

NEW TESTAMENT CHURCH OF GOD  
NATIONAL YOUTH AND DISCIPLESHIP DEPARTMENT  
JAMAICA



NATIONAL  
*Children's*  
MINISTRY  
NEW TESTAMENT CHURCH OF GOD JAMAICA

## NATIONAL CHILDREN'S BIBLE QUIZ COMPETITION 2026

# GUIDELINES

(Bible Quiz Rules and Regulations)

**BIBLE  
QUIZ**



### Dates

**Regional Competition: Saturday, March 7, 2026**

**National Competition: Saturday, April 11, 2026**



## **National Children's Bible Quiz Competition 2026**

### **Bible Quiz Rules and Regulations**

We will be having in-person Bible Quiz for the Church year 2025/26 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 **Mark Chapters 1-16 (NKJV – New King James Version)** and the Declaration of Faith will be added in the finals.

- Round 1 – Alternate questions (8 questions to each team)
- Round 2 – Face-Off (5 questions per faceoff)
- Round 3 – Buzzer (8 questions thrown out)



Questions are given in a variety of formats including (but not limited to): multiple choice (with three given options), short answer, fill in the blanks, complete the verse, spelling, true or false and verse quotations. Further details on competition structure can be found in the complete Rule Guide under 'Rounds'.

### **Things to Note:**

1. Queries will be made after each round and the querying coach/team captain should approach the judge's table. The other team's coach and captain may be invited to hear the query at the discretion of the judges.
2. Challenges by Team Captains or Coaches which are related to the rules can be made at any point during the match EXCEPT a challenge must not be issued between when a question is asked and an answer is given.
3. No queries, interruptions or disturbances will be allowed from coaches or spectators during the rounds (except challenges described above).
4. 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.
5. There are a set number of questions given for each match with a few extras in the event of discarded questions. Entire rounds of a match cannot be replayed.
6. The version of the Bible being used for children's Bible Quiz will continue as the **New King James Version (NKJV)**.
7. Rules and regulations have been amended for the 2025/26 quiz. Please read the new rules thoroughly as the rules will not be repeated in detail at the competitions.

## **COMPETITION SCHEDULE 2026**

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 required for the national finals. 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 16, 2026
- ❖ **Bible Quiz Regional Playoff** – Saturday, March 7, 2026
- ❖ **National Semi-Finals and Finals** – National Youth Congress, April 11, 2026 at 10:00am

### **Registration Fees:**

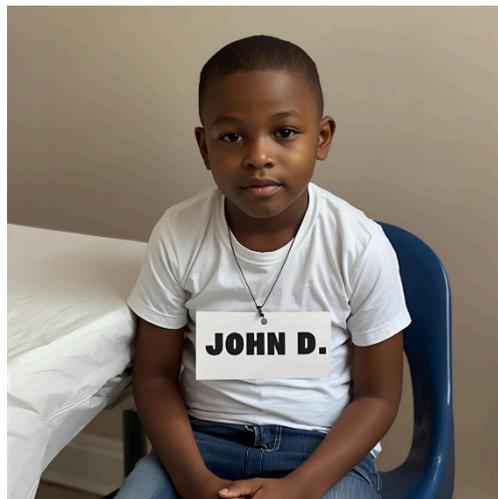
- ❖ Registration Fee: \$2,000
- ❖ Late Fee: \$500

### 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 (<https://forms.office.com/r/yUHG0v1jdl>). Registration opens at 5:00am on December 1, 2025.
6. No team additions can be made at any level of competition after the Official Entry form has been submitted. **Substitutions are permissible with permission from the National Children's Ministry Board.** Kindly ensure your children's names are spelled correctly on the official entry as it is used to generate participation certificates which cannot be redone once on-site.
7. A Bible quiz participant at the upper age range must be age 12 between January 1 and April 30 of the competition year to participate in any local/regional or national quiz competition.

### Team Identification

1. Players should wear **VISIBLE** name tags with the first name and the first initial of their surname. Please write in marker in BLOCK LETTERS on half of a letter-sized page that is approximately 150 in font size. Hang this around the child's neck using a piece of yarn or string so that they can be clearly read from the judges' table. An example is added below:



2. 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 the child's name/s or church/district name.



## Complete Rule Guide

These rules will be read before the start of the Regional and Final competition ONCE by the Quizmaster before the first match. Only rules specific to rounds will be read during the competition subsequently.

- ❖ **Judges:** Final authority on unclear situations; their decisions cannot be challenged once made.
  - <https://kingjamesbibledictionary.com/> will be used to settle any disputes regarding word meanings not used in a direct quote when a challenge arises.
  - For questions which indicate “according to”, fill in the blanks, complete the statement and quote questions, only direct quotes or specific words used from the given version (NKJV) will be accepted as correct.
  - For questions which do not fall in the above categories, paraphrased answers will be evaluated by the judges or the bible dictionary stated above.
  
- ❖ **Timing:** Each team has 20 seconds per question (10 seconds to start, 10 seconds to finish). If there is no answer in 10 seconds, the question is closed. If “time” is called by the timekeeper at the same time a team begins to answer, the quizzer should continue until told “stop.”
  
- ❖ **Scoring:** If errors are made by the officials, the question will be tossed and replaced. The winner is one who earns the highest points after 3 rounds. In the event of a tie, a tiebreaker question will be asked in buzzer format with the first team to buzz and be identified earning the right to answer the question. They will receive full point value for the tie-breaking question or have it deducted if the answer is incorrect or there is a foul. Advancement based on round scores.
  
