

RULE BOOK FOR THE TIMOTHY TOURNAMENT

A. QUIZ MASTERS

1. Complete control of any quiz is in the hands of the quiz master, who is likewise responsible to appoint the judges.
2. The quiz master should be in a position that he/she is easily seen and heard by the quizzers and the audience. Whether the quiz master sits or stands is the option of the quiz master.

B. MATERIAL JUDGES

1. One material judges (Scorekeeper) will assist the quiz master in determining the correctness of answers as requested.

C. SCOREKEEPERS

1. One Scorekeeper for area. Will also help as a material judge.
2. The scorekeepers will notify the quiz master when:
 - a. A quizzer has five correct answers, not including bonuses (Also see III.A.3.).
 - b. A quizzer has three errors (Also see III.B.3.)
 - c. A team has used three time-outs.

II. TEAM REQUIREMENTS

A. COMPOSITION OF TEAMS

1. Team rosters for the tournament is due 3 weeks prior to the tournament.
2. Each quiz team shall have four members. A team may quiz with three members, but errors made by the quizzer opposite the vacant chair will not be referred as bonuses. Exceptions to this rule may be made by the Tournament Quiz Director.
3. To be eligible to participate, a quizzer must be age 9, 10, 11 at some time during the quizzing year. The quizzing year is defined as beginning November 1 and running through October 31 of the following year. All quizzers are encouraged to participate in the program of the church for which they are quizzing.
4. Each team shall have a captain and substitute captain and is entitled to no more than two coaches assisting during a quiz.
5. The team captain or coach shall give the starting line up and possible substitutes in writing to the scorekeepers and quiz master prior to the start

of the quiz.

6. Before each quiz, the quiz master will determine and assign the sides for quizzing. The normal procedure will be for the first team listed in a quiz to sit to the quiz master's left and the second team to his/her right. In any type of bracket the team on the top line will sit to the quiz master's left and the bottom team to his/her right. Note: The purpose of this is to let the teams know before they hand in their line-up sheets.

III. SCORING

A. CORRECT ANSWERS

1. Each quiz shall consist of 20 questions worth 20 points each.
2. The first complete answer to the questions which the quiz master has given (or has accepted from the quizzier) must be taken, and the quizzier is not permitted to continue.
3. Five correct jump answers by a quizzier will eliminate him/her from jumping for the remainder of the regulation quiz. They stay on their chairs so that they can answer bonus questions.
4. A recognizable mispronounced or differently pronounced word is not an error. However, a differently pronounced word with a different meaning is an error (i.e. calvary vs. cavalry). The official decision remains with the quiz master and judges.
5. If no quizzier jumps within five seconds time will be called and no points will be awarded.

B. ERRORS

1. An error shall be called when:
 - a. An incorrect answer is given.
 - b. An answer is not satisfactorily completed within 30 seconds or the quizzier sits down before a complete answer is given.
 - c. A quizzier jumps before a question is finished and is unable to adequately complete the answer and the rest of the important words in the question. You do not have to give the question just quote the verse(s)
2. When an error is made in completing or answering a question, the corresponding team member on the opposing team shall have the complete question read to him/her as a bonus.
3. A quizzier shall be eliminated from jumping and cannot be removed from a quiz after he or she has three errors. However, such a quizzier remains eligible to answer bonus questions.

4. Ten points will be deducted from the team total for each error. After the 5th team error, 20 points shall be deducted from the total for each error.

C. BONUSES

1. The quizzer to whom a question is referred subsequent to an error will receive a 10 point bonus for their team for answering correctly.
2. No error points are charged for incorrectly answered bonus questions.
3. In case of an error on the 20th question, the bonus question will be worth 20 points.
4. Five correct answers, not including bonus answers, without an error by a quizzer, will add a 10 point bonus to the individual and team score.
5. When three different members of a team have answered a question correctly, a bonus of 10 points will be added to the team score. The fourth member answering a correct answer will also have a bonus of 10 points added to the team score. This does not apply to bonus questions or to overtime quizzing.

