

Bible Quiz Fellowship Tournament Rules

May, 2025 Update Open Test

Name_____
Ministry_____
Phone_____
Email_____
Years of experience: (Circle current role)
QM___ SK___ TK___ Coach___ Quizzer___
Rating_____

What is the purpose of rules in BQF Bible Quizzing? For the unification of rules that can be applied to any Regional or National tournament for which Bible Quiz Fellowship Ministries participate.

What is the purpose of this test?

This test is designed for table officials and coaches. The main purpose of this test is to ensure that you have read and understand the official rules of Bible Quiz Fellowship. Coaches, quizmasters, scorekeepers, and timekeepers are the primary individuals responsible for ensuring each quiz progresses smoothly, fairly, and consistently for Bible quizzers. Understanding the rules thoroughly will help those serving together in these positions achieve that goal. This test does not address every topic in the Tournament Rules, and passing this test is not a substitute for reading the Tournament Rules.

Instructions: For many questions simply write the correct answer. For multiple choice answers please circle or mark the correct answer(s). This is an open book test; you are encouraged to consult a copy of the rules as you take this test. The questions are listed in approximately the same order as the topics appear in the Tournament Rules.

III. Who can quiz?

1. Between what ages must a person be at the time of the national tournament to be eligible to quiz?

2. If a quizzer first attends Nationals as a quizzer at age 11, and continues to attend each consecutive year, how old will he/she be at the last nationals for which he/she is eligible? (Circle one) 17 / 18 / 19 / 20

3. What *must* be designated on a lineup card? (Mark all that apply)

- One adult coach
- One head coach and one assistant coach
- One captain
- The names of the coach and all team members
- Quizzer seating order
- Quizzers with non-standard jumps

4. What happens if a coach refuses to submit a lineup or submits an incorrect lineup that is not corrected before the first question of the quiz?

IV. The Quizmaster

5. What should a quizmaster check before each quiz?

6. When should a quizmaster stop reading the question?

7. In general when should twenty points be awarded? (See IV.A.5)

8. In general when should an error be awarded? (See IV.A.5)

9. How does the backup quizmaster assist the primary where the scorekeeper and timekeeper do not? (Mark one)

- Calling fouls
- Judging the correctness of jumps
- Judging the correctness of answers
- Judging the quiz correctly in all other ways than listed above

10. When should the primary and backup quizmasters switch roles?

V. Scorekeeper

11. Scorekeepers should make tally marks indicating what? (Mark all that apply)

- Errors
- Fouls
- Bonuses
- Technical fouls
- Timeouts
- Correct answers
- Coach's challenges

12. Do overtime points "count" toward team bracket points and individual averages? (Circle one) Yes / No

13. Of what two things should the scorekeeper notify the quizmaster?

- When the 60 second half-time has expired
- When a team has received their second foul
- When a quizzer has erred out
- When a quizzer has quizzed out

14. Of what three things should the scorekeeper notify teams?

- 1st team error
- 3rd team error
- 6th team error
- When 5th, 6th, and 7th quizzers answer correctly
- When 5th, 6th, and 7th quizzers answer incorrectly

VI. Timekeeper

15. How long is each half of quizzing?

16. How long is the first overtime period (if necessary)?

17. For what three things does the timekeeper have discretion to stop the clock?

- If a timeout is requested by a coach
- If a substitution is requested by a coach
- In between every question as a quizzer is sitting back down
- If they judge that the clock is running but the quiz is not progressing

18. Of what three things should the timekeeper notify the quizmaster?

- If the timekeeper stops the clock at their own discretion
- When time runs out after a coach's time out
- If a quizzer has not finished their answer within the allowed time
- If a quizzer does not begin to answer within five seconds of being called upon

VII. Basic Rules and Format of the Quiz

19. What happens if a quizzer jumps before a question is completely read?

20. What happens at the end of a half or overtime if time expires after a quizmaster has begun to read the reference for a question? (Mark one)

- The question is 'live' only if a quizzer turned on their light before time expired
- The question is 'live' and will be read as normal
- The question is 'dead' and the time period is over because the quizmaster did not finish reading the reference

21. What happens if a quizzer jumps before the complete reference is read and fails to provide the correct reference?

22. For an interrogative question, what must a quizzer supply to receive twenty points?

23. Occasionally an interrogative may be substituted that is different than the original question if the meaning of the question remains unchanged. Mark any of the following examples for which the quizzer should receive points.

Romans 1:6

Original: To whom are you called to belong? Jesus Christ

Quizzer: To who are you called to belong? Jesus Christ

Romans 1:7

Original: By whom are those in Rome loved? God

Quizzer: By what are those in Rome loved? God

Romans 1:8

Original: In where is your faith proclaimed? All the world

Quizzer: In what is your faith proclaimed? All the world

Romans 1:9

Original: With what do I serve? My spirit

Quizzer: How do I serve? With my spirit

24. If a quizzer supplies multiple questions or answers, which may be considered? (Mark one)

- Whichever supplied question or answer matches what is required
- Only the first question and answer
- Only the last and 'final' question and answer before time expires

25. Occasionally a quizzer may receive points for a 'flip-flop' if they give the question as their answer and the answer as their question. To qualify as a flip-flop their question must have the same interrogative as the original question. Mark any of the following examples for which the quizzer should receive points for a flip-flop.

