

Jamaica Churches of Christ
BIBLE QUIZ
COMPETITION RULES



Overview

“Study to show thyself approved unto God, a workman that needeth not to be ashamed, rightly dividing the word of truth.” (II Timothy 2:15).

In the interest of promoting fellowship amongst congregations, and encouraging an interest in Bible study amongst young Christians, the Churches of Christ in Jamaica are organizing a quiz competition. The event will hopefully become an annual event which young Christians across the island will participate in and look forward to.

The initial event will be organized and administered by the Patrick Gardens Church of Christ.

COMPETITION RULES & REGULATIONS CHURCHES OF CHRIST IN JAMAICA BIBLE QUIZ COMPETITION

1. ENTRY REQUIREMENTS

All congregations of the Church of Christ in Jamaica are eligible to enter the competition

Each team will comprise a maximum of six (6) and a minimum of four (4) members. The members must be between the ages of 12 and 19 on the day of competition. Teams must comprise baptized members of the Church of Christ who are in fellowship at the time of the competition. Only four (4) members of the team will be allowed to compete in any match.

A minimal entry fee of JA\$100 per team member is required for registration. This fee will go towards off-setting expenses associated with hosting the event. The fee is payable on arrival at the competition. No team member who has not paid the registration fee will be allowed to participate.

Where a congregation is unable to find sufficient members to comprise a team, they are allowed to join with another congregation to submit a team. Where this occurs the congregations joining must state their names on the Registration Form.

All teams must complete an official entry form to be provided by the Patrick Gardens Church of Christ. This form must be completed and submitted to

- the Patrick Gardens Church of Christ – 6 Waterhouse Drive, Kingston 20,
- emailed to annuallyouthretreat@gmail.com or
- mailed to **Bible Quiz, P.O. Box 369, Kingston 8, Jamaica W.I.**

Where difficulty is had returning the circulated form, a typed document containing the required information as outlined on the form will be accepted through any of the mediums previously stated.

Each team must designate a contact person for all communications between the team and organizers. Additionally each team must designate a coach who will present all queries and represent the team for all disputes during competitions.

A minimum registration period of thirty (30) days will be given between the issuing of invitations and the closing of registrations, after which no further entries will be accepted. The draw for playing positions shall be completed within two weeks of the closing of registration submissions. The organizers reserve the right to withdraw an invitation to a team at any time.

Congregations may submit applications for entry, however the organizers reserve the right to accept or reject any application received.

Under all circumstances, the organizers reserve the right to determine the time of matches on the days of competition.

2. DRAW FOR PLAYING POSITIONS

The draw for playing positions shall be conducted after all congregations invited have confirmed their participation in the competition.

Only confirmed invitees will be considered for the draw for playing positions.

The Draw will be conducted at the Patrick Gardens Church of Christ, or at any other designated site chosen by organizers.

The Draw for playing positions will be done randomly.

If a team withdraws from the competition after the draw for playing positions, the organisers reserve the right to replace that team with another team not originally included at their discretion. The new team shall occupy the position left vacant by the team, which has withdrawn.

The draw will be conducted in the presence of representatives of invited teams. Teams that do not send a representative will be advised of their position in the Draw.

Teams are not allowed to change their positions after the draw has been done. Teams that withdraw after the draw will be subject to penalties. (See bans & disqualifications)

Teams will be provided with a schedule of playing positions and playing times after the draw is completed.

3. QUESTIONS FOR THE QUIZ

All Questions for Bible Challenge Quiz will be taken from the Bible King James Version. Content is not restricted to any particular book and will cover material found in both Old and New Testaments.

4. QUIZ STRUCTURE AND MATCH RULES

A. ARRIVAL AT THE MATCH LOCATION

Teams must arrive at the match location at least 60 minutes (one hour) before their match is scheduled to start. This is to facilitate the processing of the team prior to match time.

B. THE TOSS OF THE COIN

The toss of the coin will be done at the match location in the presence of the presenter and both judges, just before the commencement of the match.

The team winning the toss may either elect to go first or to ask their opponents to go first.

The team going first after the toss will be given the questions marked "Team A" on the match script, while the team going second will be asked the questions marked "Team B" on the match script.

C. THE QUIZ – THREE SECTIONS

The Quiz comprises three sections and teams must compete in all sections for the quiz to be complete. The team with the highest point total at the end of the third and final section will be declared the winner. Teams must complete their match with four members during a match. At no point will a change of team member be allowed DURING a match except for extremely unavoidable circumstances, such as ill health, or any other factor, which may be put before the producer and the judges. Team members may however be changed in a separate match if a team advances to a later round in the competition.

I. SECTION ONE OF THE QUIZ

Teams will field alternating questions for a total of five minutes and each team will be allowed a total of 10 seconds to complete their answer, but failure to offer an answer will result in the question going to the opposing team, without the opposing team losing its turn.