D. FOULS

1. A foul may be called at the discretion of the quiz master or judges. Fouls can appropriately be called for reasons such as the following:
 - a. A light coming on after the quiz master has said the final "Question" but has not yet begun the question. The question is considered to have begun when the quiz master forms the first word on his/her lips, even if no sound has been uttered.
 - b. Any communication (visual or verbal) among team members, coach, or cheering section, from the time the quiz master has said the final "Question" until the quiz master and/or judges render a decision.
 - c. A quizzer failing to answer in such a way that the quiz master and judges can understand. It is assumed that the quizzer will answer from a standing position, facing the quiz master.
2. Ten points will be deducted from the team total for each foul beginning with the team's second foul.
3. All bonus, error and foul points are computed toward team totals.

E. OVERTIME QUIZZING

1. In the morning round robin quizzes, questions will be given until the tie is

broken. The quiz does not have to end with a correct answer.

2. In the event of a tied score in the afternoon at the end of a 20 question regulation quiz, five more questions shall be asked. If the score is still tied, five more, etc. Composition for the 5 question sets in overtime shall be 3 interrogative, 1 memory type, and 1 other specialty in random order.
3. Each overtime is to be treated the same as the first five questions in a new quiz, except that all errors count 10 points off and only one time-out may be called per team.

IV. QUESTIONS

A. COMPOSITION

1. Questions will be based on the version and edition of the Bible recognized by the WBQA.

B. PROCEDURES

1. No question, or part thereof, will be repeated after a quizzer has jumped, except in the case of a bonus question.
2. If a quizzer jumps before a question is completed, he or she must finish the question to the satisfaction of the quiz master. The answer must provide all of the essential information in the question and answer.
3. The quiz master must call "question" before giving the first word of any question.
4. When the first five words of any question lead to a question and answer other than the quiz master's question and answer, the quizzer will be allowed to give a general reference. When the quizmaster asks for a reference in order to check the answer, it is permissible for the quizzers on the four chairs to confer before giving a reply (this does not include coaches or other quizzers). If the proper question and answer are found and are correct, the quizzer will be ruled correct.
5. If a quizzer feels that he or she has answered a question correctly but has been ruled incorrect, he or she may request to give the quiz master a reference (in consultation with the other quizzers currently seated). The quiz master will then determine whether there is reason to accept or reject the request.
6. If a question is thrown out for any reason after it has been given, the substitute question will, if possible, be the same type (i.e. Reference,

Quote, Situation). Quizzers are to wait to be recognized by the quiz master before beginning to speak.

7. The quizzer cannot give the answer until told by the quiz master to proceed and may not ask if they may proceed. However, a quizzer may ask if a Question is complete.
8. Deity should be person-perfect. I.E. God for God; Father for Father; Holy Spirit for Holy Spirit; any form of Jesus Christ for any form of Jesus Christ, etc. If the answer is God or Jesus, the quizzer has not said anything wrong if he/she says Lord or Father, but has not given the correct answer until he/she says God or Jesus.
9. If the quizzer voluntarily gives incorrect information with his/her answer, the answer must be ruled incorrect.
10. When a quizzer is completing the answer, if the quiz master says nothing, this indicates that the quizzer has not given a complete answer. More is needed. It is best to just quote the verse(s)
11. The quiz master may ask for the pronoun to be clarified.

V. CONTESTING

A. ELIGIBILITY

1. Neither a question nor a completion of a question can be contested by the quizzers. Only the answer may be contested. However, a captain may call a faulty question to the attention of the quiz master. This is not considered a contest, and the quiz master's ruling on the correctness of the question is final. If the question is obviously faulty, it should be thrown out and a substitute question should be given.
2. The decision on an answer may be contested only by the captain or the quizzer who has answered.

