

NAD - NATIONAL BIBLE BOWL RULES - BAYDA

Section I: Teams



- (A) A registered team shall consist of no more than six members. Individuals can be registered on only one team during each season. A player reserves the right to play up (*in age*) on any team, with the exception in the Adult Division, i.e., players who are younger can play in upper divisions; however, players in upper divisions cannot play in lower divisions.
- (B) A playing team shall consist of at least two, but no more than four players, at any time. One of the playing members must be the captain.
- (C) Each conference may enter a Junior Youth team (ages 10-15), a Senior Youth team (ages 16-22) a Young Adult team (ages 23-35) and an Adult team (ages 36+). If a person is eligible to play during their local conference games, that person will also be eligible to play during the National games.
- (D) Alternate members of a team may be substituted only at the half of each game, or in case of illness or extreme emergency.
- (E) A registered team must consist of individuals from the same local church or district church having the same conference pastor. Conference teams with members from different churches or district churches *not having the same conference pastor* are not eligible to participate in the National Bible Bowl games. As a witness, non Seventh-day Adventist participation is encouraged.
- (F) Conference Pastors and Bible Instructors are not eligible to play as members of a team.

Section II: Game Time

- (A) A game will consist of two six-minute halves. At the end of each half, the game shall be halted. At the beginning of each game the teams for the current game and the next game will be called; failure to show in 15 minutes after being called will cause the team not showing to receive a forfeit for that game.
- (B) The period between the half will consist of one minute. During this time, the scores are announced, opportunity is given to change players, and challenged questions are resolved.
- (C) If the game time or half time expires while the Moderator is in the midst of asking a toss-up question, the question is not completed and the round ends. Opportunity is not given to answer the question.
- (D) If the game time or half time expires after a player has signaled to answer a toss-up question or is in the process of answering a toss-up question, **the player** will be allowed to complete the answer. If the player answers correctly, the points will be awarded. If the player answers incorrectly, the other team will be given the opportunity to answer the question.
- (E) If the game time or half time expires after a toss-up question with an attached bonus has been answered correctly, then the bonus question is read and time is allotted (Section IV [F]) to answer the question.
- (F) Any game that ends in a tie will enter a one-minute, lightning round. Only toss-up questions will be used during a lightning round. The team with the highest score at the end of a lightning round will be declared the champions. If there is a second tie, the procedure will then be repeated.

Section III: Toss-Up Questions

- (A) Toss-up questions are questions asked to both teams. The individual who signals first will be recognized by the Moderator and given the opportunity to answer. Some toss-up questions will have an attached bonus question.
- (B) Each toss-up question is worth ten (10) points.
- (C) The maximum time limit for answering a toss-up question is four (4) seconds. These four seconds begin either by a player signaling or by the timekeeper when the Moderator has completed the question. Once a player has signaled and has been recognized by the Moderator, an answer must be given within the allotted four seconds. However, if a player is giving a correct answer without pausing, the Moderator will allow him to complete the sentence.
- (D) No toss-up question will be repeated once it has been read in its entirety.
- (E) Once a toss-up question is read in its entirety, any individual signaling first, after being recognized by the Moderator, is allowed the time to give an answer. (Section III [C]). If the question is answered correctly, that team is awarded ten (10) points and the game continues with the reading of the next question. If the question is answered incorrectly, opportunity is granted to the other team to signal. However, the individual signaling, must answer immediately upon recognition by the Moderator. If the other team answers the question correctly, ten (10) points are awarded; if not, the question is discarded. The answer is not necessarily given and the game continues. There is no consultation between team members on answers to toss-up questions.
- (F) On the first occurrence of the reading of a toss-up question, if an individual signals before the toss-up question is completed, that individual must answer without the privilege of having the question completed. If the signaling player answers the question correctly, that team will be awarded ten (10) points. If the wrong answer is given, the question is then read in its entirety for the other team. The individual then signaling first is afforded four (4) seconds to answer the question after being recognized by the Moderator. If during this second reading of the toss-up question, a player should signal, the Moderator should then recognize that player and obtain an answer. There is no consultation between team members on answers to toss-up questions.
- (G) No toss-up question will consist of multiple-part questions with multiple answers. Each toss-up question must yield a single answer or a short phrase.
- (H) Once the Moderator starts reading a toss-up question, team members are not allowed to talk to each other, confer with each other, or supply an answer to team members. A team forfeits their right to answer *that* toss-up question if conferring takes place. If a second conferring offense occurs, ten points will be taken from the team in violation. If a third offense occurs, the team will be disqualified, thus forfeiting that game.
- (I) Any player, who gives an answer to a toss-up question without first signaling and being recognized by the Moderator, forfeits his/her team's opportunity to answer *that* question. If the question was not read in its entirety, it is then read and opportunity is given to the other team to correctly answer the question. A team member must signal and be recognized before answering any toss-up question.
- (J) Any toss-up question that is prepared from material not assigned for the current year will be disqualified and no points given for a correct answer. The discovery of a question from material not assigned must be made before the next round of games begins. In this event the illegal question will be disqualified and another question substituted.