Each correct answer in Section One is worth 1 point and any member of the team may answer. The first answer (right or wrong) will be the one accepted by the judges. If the first answer given is correct, teams will gain a point. If the first answer given is wrong, there will be no penalty.

This section lasts for five minutes. The timing for the section will begin at the start of the first question and will end when the timer's clock shows 0:00. However, for the section to be complete, both teams must get the same number of questions, even if it means additional time added on.

II. SECTION TWO OF THE QUIZ

During this section, each team will be given three (3) alternating one (1) minute segments to answer as many questions as possible. Each team will be allowed a total of 10 seconds to complete their answer, but failure to offer an answer will NOT result in the question going to the opposing team.

Each correct answer in Section Two is worth 1 point and any member of the team may answer. The first answer (right or wrong) will be the one accepted by the judges. If the first answer given is correct, teams will gain a point. If the first answer given is wrong, there will be no penalty.

The timing for each of the one (1) minute segments will begin at the start of the first question and will end when the timer's clock shows 0:00.

III. SECTION THREE OF THE QUIZ – “THE FINAL CHALLENGE”

Questions will be thrown open to both teams with the first team to press the signal button will be allowed to answer after being identified.

This section lasts for three minutes. Teams only have 10 seconds to complete their answer after pressing the signal button and being identified. Timing will begin as soon as the first question begins. The section will end, and the timekeeper shall ring the final bell when the their clock shows 0:00. However, if a team presses the buzzer before the final bell (which is signaled when the clock goes to 0:00), that team shall be acknowledged by the Quiz Master and be allowed the allotted time to answer (five seconds), following the Quiz Master's acknowledgement. Two points will be awarded if the answer is correct. Two points will be deducted if the answer is incorrect. If the team fails to answer, two points will also be deducted.

In this section, teams will gain two points if the answer given is correct, but will lose two points if the answer is incorrect.

The first answer (right or wrong) will be the one accepted by the judges. If the first answer given is correct, teams will gain two points. If the first answer given is wrong, teams will lose two points.

A question is deemed to have begun after the Quiz Master begins reading it. If a team presses the buzzer at any point after the subject area is called, the Quizmaster shall stop reading the question and the team that pressed the buzzer will be required to answer.

Teams will also lose two points under the following circumstances:

- If they answer without being identified by the Quizmaster
- If they fail to answer after being identified
- If a member of the team presses the signal button before the question is completed, and fails to answer or answers incorrectly, after the quizmaster has stopped reading the question.

D. ADVANCING

This is a knockout competition. Where at the closing of the registration period, an uneven number of teams have registered, the defending champions will be granted a bye for the next round. Where there is no defending champion registered for the competition, the last team selected at the drawing for matches will be granted a bye to the next round.

Each match must be played to a result, with a winner declared. The winner advances to the next round. As required to keep the number of teams in each round even, the loser with highest points scored in that round will also advance. Rounds will continue until only two teams are left in the competition resulting in a final, from which a winner of the competition will be declared. Additionally a playoff for third place will be done between the last two teams eliminated, as required.

The number of rounds played will be determined by the number of teams entered.

5. COMPETITION CODE OF CONDUCT AND GENERAL RULES:

The first answer given, right or wrong, will be the only one accepted in all sections of the quiz. Answers are those deemed to be presented to the judges and not whispers used while teams are conferring.

No prompting will be allowed from the audience or from team coaches. Teams found entertaining prompting will be disqualified and the match awarded to their opponents.

Intra-team discussion (conferring) must be controlled and the answers must not be shouted.

Team coaches and team members must behave in a decent manner at all times. Organizers reserve the right to disqualify teams or coaches who behave in a rude or boisterous manner. **(see bans and disqualifications)**

Teams must give answers clearly so the audience can be informed. Shouting and/or muffled, unclear, and incoherent answers will not be accepted and the presenter and/or judges may ask team to repeat responses **without** stopping the time.

6. UNUSUAL SITUATIONS:

A TIE – If the match ends in a tie, the quizmaster will continue asking questions in a sudden-death playoff until one of the team answers right or wrong to break the deadlock.

Where two or more teams tie for Top Loser, a Best of Five Match will be held at the end of the round to determine the advancing team. Where that best of five results in a tie, questions will continue to the tied teams until a single team exceeds its competitors by a clear margin of points after facing an equal number of questions.

Each question will be awarded one (1) point and the team will be allowed ten (10) seconds to respond. Incorrectly answered questions will not pass to competing teams. Teams will not lose points for incorrect answers.

