



NATIONAL
Children's
MINISTRY

NEW TESTAMENT CHURCH OF GOD JAMAICA

NATIONAL CHILDREN'S BIBLE QUIZ COMPETITION 2025

GUIDELINES

(Bible Quiz Rules and Regulations)

**BIBLE
QUIZ**



Dates

Regional Competition: Saturday, March 8, 2025

National Competition: Saturday, April 25, 2025

National Children's Bible Quiz Competition 2024

Bible Quiz Rules and Regulations

We will be having in-person Bible Quiz for the Church year 2024/25 which will be held according to the previous format with Regional Competitions being held in designated North Eastern, Western, Central and Eastern regions. The following set of rules will ensure that the integrity of the quiz is maintained.


Competition Structure

All questions will come from the book of **1 Samuel, Chapters 17-31 (NKJV – New King James Version)** and the Declaration of Faith will be added in the finals.

- Round 1 – Alternate questions
- Round 2 – Face-Off
- Round 3 – Buzzer



Things to Note:

1. Queries will be made after each round and only the querying coach/team captain should approach the judge's table.
2. No queries, interruptions or disturbances will be allowed from coaches or spectators during the rounds.
3. All interruptions and disturbances by coaches and or audiences (if any) will be governed by the rules laid out below. Audiences will be treated as coaches in relation to the penalties applied.
4. The version of the Bible being used for children's Bible Quiz will continue as the **New King James Version (NKJV)**.
5. Rules and regulations that have been amended for the 2024/25 quiz regulations have been marked with the  icon for ease of reference to these updated rules.

COMPETITION SCHEDULE 2024

The **Entry Form is to be completed** and sent to the National office with the **entry fee of \$2000** per District. The following dates are the deadlines for each segment of the competition. Late entries attract an extra cost of \$500. Please note that there is no additional entry fee for the national finals required. For further information, please contact the National Office at 876-927-7767 or our National Children's Ministry Director, **Delecia Wisdom** at 876-310-7790.

- ❖ **Deadline for Regional Entries** – Friday, January 17, 2025
- ❖ **Bible Quiz Regional Playoff** – Saturday, March 8, 2025
- ❖ **National Semi-Finals and Finals** – National Youth Congress, April 25, 2025 at 10:00am

Registration Fees:

- ❖ Registration Fee: \$2,000
- ❖ Late Fee: \$500



Bible Quiz Team:

1. A quiz team consists of six (6) children (four starting quizzers and two substitutes) and an adult coach. An adult coach is any Christian age 20 and above who regularly attends the local New Testament Church of God.) Any combination of male and/or female participants may comprise a team.
2. Each team selects one quizzer to serve as Team Captain. The captain serves as spokesperson for the team. Should a captain be removed from competition, the coach will appoint another quizzer to serve as captain.
3. Only the coach(es) is/are allowed to confer with the team during time-outs.
4. A child who regularly attends or is a member of one local church cannot participate on a team from another church.
5. To be eligible for official competition, the quiz team coach must complete and submit an official entry form to the Youth and Discipleship Department at the National Office. No team additions can be made at any level of competition after the Official Entry form has been submitted.
6. A Bible quiz participant who becomes age 13 before the competition is not eligible to participate in any local/regional or national quiz competition.



Team Identification:

Players should wear visible name tags.

1. Each team should wait to be identified by the quizmaster or judge before answering. Teams will lose the point value of the question asked if they answer before being identified. Answering before being identified will be considered a foul. Teams will be identified by their names, church, number, colour or a combination.

Answering Questions:

1. When a question is stated:

(a) In round 1, the team has ten (10) seconds to begin answering and an additional twenty (20) seconds to complete the answer for a total of thirty (30) seconds.



(b) In round 2, each member of the quiz team will be set at the buzzer in order. The quizmaster will

then ask five questions. The quizzer that buzzes in first according to the Quizmaster and Judges' identification will be given the opportunity to answer the question. The time begins immediately after the quizzer has been identified. The quizzer has ten (10) seconds to begin answering and an additional twenty (20) seconds to complete the answer for a total of thirty (30) seconds. Incorrect answers will be passed to the opposing face-off member, with the exception of True or False questions.

(c) In round 3, both teams will have the opportunity to buzz in. When one team buzzes in, the Judges will identify the team to the Quizmaster who will then verbally identify the team by name, number or colour. The team has ten (10) seconds to begin answering and an additional twenty (20) seconds to complete the answer for a total of thirty (30) seconds.