B. RESTRICTIONS

1. A contest must be made immediately subsequent to the disputed decision, but after the bonus.
2. The quizzer who contests cannot communicate with the coach, quiz master or other quizzers before contesting.
3. The captain of the opposing team or the quizzer involved in answering the question will be given opportunity to respond to the contest before the judges render a decision.
4. Once the decision on the contested answer has been reached by the judges, no further contesting is permitted.

5. When a decision is contested and reversed, a new question will be used for the bonus.
6. A ten-point team penalty will be assessed on the third unsuccessful contest.

VI. TIME-OUTS

A. LIMITATIONS

1. Each team shall be entitled to three time-outs during the 20 question quiz, only one of which may be used after the 17th question. In addition, there may be one time-out per team in overtime quizzing.
2. All time-outs will be 45 seconds long. (Calling two time outs in a row is not allowed.) A question needs to be asked between the time outs.
3. Only captains or coaches may call time-outs.
4. Official time-outs will not count as team time-outs.

B. SUBSTITUTIONS

1. The coach may make substitutions during any time-out.
2. A starting quizzier who has been withdrawn from a quiz and is still eligible to return may re-enter only in his or her previous position.
3. Substitute quizzers may re-enter the quiz in any position.
4. A quizzier who has quizzed out may be replaced during an official time out or a team time out. However, no re-entry is permitted after the quizzier has been withdrawn.
5. The quiz master will determine whether there may be talking during an official time out.

VII. JUMPING

A. BODY POSITIONING

1. All quizzers must start from a seated position with both feet on the floor and hands not touching any part of the chair.
2. The electronic light will determine who gets the question.

B. POSITIONING OF LIGHTS ON SEATS

1. All pads must be placed flat on the chair seats, if pads are used.

2. In the case of a handicapped quizzer, the positioning of the pad shall be determined by the quiz master.

GUIDELINES FOR WRITING QUESTIONS

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A. *INTERROGATIVE QUESTION*

The interrogative should be the first word when it falls there naturally and does not require the changing of a word or verb tense in the Scripture. In other cases, it may fall where it most conveniently allows one to use the wording of the Scripture—even if it is the last word of the question. Implied verbs will not be added where none appear in the Scripture.

B. *SITUATION QUESTION*

This type of question asks the quizzer to identify a quotation as to who said it, to whom, and in what situation (or some form of that). Some books have none.

C. *PHRASE QUESTION*

This is an interrogative type question where the interrogative question is preceded by a phrase or clause. The phrase should be **word for word** out of the Scripture. An interrogative and verb must be given after the phrase or clause.

D. *TWO OR THREE PART QUESTION*

This is an interrogative type question where the Scripture flows very naturally into the question. It should not be forced.

A good example is taken from I Cor. 3:6—Who planted the seed, who watered it, but who made it grow?

E. *MULTIPLE, TWO-PART, OR THREE PART ANSWER QUESTION*

If a question leads directly into an obvious two or more part answer, a warning need not be given. However, if there appears to be a question as to the need of more than a one-part answer, a warning to the quizzer should be given.

F. *FINISH THIS VERSE QUESTION* (formerly *Complete This Verse*)

Here the quizzer should be asked to finish the following verse, two verses, etc. The quizmaster will read up to the first five words, stopping as soon as a quizzer jumps. (IN VERY SHORT VERSES, only three words need to be given.)

G. *FINISH THIS QUESTION* (formerly *Finish This Verse*)

This is the same as a *FINISH THIS VERSE* question, except that the first

word is taken from somewhere in the verse other than the first word.

PLEASE NOTE

1. A warning will be required to the quizzer in all the above questions except the *INTERROGATIVE* type question (A)
2. There should be from two to three questions taken from *FINISH THIS VERSE*, and *FINISH THIS* questions (G, H and I).

The question writer is encouraged to include some repeated questions in sets for a given tournament. Although there is no specified ratio of repeated questions, this should not be overdone.