Mechanical or Electrical Malfunction: In the event of any mechanical or electrical malfunction in the buzzer or lighting system during a match, the quizmaster in consultation with the organizers, will revert to an alternating format allowing no opportunity for one side to answer and gain advantage over the other side, unless the

other side failed to answer on their turn. The match on such occasions will come to an end when a team has gained two clear points over their opponents.

7. QUERIES:

Only the coach from any team may query any doubtful questions or answers at the **end of each section of the quiz**. These queries should be as brief as possible and whatever decisions the Judges reach will be considered final.

Any queries arising in a given match, must be made by the quiz coach(es) and will not be accommodated from any other source.

If queries arise after a match, these must be referred to the judges **IMMEDIATELY** following the match. The judges shall review the queries **IMMEDIATELY** following the match in question. **The subsequent decision of the judges shall be considered FINAL**. There will be **NO** option of queries going to another body after a ruling made by the judges. **The Judges' decision SHALL BE FINAL**.

8. BANS AND DISQUALIFICATIONS

The organizers have the discretion to ban and or disqualify any congregation, team, or coach that has committed any of the following breaches:

- Cheating – Teams using materials, which may assist them and give them an unfair advantage in the Quiz.
- Verbal, physical or any other type of abuse of any member of the organizers, administrators, the judges, or the presenter
- Verbal, physical or any other type of abuse of any person affiliated with the opposing team
- Fielding an over-age team player or a team member who is not a member in fellowship with the congregation being represented
- Withdrawing from the competition after the draw is completed without any valid reasons.
- Destroying or damaging any equipment or facilities at the match location
- Any other activity deemed to be inappropriate by the organizers

Bans will range from a minimum of one year to a maximum of five years, depending on the offence committed.

The organizers shall ban and or disqualify any congregation, team or coach that has committed any breach for which such a ban or disqualification is prescribed by the Bible Challenge Quiz Rule Book. The organizers shall determine which one, or combination of the above sanctions to apply, which party or parties should be sanctioned and the length of any ban.

The organizers may indicate verbally and then by letter to the congregation, coach or team, his/her decision to enforce a ban or disqualification. In the said letter, the organizers shall state the clause of the Bible Challenge Quiz Rule Book under which the ban/disqualification is being enforced.

Teams, congregations, coaches who do not agree with the ban/disqualification may appeal in writing to the organizers within 7 days after receiving notification of the ban or disqualification. The subsequent ruling of the organizers upon examination of the appeal shall be FINAL.

9. REPLAYS

A request for a replay must first be submitted to the organizers immediately following the match. The organizers will give their decision based on the evidence submitted by the team and after consultation with the judges.

The decision of the organizers, after consultation with the judges, will be considered FINAL. Requests for replays may be requested on the following grounds:

- Gross or persistent malfunction of equipment,
- Gross or persistent error/errors committed by the sitting judges, timekeeper, presenter, or scorer.
- Gross or persistent breach of match conditions/ procedures/ formats as per *Rule Book*.

The organizers in consultation with the judges shall interpret “gross” and “persistent” in each case.

10. RIGHTS

All right connected to this event is reserved by the organizers and must be formally requested before use. The organizers shall be free to exploit the entire event, including but limited to its images, its content, and its layout for purposes including but not limited to promotion, broadcast, insertions etc, at its sole discretion and in perpetuity.

11. TIMING

The timing of each segment of the competition will be rigorously adhered to. For all sections of the competition, the presenter will give the answers to all questions that are answered incorrectly, as well as those which are not attempted by either team. The organizers will have in for each match an official timekeeper.

The timekeeper’s timing system will be solely used in the match.

The scores of both teams will be displayed during the match.

12. STAFFING:

The organizers will undertake to provide two judges throughout the competition but we cannot be held responsible if either of the Judges is unable to attend on any occasion. If this happens, the organizers will attempt to provide a suitable replacement. Failing this, the contest will proceed with one Judge. However, no match will proceed without at least ONE judge being present.

The organizers will provide scorers, timekeeper, technical and other relevant staff.

13. MISCELLANEOUS

Each participating team will be responsible for any cost incurred by their participants.

14. PRIZES:

At the Grand Finals of the Quiz, special prizes will be handed out to participants, depending on their positions at the end of the competition.

15. GENERAL

These Rules are subject to change without notice and should be enquired into before each competition. Failure to be apprised of the rules rests entirely on the coaches of each team.

By participating in the quiz, each congregation agrees to be bound by these Rules and shall ensure that its coaches, the team members and supporters are aware of these Rules and abide by them.

Save as otherwise provided by law, neither the organizers, employees or agents shall be liable to any participating congregation, coach, team member or other person in respect of any act, omission or decision taken in relation to the Quiz.

Contact Information:

Organizers: Patrick Garden's Church of Christ Youth Group (815-4709/360-7266)

Publication Date: August 18, 2010