2. IF the answer is correct, the team scores the full point value of the question.

- [https://kingjamesbibledictionary.com/Diction ary/](https://kingjamesbibledictionary.com/Diction%20ary/) will be used to settle any disputes regarding word meanings not used in a direct quote when a challenge arises.
- For fill in the blanks, complete the statement and quote questions, only direct quotes from the given version (NKJV) will be accepted as correct.

3. If the answer is incorrect,

(a) In round 1 and 2, the question will be reread and directed to the other team or quizzer with the same number on the opposing team if they would like to try. Should both quizzers or teams answer incorrectly, the question is closed, and the correct answer stated by the quizmaster.

(b) In round 3, the team will lose two points.

(c) In round 3, the team will also lose two points if they answer a question before they are identified by the Quizmaster.

4. If a team answers/buzzes in before the question is completely stated by the quizmaster, this constitutes an "interruption" and the answer must be given without hearing the question read to its completion. If the interrupted question is answered correctly, the team scores the full point value of the question. However, if the interrupted question is answered incorrectly, the FULL POINT VALUE of the question is

DEDUCTED AS A PENALTY from the total team score. If the infraction happens in round 1 or 2 the question is then stated in its entirety for the opposing team. Anyone from the opposing team may answer.

5. After a question is stated in its entirety, if neither team responds within ten (10) seconds, the question will be “closed” by the timekeeper calling “time”. If a quizzer begins to answer at the same time that “time” is called, he/she should continue until the timekeeper gives further instruction to “stop”.

6. Help from the audience in any way whether or not it affects the quizzer’s answer will void the question. Should a competition official hear an answer from the audience, an official time-out should be called and the question tossed out.

7. Only the first answer given by a quizzer will be accepted. An answer may be stated and repeated exactly as stated without penalty; but a restatement with changes in any wording is disallowed.

8. An answer is correct when the following conditions are met:

- (a). It contains the correct information to the asked question.
- (b). The correct answer was given after the team or quizzer was identified.
- (c). The correct answer is completed within the time limit.
- (d). Although mispronounced, words can still be recognized as the answer.

9. An answer is incorrect when the following occurs:

- (a). Incorrect information is included in the answer (this includes quoting from a version other than the NKJV).
- (b). The answer is not completed before the time limit expires.
- (c). Mispronunciation makes the answer unrecognizable to the judges.
- (d). The quizzer does not speak clearly or loudly enough for the judges to hear the answer after a single repetition.

10. Scripture references are not required unless specifically called for in the question.

11. In round 2 when a quizzer is identified to answer and a member of the same team who has not been recognized answers, a foul is called, and the team loses the privilege to answer. The question is then directed to the opposing team and anyone can respond to answer. No quizzer has the right to answer until recognized by the quizmaster or judge.



Question Repetition:

1. Any requests for repetition of the question will be included in the given thirty (30) seconds to complete an answer. The timer will not be stopped to facilitate a question being re-read.

2. Once a team is identified to give a response, questions may only be repeated **before** an answer is given. A request for a repetition of a question will count as beginning the answer and thus start the thirty (30) second timer for the response.

3. Quiz teams are permitted a total of one question repetition per question. **Note well** that if the time runs out while the question is being repeated, it will be counted as an incomplete answer and will be passed to the other team during rounds 1 and 3.

4. Quizzers may interrupt the repetition of a question once the desired information is obtained by the responding team by calling “answer” then proceeding to give their response to the question.

Challenges:

1. All challenges that may arise during the match should be noted by the team coaches or team captains until after the end of the current round.

2. After the end of the round, the officials will ask if there are any challenges and the coaches/captains should raise their hands to indicate such. That coach/captain will then be allowed to approach the judges and proceed with their query or challenge.

3. Both coaches/captains will be allowed to give their query or challenge. Once the challenge is stated, the judges will then deliberate. The decision of the judges is final.

4. An answer ruled “correct” by the judges may be challenged by any coach on the opposing team. If the judges overrule the challenge and sustain their

decision, the head judge will announce, “challenge denied”, and the quiz proceeds as usual.

5. An answer ruled “incorrect” by the judges may be challenged by either of the coaches against whom the decision was made. If the decision is challenged and not accepted, the head judge will announce, “challenge denied” and the quiz proceeds as usual. If the judges reverse their decision, the head judge will announce “challenge granted” and proper scoring adjustments should be made to the total team score.

