20-Question",
 then set 20 question quiz to true.

```
If  
  20 question quiz is true and  
  the next question form is "Standard" and  
  the next question number is 21,  
  then set the quiz type to "2-Team Overtime".
```

This is the end of the block.

Otherwise, if the quiz event is a "foul", then apply the following block.

```
  Add 1 to quizzer fouls.  
  Add 1 to team fouls.  
  Set the scoresheet label to "F".
```

If the quizzer fouls value is greater than or equal to 2, then apply the following block.
 Set the quizzer score increment to -10.
 Set the team score increment to -10.
 Append "--" to the scoresheet label.

This is the end of the block.

Otherwise, if the team fouls value is greater than or equal to 3, then apply the following block.
Set the team score increment to -10.
Append "--" to the scoresheet label.
This is the end of the block.
This is the end of the block.

Otherwise, if the quiz event is a "timeout", then set the scoresheet team label to "T".
Otherwise, if the quiz event is a "sub-in", then set the scoresheet team label to "S+".
Otherwise, if the quiz event is a "sub-out", then set the scoresheet team label to "S-".
Otherwise, if the quiz event is a "challenge", then apply the following block.
Set the scoresheet team label to "C".
If the challenge is overruled, then apply the following block.
Add 1 to overruled challenges.
If the overruled challenges value is greater than or equal to 2, then apply the following block.
Set the team score increment to -10.
Append "-" to the scoresheet team label.
This is the end of the block.
Otherwise, append "~" to the scoresheet team label.
This is the end of the block.
Otherwise, append "^" to the scoresheet team label.
This is the end of the block.
Otherwise, if the quiz event is a "unreadiness", then apply the following block.
Set the scoresheet team label to "R-".
Set the team score increment to -20.
This is the end of the block.
Otherwise, if the quiz event is a "unsportsmanlike", then apply the following block.
Set the scoresheet team label to "U-".
Set the team score increment to -10.
This is the end of the block.

Quiz Meets

The tournament brackets are based on three things: A preliminary round, an elimination round (at the discretion of the meet director), and championship quizzes.

Preliminary Rounds

- Team Points are calculated using a team's score at the end of question 20, together with their place, which could be determined at the end of question 20, or after the end of overtime.
 - Teams start with a base number of points based on their place and receive additional points based on their team score. The specifics are detailed in the section below.
- In case of a tie, points are awarded according to the team score at the end of question 20.
 - Overtime is used solely to determine placements.
- If ties are not being broken in prelims, more than one team can receive First place, Second place, or Third place points.

Team Points Calculation

```
Set place to 1.  
For each team in the teams list, apply the following block.  
  If place is 1, then apply the following block.  
    Set base points to 10.  
    Set overage origin to 100.  
    This is the end of the block.  
  Otherwise, if place is 2, then apply the following block.  
    Set base points to 5.  
    Set overage origin to 60.  
    This is the end of the block.  
  Otherwise, if place is 3, then apply the following block.  
    Set base points to 1.  
    Set overage origin to 30.  
    This is the end of the block.  
  
  Set score overage to team score at the end of regular quizzing minus overage origin.  
  If score overage is less than 0, then set score overage to 0.  
  Set team points to score overage divided by 10 plus base points.  
This is the end of the block.
```

Elimination Rounds

When more than nine teams are involved, at the determination of the meet director and announced before the meet begins, there may be XYZ quizzes, following these guidelines:

- If there are 10 to 14 teams, the top nine should be placed into a final nine championship bracket after the opening round, for the elimination round, and the remaining teams dropped.
- If there are 15 to 20 teams, the top six teams should be placed in the championship bracket, the next nine places (7 through 15) should quiz in the intermediate quizzes given below (XYZ) and the remaining teams should be dropped.
- If there are more than 24 teams, the top six should be placed in the championship bracket, teams 7-15 should quiz in the XYZ quizzes to determine places 7-15. Teams 16-24 will quiz in XXYYZZ intermediate quizzes given below to determine their placement.

A Consolation Final Nine bracket will be used for positions 10-15 (determined by XYZ quizzes) and places 16-18 determined by XXYYZZ quizzes. The teams in the XYZ quizzes cannot move below position 15, regardless of how low their XYZ quiz score was. Likewise, the teams in the XXYYZZ quizzes cannot move above position 16, regardless of how high their intermediate quiz scores were.