1 Corinthians 1:6

Original: What was confirmed? The testimony about Christ

Quizzer: What was the testimony about Christ? Confirmed

1 Corinthians 2:6

Original: Among whom do we impart wisdom? The mature

Quizzer: What do we impart among the mature? Wisdom

1 Corinthians 2:9

Original: For whom has God prepared? Those who love him

Quizzer: Who has prepared for those who love him? God

1 Corinthians 3:19

Original: What is folly with God? The wisdom of this world

Quizzer: What is the wisdom of this world? Folly with God

26. How many seconds does a quizzer have to completely answer an interrogative question?

27. How many seconds does a quizzer have to completely answer a quote question?

28. When does a quizzer's time to answer start? (Mark one)

- When the quizzer jumps to full stature
- When the quizzer is recognized by the quizmaster
- When the timekeeper judges that the quizzer has stepped forward
- When the quizzer repeats any information provided by the quizmaster

29. What is true if the quizmaster says "finish the question" on a quote question? (Mark one)

- The quizzer may quote the verse, then finish the question by saying "quote".
- The quizzer must finish the question by saying "quote" before quoting the verse.

30. Can a quizzer go back and repeat part of a verse during a quote question? (Circle one) Yes / No

VIII. During the Quiz

31. When may coaches make substitutions? (Mark one)

- Only when the clock is stopped
- After a question has been resolved, and before the next is started by the quizmaster saying "question"
- Only at halftime

32. How many coach's time outs does a coach get each halftime period? (Circle one) 1 / 2 / 3

33. Who may approach the active quizzers during a coach's time out? (Mark one)

- The head coach and assistant coach
- The head coach, assistant coach, and any substitute or eliminated quizzers
- Only the head coach

34. What type of challenge may a captain offer that a coach may not? (Mark one)

- When external distractions disrupt the quizzer
- When a question contains typos or incorrect information
- When the quizmaster reads a question incorrectly
- When the quizzer answering supplies incorrect information
- When an error is awarded

35. If a coach's challenge is not upheld what happens? (Mark one)

- The coach loses the privilege to offer a challenge in that quiz
- The coach loses the privilege to offer a challenge in that halftime period

36. How many bonus points are awarded when the fifth/sixth/seventh quizzer on a team answers correctly?

37. How many bonus points are awarded when a quizzers "quizzes out" with no errors?

38. Match the following situations with their corresponding effect on the team score:

- | | |
|---|---------------|
| <input type="checkbox"/> 1 st / 2 nd / 3 rd errors | A. -10 points |
| <input type="checkbox"/> 4 th / 5 th / 6 th errors | B. -20 points |
| <input type="checkbox"/> 7 th + errors | C. No effect |
| <input type="checkbox"/> 1 st Foul | |
| <input type="checkbox"/> 1 st / 2 nd technical fouls | |

39. If no quizzers on a team have received an error, but four quizzers each have one foul, how many errors does the team have? (Circle one) 0 / 1 / 2 / 3 / 4

40. What happens if a quizzer attempts to answer when someone from *another team* was called on? (Mark one)

- The quizzer is given a foul and the opposing team *may* answer the question
- The quizzer is given an error and the opposing team *may* answer the question
- The quizzer is given a foul and the opposing team may not answer the question
- The quizzer is given an error and the opposing team may not answer the question

41. What happens if a quizzer attempts to answer when someone from *their own team* was called on? (Mark one)

- The quizzer is given a foul and their teammate *may* answer the question
- The quizzer is given an error and their teammate *may* answer the question
- The quizzer is given a foul and their teammate may not answer the question
- The quizzer is given an error and their teammate may not answer the question

42. What happens if a quizzer's light turns on after the quizmaster says "question" but *before starting the reference*, and the quizzer does not jump to full stature in a continuous upward motion or their light turns off? (Mark one)

- A foul is awarded, and the question is reused.
- An error is awarded, and the question is thrown out.

43. What happens if a quizzer's light turns on *after the quizmaster begins to read the reference*, but the quizzer does not jump to full stature in a continuous upward motion or turns their light off? (Mark one)

- A foul is awarded, and the question is reused.
- An error is awarded, and the question is thrown out.

44. In which of the following situations should a foul be awarded, and in which should a technical foul be awarded? (Mark "F" for foul and 'T' for technical foul appropriately)

- Persistent or inappropriate challenges
- A disruption of the quiz while the clock is running.
- If a captain or coach asks for time remaining while the clock is not stopped
- Communication with a quizzer after the quizmaster says "question," and before points are awarded
- If a quizzer's hands touch the chair seat or touch another quizzer during a question
- Failure by the coach to declare a quizzer using a non-standard jump when the quizzer enters the quiz for the first time
- Inappropriate cheering at any time or communication while a quizzer is attempting to answer

45. Can a quiz end on a foul? (Circle one) Yes / No

46. What happens if an individual receives two technical fouls?

47. What happens if a team receives three technical fouls?

48. What two things happen if a team purposely delays giving correct answers with the intent of stalling to protect a lead?

If a team arrives late for a quiz, but their lateness is not due to another quiz going late:

49. What happens if they arrive before halftime?

50. What happens if they arrive later than halftime?