6. In the event the judges “grant a challenge”, reserve a decision, a team has the privilege to “counter challenge” the reversal. After considering a “counter challenge”, the head judge will either announce “counter challenge denied” or “counter challenge granted”. This decision is final; the quiz proceeds as usual.

7. No member of either team, except the challenging coach/captain, can confer with the team. Any infraction constitutes a foul and the challenge will be thrown out.

8. To be valid, counter challenges must be made immediately following the decision on an answer announced by the head judge.

9. Each team is allowed four (4) challenges after a round of competition. A 5-point penalty will be assigned against teams for exceeding this limit.

10. A challenge is considered an official time-out.

Penalty:

1. When a quizzer “interrupts” the quizmaster before a question is read in its entirety and gives an incorrect answer, the FULL POINT VALUE of that question is deducted from the team score as a penalty in all rounds.

2. A team will be assigned a 5-point penalty for more than four (4) challenges at the end of a round of competition.

3. A 5-point penalty will be assigned to any team with a disruptive coach.

Fouls:

1. A foul results in a deduction of the point value of the question upon which the infraction occurs. In addition, the team loses the privilege to answer the question. This infraction gives the opposing team the right to hear the question and respond. A foul is called immediately upon infraction.

2. Answering before being identified will be considered a foul.

3. Any help from the coach or the supporters of the church is a foul.

4. In round 2, if a quizzer that is not involved in the current face-off answers, this will be considered a foul.



Scoring:

1. Each question answered correctly scores THE FULL POINT VALUE of the question.

2. A team charged with a foul loses the FULL POINT VALUE of the question.

3. A team assigned a penalty for an incorrect answer to an interruption, loses the FULL POINT VALUE of the question.

4. If a competition official makes a mistake which could adversely affect the competition, the question should be discarded and a question of equal value substituted.

5. Total team points at the completion of all three rounds of competition will determine the winner.

6. If the score is tied at the end of a competition, a tiebreaker question will be given to determine the winner.

7. A team will be assigned a 5-point penalty for more than four (4) challenges.

8. A 5-point team penalty will be assigned to a disruptive coach. The quizmaster will issue one warning to a disruptive coach.

Substitutions:



A coach may only make substitutions at the end of each round. The quizmaster must be notified of the substitution(s).

Time-Outs:

1. Any competition official may ask for an “Official Time-out”. No conferring is allowed during an official time-out.
2. A time-out can only be called between questions; never during a question or before an answer given.
3. Only coaches/team captains can call a team timeout.
4. Each team is allowed two (2) sixty (60) second time-outs during each round of competition.

Quizzing Guidelines for Competition Officials:


An official competition will include the following positions: one quizmaster; two answer judges (minimum, three maximum), two scorekeepers (of which one may be a judge); and one timekeeper.

Quizmaster:

1. The quizmaster meets with all quiz officials prior to competition for an orientation session. He/she also meets with team coaches and captains prior to competition and goes over rules, answer questions and draws for competition brackets.
2. The quizmaster is responsible for directing the competition process – stating questions, identifying questions as correct or incorrect, conferring with judges on unclear answers, giving instructional directions, maintaining crowd order, and guiding the flow of competition.
3. The quizmaster must have good knowledge of quiz rules, read quiz questions, call fouls, announce official scores and declare winners.
4. The quizmaster must be absolutely impartial and give no advantage to either team.
5. When a question is stated incorrectly, the quizmaster should restate it, or if the error disadvantages either team, the question should be tossed out and another substituted.

6. The procedure for starting questions is as follows:
 - a. Review each set of official questions prior to competition. Practice reading aloud at a steady pace. Consult the official dictionary for unfamiliar words.
 - b. Begin stating each question by giving the question number. The question should be read exactly as it is printed in the official question set.
 - c. Read distinctly, loudly, and at a moderate pace. It is important that all questions be read at the same pace and that an emphasis of key words are avoided.

7. Handling Interruptions:

- a. Stop reading the instant a quizzer interrupts.
- b. When a quizzer answers incorrectly after interrupting, the FULL POINT VALUE of the question is deducted from the team score. The question should be restated in its entirety for the opposing team.
- c. When an interrupted question is answered correctly, the discretion of the quizmaster will determine if the entire question and answer needs to be read for the benefit of the teams and the audience.
- d. Interruptions of requested repetitions will  **not** be treated as official interruptions of a question. Quizzers may answer at any point during the repetition and not be penalized if the Quizmaster is still repeating the question as requested.

8. When no response is made by either team or when both teams give incorrect answers to a question, the quizmaster should read the correct answer.