XYZ Quizzes

- Quiz X: Teams 7, 12, 15
- Quiz Y: Teams 8, 11, 14
- Quiz Z: Teams 9, 10, 13

XXYYZZ Quizzes

- Quiz XX: Teams 16, 21, 24
- Quiz YY: Teams 17, 20, 23
- Quiz ZZ: Teams 18, 19, 22

There will be a tie-breaker quiz for positions 6, 15, and 24. Ties for positions 7 through 14 will be broken in accordance with the following priorities:

- Head-to-head competition in previous quizzes.
- Total points scored in preliminaries.
- Least number of errors.

Points earned in these quizzes should be added to the points earned in the opening round by each team. The highest three teams, based on the point system above, are then placed in the above bracket. The next six teams are placed in the lower bracket.

Elimination Round Brackets:

Tournament Bracket "A"

This bracket is based on the "winner-move-up" philosophy and is designed to select the best team out of a possible nine teams through winning rather than losing. The teams are then arranged in order (from first to ninth place) by points. The winners of quizzes A, D, and F meet in quiz G for the championship.

In this bracket, the top three teams are involved in a triple-elimination, the middle three teams in a double-elimination, and the last three teams in a single-elimination. This way only those teams that have earned the right through winning will advance to the final quiz.

Bracket A - This bracket does not require each team to lose to be eliminated.

- Quiz A: Teams 1, 2, 3
- Quiz B: Teams 4, 5, 6
- Quiz C: Teams 7, 8, 9
- Quiz D: Second Quiz A, Third Quiz A, First Quiz B
- Quiz E: Second Quiz B, Third Quiz B, First Quiz C
- Quiz F: Second Quiz D, Third Quiz D, First Quiz E
- Quiz G: Winner Quiz A, Winner Quiz D, Winner Quiz F
- Quiz H: Same Three Teams in Quiz G
- Quiz I: If the winner of Quiz G does not win Quiz H, Quiz I will have the winners of Quiz G and H (only). The other team will be eliminated

Tournament Bracket "B"

Each team in the final nine must lose twice. A team may make the finals by actually winning only one quiz in this tournament bracket.

Bracket B

- Quiz A: Teams 1, 6, 7
- Quiz B: Teams 2, 5, 8
- Quiz C: Teams 3, 4, 9
- Quiz D: First Quiz A, First Quiz C, Second Quiz B
- Quiz E: First Quiz B, Second Quiz A, Second Quiz C
- Quiz F: Third Quiz A, Third Quiz B, Third Quiz C
- Quiz G: Third Quiz D, Third Quiz E, First Quiz F
- Quiz H: Second Quiz D, Second Quiz E, First Quiz G

Championship Quizzes

- Quiz I: First Quiz D, First Quiz E, First Quiz H
- Quiz J: Second Quiz I, First Quiz I, Third Quiz I
- Quiz K: Second Quiz J, First Quiz J, Third Quiz J (if needed)

If the same team took third place in Quiz I and J, then Quiz K will be a two-team quiz to determine first and second place.

- Quiz L: Third Quiz K, First Quiz K, Second Quiz K (if needed)

Tournament Bracket "C"

This bracket is a combination of brackets A and B. A team must win at least two quizzes to obtain a position in the finals.

Bracket C

- Quiz A: Teams 1, 4, 9
- Quiz B: Teams 2, 5, 7
- Quiz C: Teams 3, 6, 8
- Quiz D: First Quiz A, First Quiz B, Second Quiz C
- Quiz E: Second Quiz A, Second Quiz B, Second Quiz C
- Quiz F: Third Quiz A, Third Quiz B, Third Quiz C
- Quiz G: Second Quiz D, Third Quiz D, First Quiz E
- Quiz H: Second Quiz E, Third Quiz E, First Quiz F
- Quiz I: Second Quiz G, Third Quiz G, First Quiz H

Championship Quizzes

- Quiz J: First Quiz D, First Quiz G, First Quiz I
- Quiz K: Second Quiz J, First Quiz J, Third Quiz J
- Quiz L: Second Quiz K, First Quiz K, Third Quiz K (if needed)

If the same team took third place in Quiz J and K, then Quiz L will be a two-team quiz to determine first and second place.

- Quiz M: Third Quiz L, First Quiz L, Second Quiz L (if needed)

Championship Quizzes

A team must win twice to become the champion team. All three teams will continue to quiz until one team wins twice.

- If the same team wins the first two championship quizzes,
 - Second place is determined by the most second places. If that is a tie, second place will be determined by Clarification (below).
- If the Champion team is determined in three quizzes
 - Second and third places will be determined by Clarification (below).
- If the Champion team is determined in four quizzes
 - Second place is determined by the most second places. If that is a tie, second place will be determined by Clarification (below).

Clarification for second and third place:

Second place will be determined as follows:

- The team that scored the most points in the Championship Quizzes; or if there is a tie,
 - The winner if the two teams quizzed earlier; or
 - The team with the highest average points in the final nine; or if there is a tie,
 - The highest standing in the preliminary round.