Section IV: Bonus Questions

- (A) A team earns the right to answer a bonus question by successfully answering the toss-up question to which a bonus is attached. A toss-up question having an attached bonus must be so stated with the value of the bonus points before reading the toss-up question.
- (B) Bonus questions are randomly attached to toss-up questions and one in every five questions shall be a bonus. A bonus question can be attached to only one toss-up question.
- (C) Bonus question will range from 10-25 points, the higher the point value the more difficult the question.
- (D) Team members may consult with each other for an answer to a bonus question. All playing team members may participate in the answer to a bonus question. If conflicting answers are given to a bonus question, the team captain is then asked for an answer. The answer given by the team captain will be the final answer. If the team members give a partial answer, the correct part(s) is accepted and the appropriate points awarded.
- (E) Bonus question will be equally divided on partially correct answers when more than one answer is required, unless it is stated otherwise on the card. Each part of a bonus question shall be 5 or 10 points, depending on the total points of the question.

Example:

(Question)- For 20 points, name the first four Judges of Israel.
(Answer given)- Othniel, Ehud, Shamgar, Gideon.

*Note: 15 points are awarded because of the incorrect answer Gideon.

Example:

(Question)- For 20 points, name the first four Judges of Israel.
(No partial answer)
(Answer given)- Othniel, Ehud, Shamgar, Gideon.

*Note: No points are awarded because of the incorrect answer Gideon.

- (F) The maximum time allowed to answer a bonus question is seven (7) seconds. Once the bonus question has been read, the team has seven (7) seconds in which to give an answer. If an answer is not given within the seven (7) seconds or simultaneously with the sounding of the buzzer, the question will be discarded. However, if a player is giving a correct answer without pausing, the Moderator will allow him to complete the sentence.
- (G) No bonus question will have an answer that exceeds the maximum seven (7) seconds allowed for answering bonus questions.
- (H) It is not necessary to signal and be recognized by the Moderator before a team member begins answering a bonus question.
- (I) Any bonus question that is prepared from material not assigned for the current year will be disqualified and no points given for a correct answer. The discovery of a question from material not assigned must be made before the next round of games begins. In this event the illegal question will be disqualified and another question substituted.

Section V: Types Of Questions

- (A) No multiple-choice questions may be used in the Bible Bowl games at the National level.
- (B) See Section III (G).
- (C) See Section IV (E).
- (D) Study material will be assigned from the Bible. The King James Version will be the only official translation used for obtaining all questions; however, modern English will be accepted when answers are numeric.
- (E) The standard for pronunciation of all study material, by Moderators, will be that of Alexander Scourby.

Section VI: Challenging An Answer

- (A) Any member of a playing team, or its coach, who believes that a question has been answered correctly, but the Moderator has rejected it, can challenge the Moderator's answer by simply saying "challenge." The wording of the KJV will take precedent whenever any question is challenged.

After the Moderator has read the question to the other team or before the next question is read, the challenged question is flagged, and the research Judge(s) is given opportunity, to write down the challenger's answer and the other team's answer. The question is then researched and the correct answer is read at the half-time period or at the end of the game. Prior to the collaborative ruling of the Judge(s) and the Moderator, any member of the playing team or their coach can supply a Scripture reference in support of their challenge. The decision of the Judge(s) in corroboration with the Moderator is final.