9. At the conclusion of the quiz competition and after the scorekeepers have submitted the official scores, the results should be announced and the total points given.

Judges:

1. The primary function of the two-three (2/3) judges is to rule on the accuracy of answers.



2. Judges should be thoroughly familiar with quiz competition rules and have a Bible (NKJV) on hand for reference.

3. One of the judges will be announced as head judge. This judge will serve as spokesperson and render decisions made by the judges.

4. For items where the quizmaster queries a response (either by asking directly or looking towards the judges after an answer is given), when an answer is clearly accurate, the head judge will say, "Correct". When an answer is clearly incorrect, the head judge will say "Incorrect". Any answer that differs from the official answer supplied by the judges will be considered by the judges, and a decision will be announced by the head judge.

5. Judges should be positioned strategically in order to hear both the quizmaster and the quizzers clearly.

6. The final decision of the judges cannot be challenged.

7. Judges must avoid debate with team members, coaches, or members of the audience.

8. All official quiz questions and answers must be returned to the quizmaster at the conclusion of a quiz competition.

9. The judges also monitor the buzzers pressed by team members. When a question is stated and the quizzers respond, the judge or quizmaster calls out the team colour/number or the name of the church. This official recognition is permission for the quizzer to answer a question.

10. When a quizzer buzzes before the question is completely stated, the head judge calls, "Interruption" and identifies the quizzer by colour/number or by church. (Example: "Interruption, Green Two" or "Interruption, XYZ Church")

11. The judges are responsible, along with the quizmaster, to call fouls.

Scorekeepers:

1. The scorekeepers record each quiz team's starting line-up, note substitutions, record time-outs, and tabulate scores on the official score sheet.

2. At the end of a round of competition, team points will be totalled and the official score sheets submitted

to the quizmaster. The quizmaster will announce the final results.

3. Score sheets kept by the official scorekeeper are official property and are not available to anyone except the quizmaster and the head judge.

Timekeeper:

1. The timekeeper keeps official time for competition. (Using a stopwatch is mandatory.)

2. A time-out is indicated simply by calling "timeout" and the colour of the team. (Example: "Timeout, Green NTCOG") To resume competition, the timekeeper calls, "time-in".

3. A team arriving ten (10) minutes late for the announced time for competition to begin is disqualified by the timekeeper and forfeits the quiz round.

4. Time for answering questions begins immediately after the judge calls the colour/number of a quizzer or the name of the church. A quizzer has ten (10) seconds to begin answering and twenty (20) seconds to complete the answer; a total of thirty (30) seconds.

5. If no quizzer responds to answer a question stated by the quizmaster within ten (10) seconds, the timekeeper calls "time". This closes the question and no one is allowed to answer once time is closed.

6. If a quizzer begins to answer at the same time that "time" is called, he/she should continue until the timekeeper gives further instruction to "stop".

7. Time-outs are sixty (60) seconds each.

Guidelines for the Coach:

1. The function of the coach is to prepare the team for competition. During Competition, the role of the coach is more of a manager, advocate and an advisor.

2. Coaches should maintain their supervisory role with the team throughout competition. However, they are to maintain the highest standards of Christian dignity even while advocating for their team. Therefore, it is expected that coaches will not challenge, question, or be argumentative with any competition official. In the event a coach finds something dissatisfactory, s/he will use the official challenge rules to address issues.

Should coaches violate these guidelines, the following penalties will be imposed:



- a. The quizmaster will issue one warning to a disruptive coach.
- b. If the coach persists in being disruptive, the quizmaster will impose a five (5) point penalty against the coach and the penalty will be deducted from the team score.

3. The quiz team coach must submit an official entry form to the National Office to be eligible for official competition.

4. A regular meeting time should be set for study and practice. The basic materials needed are a Children's Bible Quiz Competition Manual, Bibles (New King James Version) and <https://kingjamesbibledictionary.com/>. Study sessions should be enthusiastic and exciting. They should last no more than 45-60 minutes with time reserved for fellowship. However, quiz team members should work hard during and outside of study sessions.

5. The program and maturity of a team will determine how soon after organizing to begin practice sessions. Practice quizzes between team members will provide valuable training in quick recall and proper use of equipment.

6. Quizzers should be trained to project their voices when giving responses to questions. Quiz is an excellent opportunity for children to learn confidence and a part of showing this includes projecting their voices. While we understand that each child is different, please train quizzers to use their "outside" or "playground" voice for giving responses.