International Bible Quizzing

These rules apply to the Internationals quiz meet conducted once yearly, administered under the oversight of the CQLT.

Eligibility Requirements

- All quizzers for International competition must be 12 to 18 years of age at any point during the quiz year.
- The quiz year begins on August 1 and ends on July 31.
- In order to quiz at Internationals for a specific district, the quizzer must reside in that district or in a bordering community. Their home church must be from the district in which they quiz. Any exceptions to this must be brought to the C&MA Quizzing Leadership Team (CQLT).

Team Structure

- Each district will be allowed to send as many teams as the district feels will be competitive and that they are financially able to send. These will be the district's International Teams.
- Each team must have a coach and may also have an assistant coach.

Event Registration

- All arrangements, promotion, and administration will be handled by the CQLT and LIFE Office.
- Notification by each district of its intention to enter a team must be received by the CQLT, on a form supplied by the CQLT, no later than the date posted on the C&MA Quizzing website.
- The names of the International Team, coaching staff, and all registration fees must be sent, when specified, to the LIFE Office for that quiz year.
- District participation fees the current quiz year must be paid in order to register for the International competition. Any exceptions to this must be brought to the C&MA Quizzing Leadership Team (CQLT).

Selection of Officials

- Officials for a sanctioned quiz may include a quizmaster, answer judge(s), and a scorekeeper(s).
- The international quizmasters and officials will be appointed by the CQLT. To be considered for the CQLT appointment, all quizmasters and officials must:
 - Be a regular church attender.
 - Have three years of district quizmastering experience and be recommended by their district office or quiz committee.
 - Go through an evaluation process established by the CQLT, to determine that each official is qualified to perform their specific role.
- When deemed necessary, the quizmaster or any official may be replaced from their position during a meet by the C&MA Quizzing Leadership Team.
- Team coaches whose teams are not involved in the quiz shall serve as answer judges and scorekeepers if needed.

Answer Judge

Scorekeeper

- At least one scorekeeper will tabulate the results of each question on official scoresheets in every International Final. They shall keep a running score of each quiz.
- The official scorekeeper for the International Finals will be appointed by the CQLT.
- Points will be accurately tallied on individual quizzers for each team by the statistician appointed by the CQLT.

Statistician

- The International statistician will be appointed by the CQLT.
- This individual shall not be a regular scorekeeper.
- The statistician will be responsible for keeping individual quizzers' scores.
- The statistician will be responsible for keeping individual teams' scores and provide updates to the teams of their current standings.

Quiz Question Selection

- For the International competition, questions must be written covering the entire material for the quiz year.
- Questions for the International competition will be the responsibility of the CQLT.
- Questions must be word-for-word as it appears in the material version.
- A question can be used multiple times in any part of the International Finals.
- Preliminary rounds will come from full International question file.
- Elimination round will come from full International question file.
- Finals will come from full International question file.

Equipment

- Electronic jump-seat equipment must be used for all competitions. A back-up set must be on hand at all times.
- An unofficial scoreboard must be maintained in full view of the audience at all times, or the score read at the beginning of each timeout.
- An audio recording system must be used in all rooms.

Change Management Process

The Bible Quizzing Rule Book and all associated subordinate documentation are open for amendment by anyone. This describes the process for those changes and how the documents will be managed for annual *International Bible Quizzing* (IBQ) championship meets.

The rule book source material is written as a series of highly-structured Markdown files that can be used to automatically generate consumable content in a desired form. These source files along with supporting documentation and tooling are maintained in a public GitHub project:

<https://github.com/gryphonshafer/Quizzing-Rule-Book>

For any proposed changes, the content change should be submitted as a *pull request* (PR) to this project. These submissions can be from anyone. If someone has a change proposal but is daunted by GitHub PR handling, they can contact the project's owner or anyone else for assistance.

Submitted PRs will be in an open review period for 3 calendar months from the date they are submitted, during which time they can be discussed and debated by anyone using the comment features on GitHub.

At the conclusion of the 3 months, a simple majority of the 6 quizzing members of the CQLT shall ratify or dismiss the PR. The CQLT may appoint a standing rules committee to whom ratification responsibility can be delegated. In that case, a simple majority of the standing rules committee is sufficient for PR ratification.

Submitted PRs that are ratified will be merged to an `integration` branch. Immediately following each IBQ, the `integration` branch will be merged to `master`. Whatever is in `master` will be considered the rule book and supporting documentation for the upcoming IBQ. No changes to `master` are allowed except for this single annual merge from `integration`.