- (B) Any member of a playing team or their coach, who believes that the Moderator has accepted an incorrect answer from the other team, may challenge the answer before the next question is read. The Moderator and Judge(s) will proceed as in Section VI (A).
- (C) All challenged toss-up questions must have been presented to both teams at the time of the challenge and not at the half-time period or at the end of the game. No points will be awarded to either team at the time of the challenge. Points will be awarded accordingly at half-time or at the end of the game.
- (D) When a team member frequently challenges questions and it is determined that the challenges are consistently incorrect, that team, after being warned by the Moderator/Judge(s) will lose their privilege to challenge questions in subsequent rounds.

Section VII: Christian Conduct

- (A) Any individual, by consensus of the National Bible Bowl Coordinators' Association, whose behavior is distracting or not in keeping with that of a Seventh-day Adventist Christian, will be at first cautioned and can subsequently be asked to leave the vicinity in which the games are being played. Failure to do so upon request may cause the team with which that individual is associated to forfeit a game.
- (B) An appeal to any portion of these rules may be made to the NBBCA.

Section VIII: Assigned Responsibilities at the National Bible Bowl Games

Moderator

1. Read all toss-up and bonus questions.
2. Declares all answers to be correct or incorrect based on the answer (given on the card)
Does not have a final decision on toss-up questions and on bonus questions
Must refer any challenges and unclear answers to the Judge(s) for research
3. Requests that the game clock be stopped in the event of a problem.
4. Must be familiar with all reading material and able to discuss questions at the material level.
5. Must use as a standard for pronunciation, the wording of Alexander Scourby.

Research Judges - 3 per game, maximum.

1. Researches all challenged answers.
2. Must be thoroughly familiar with all assigned material.
3. Must be familiar with the National Bible Bowl Rules.
4. Determines the accuracy and acceptability of all unclear answers given to all questions.
5. Must corroborate final decision of all unclear answers with the Moderator.

Timekeeper(s) / Scorekeeper

1. Starts and stops the game clock as directed by the Moderator.
2. Signals the end of each half of the game.
3. Signals the end of the one-minute period between each half of the game.
4. Signals the end of the four (4) seconds and seven (7) seconds time allotment for answering questions.
5. Keeps a running score of the points accumulated by each team.
6. Informs the Moderator of the scores at the end of each half.

Section IX: Bible Bowl Guidelines For Writing Questions

1. No True/False questions are to be used at the National games.
2. No multiple-choice questions may be used in the Bible Bowl games at the National level.
3. All questions are to be typewritten for easy reading in 3" x 5" index cards format.
4. Toss-up questions are to be typed on blank white index cards. Bonus questions are to be clearly marked "Bonus" with the corresponding point value and must be typed on colored cards.
5. Toss-up questions and bonus questions must not have answers that exceed the maximum four (4) seconds and seven (7) seconds reply time, respectively (Section III [C]) & (Section IV [E]).
6. In writing toss-up or bonus questions, care should be taken to ensure a unique answer and to prevent ambiguity. If a similar answer (word / phrase) within the material is also correct, either will be accepted as correct unless "*Be Specific*" is written on the card.
7. Points to bonus questions should allow for even division for partial credit, if partial answers are being given. Unless otherwise stated, partial credit will be given. Each part of a bonus question shall be five (5) or ten (10) points depending on the total points of the question.
 - a. The **maximum total points** for a bonus question with one answer are twenty-five (25).
 - b. Total points for a question with a two-part answer are a maximum of ten (10) points per correct answer.
 - c. Total points for a question with a three-part answer are a maximum of five (5) points per correct answer.
 - d. Partial answers for multiple (more than three [3]) answer bonus questions are five (5) points per correct answer.
8. Questions requiring specific answers, such as "Lucifer" instead of "Satan", need to be identified as such.

Example:

(Question): *Be specific* In the book of Luke, what was the name of the being that fell from heaven as lightning?

(Answer): "Lucifer"

Satan or Devil is not acceptable.

9. Questions written for and used at a conference level must not be used at the National level. Question writers cannot write questions from the same book for both the conference and the National levels.
10. A question used for toss-up shall not exceed twenty-five (25) words.