- ❖ **Advancing Teams:** A team can win their match but still not advance if another team in the same round scores more points, even in a loss. Teams should stay back to find out if they've moved on. Example:
  - Round 1 Results:
    - Team A defeats Team B, 20-10
    - Team C loses to Team D, 15-20
  
  - Team C's 15 points are higher than Team A's 10-point margin of victory using the same booklet. When the top 2 teams advance based on points, Team C might advance over Team A due to their higher score, despite losing their match.
  
  - In the event of tied scores at the end of a round, teams will be given one buzzer question, and the team that answers correctly will advance.
  
- ❖ **Answers:** Judges will accept the first response only. All correct answers will be from the NKJV, clear, and on time. Recognisable mispronunciations are allowed. Answers requiring direct



quotations or asked to be “according to” must be answered from the NKJV. Answers are incorrect if they are unclear (including not audible), late, include extra/wrong info, or are from another version when direct quotations are required.

- ❖ **Repetition:** One repeat is allowed per question, but it is done within same 20 seconds given to answer. If time runs out during repetition, the question is deemed incorrect. Quizzers may interrupt repetition to answer without penalty.
- ❖ **Passing:** Passing is optional, never mandatory. You may choose not to answer a passed question.
- ❖ **Substitutions:** Coaches may substitute only between rounds.
- ❖ **Timeouts:** 2 per team per round (60 seconds). Coaches/captains only can request timeouts; officials may also call timeouts. There should be no conferring during official timeouts.
- ❖ **Fouls:** Answering before identified, outside help (audience/coach), or wrong quizzer in face-offs will result in loss of question and point deduction according to the question value. The opposing team or quizzer will earn the right to answer in the event of a foul.
- ❖ **Interruptions:** If a quizzer or team buzzes before a question is completed, the Quizmaster will stop reading, and the team/quizzer must begin their answer within 10 seconds. If correct, the team earns full points; if incorrect, full points are deducted (and other team earns a chance to answer in rounds 1–2).
- ❖ **Challenges:** Only done by coaches/captains. Challenges are allowed anytime except between a question and answer. Coaches/captains from a specific team have 4 per round. If this number is exceeded, a deduction of 5 points will be applied to the team. Deliberations will last only up to 5 minutes in order to maintain the flow of the competition. Disruptive coaches will be warned, then 5 points will be deducted from their team.
- ❖ **Penalties:** Wrong interruption will result in loss of the full point value of a question; If there are more than 4 challenges in one round by a team, or a coach is disruptive, 5 points will be deducted from that team.
- ❖ **Officials:**
  - *Quizmaster* – runs match, reads questions, ensures fairness.
  - *Judges* – rule accuracy of answers, call fouls.
  - *Scorekeepers* – track scores, substitutions, timeouts.
  - *Timekeeper* – keeps official time of question responses, deliberations and timeouts; calls “time”/“timeout.” Stopwatch required.



- ❖ **Finals:** Teams need at least 4 quizzers + 1 coach at the start of the match at 10am on the Saturday of Congress in the given year. If they are late for more than 15 minutes, they will forfeit the competition.
- ❖ **Coaches:** Prepare/manage teams; must remain respectful. Encourage captains to advocate for their team. Disruption will result in penalties.
- ❖ **Rounds:**
  - **In all rounds, the following rules apply:**
    - The timer starts immediately after the quizzer is identified.
    - Interrupted questions answered incorrectly will lose the point value of the question.
  - **ROUND 1**
    - Teams take turns answering 8 questions each.
    - No points are deducted for incorrect answers in this round.
    - If a team answers incorrectly, the question will be passed to the opposing team, unless it's a True/False question.
  - **ROUND 2**
    - Each team selects a quizzer for 4 face-offs, answering questions from a specific Bible book.
    - 5 questions are asked per face-off, with no points lost for incorrect answers .
    - The quizzer who buzzes in first gets to answer; the Judges' decision is final if there's a dispute.
  - **ROUND 3**
    - Both teams can buzz in to answer questions.
    - When a team buzzes in, the Judges or Quizmaster will identify and verbally announce the team by their Church or District name.
    - If a team answers incorrectly, they will lose points for that question, and the Quizmaster will provide the correct answer without passing the question to the other team.

#### **Finals Guidelines:**

- No extra registration or fee required for teams advancing to finals
- Teams arriving 15 minutes late will be disqualified
- Teams must have 4 quizzers and 1 coach present to be counted as present
- Register presence at the Children's Village Administration table (where tickets are sold for the rides at Children's Village; ask for a member of the National Children's Ministry Board).
- Questions will be taken from the assigned Bible book and the Declaration of Faith

#### **Guidelines for Quiz Coaches:**

#### **Coach's Role:**

- Prepare team for competition and manage during events
- Maintain Christian dignity and respect towards officials, promoting a positive and respectful environment
- Use official challenge rules to address issues, avoiding confrontation and ensuring fair play

**Benefits:**

- Promotes respect and sportsmanship among teams and officials
- Encourages quizzers to develop confidence and leadership skills
- Avoids point deductions

**Penalties for Misconduct:**

- 1st warning from Quizmaster
- 5-point penalty deducted from team score if disruption continues

**Coach's Responsibilities:**

- Submit official entry form to National Office, ensuring team eligibility by the given deadline.
- Organise engaging, fun and regular study sessions using required materials (Rules document, NKJV Bibles, and dictionary resource), providing a structured learning environment
- Train quizzers to project their voices, ensuring clear answers and avoiding point deductions
- Encourage team captains to lead and advocate for their team, developing valuable leadership skills.

