
BIBLE CHALLENGE

RULEBOOK



March-April 2017 Regional Tournament Season
Middle School/High School Camp 2017 Championship

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**All rules in this book are adapted from Life Impact Ministries Official Bible Quizzing Rules.

OUR MISSION:

The mission of the Juventud Aliancista team is for our Bible Challenge to be more than a competition on biblical content between churches but rather to serve as an avenue for our leaders to continue to lead and encourage youth to commit God's Eternal Word to memory and store His Truth in their hearts while allowing the development of good sportsmanship and promoting unity among our churches through participation. We expect every adult and student participant to display Christ-like character, always showing respect and courtesy towards one another, so that in all things Christ is glorified.

GENERAL RULES FOR BIBLE CHALLENGE 2017

In addition to the rules outlined below, participation in Bible Challenge requires:

- **timely completion of registration forms,**
- **parental forms and waivers signed correctly,**
- **full payment at time of registration,**
- **and confirmation from the Juventud Aliancista team.**

Bible challenge is a quizzing competition that tests youth on scripture. For the 2017 season, quizzing will be based on content from the book of Judges. In addition to questions on content, players will be expected to recite verses from memory as part of the tournament. The list of memory verses for the regional and championship tournaments are available for download from the district website at www.nuestraalianza.org. The teams that continue to compete at the championship tournament at summer camp will be expected to know memory verses from regionals as well as the ones listed for the championship tournament.

Questions will be read in English and Spanish. Note that although players may have studied from any version of the Bible, the questions and memory verses will be based on the New International Version (NIV) and Nueva Version Internacional (NVI). Students are required to recite memory verses in the NIV or NVI versions only. Players must bring the Bibles they used to study in the case an appeal/challenge is requested. Please be aware that Bible apps may not work at camp or areas in which there is limited signal. For this reason, download the bible version into your electronic device's memory or use a paper copy of the Bible.

- I. There will be 15 questions per round during preliminaries. The final tournament will be 2 rounds with 25 questions per round. Note to coaches, whenever possible the projection of questions will be provided. However, projection of questions is not necessary for carrying out the tournament.
- II. Each question will be read once. Refer to Section C.3 for further information.
- III. Each question will only be answered once regardless of whether or not the answer provided is correct or incorrect.
- IV. Points are awarded to the team and the individual players. Twenty (20) points are awarded for correct answers to the team and ten (10) points are awarded to the team member who answered correctly. Teams have the opportunity to earn twenty (20) bonus points per round if all players on stage trigger their lights and are recognized to answer during that round. See Section F for more details. Refer to Sections H, I, and J for information about point deductions.
- V. The Officials of the tournament are as follows:
 - a. the quizmaster (reads the questions, is part of the ruling process with the judges and announces the ruling on a player's answer),
 - b. the judges (along with the quizmaster, decide the ruling on a player's answer, make decisions on an appeal/challenge and on answers that may require further deliberation),
 - c. the scorekeepers (keep both team and individual players' score throughout the rounds),
 - d. the timekeeper (watches the time allotted for answers, time-outs and breaks),
 - e. the light-system operator (recognizes the player who activated his/her light to answer),
 - f. the audience monitor (makes sure there is no interference from the audience that may disrupt the game, which includes but is not limited to stipulations outlined in section D. Spectators who do not abide will be asked to step out after two warnings).

A. TEAM STRUCTURE

1. Churches that are not part of the Spanish Eastern District or the Christian and Missionary Alliance may be eligible to compete at Bible Challenge, but must contact the Juventud Aliancista team.
2. Every player must be at least in 6th grade during the spring of 2017 or be a maximum of 19 years old and have graduated/will be graduating high school in 2017.
3. Each team must have a minimum of 4 players and maximum of 7 to compete. Four team members are on stage at a time. Remaining team members act as substitutions, therefore it is highly recommended that a team work to have at least 5 members.
 - a. In the case a youth group does not have enough youth to qualify to form a team, they might be eligible to join another team per approval of the Juventud Aliancista team. Please contact us for further information.
4. Each team must have a one coach (optional: one assistant coach). The coach can be an adult, the captain, or another team member as long as he/she remains within the stipulations explained in Section A.2.

5. Each team must have one captain and one assistant captain. Both must be within the stipulations explained in Section A. 2. The captain of each team must remain on stage during all rounds. If the captain cannot be present, the assistant captain can replace the captain.

B. TOURNAMENT BRACKETS

The following are pairings for preliminary round quizzing with three teams per round. In challenges with four to six teams, some teams compete with each other twice.

1. Four Teams
1. ABC 2. DAB 3. CDA 4. BCD
2. Five Teams
1. ABC 2. DEA 3. BCD 4. EAB 5. CDE
3. Six Teams
1. ACF 2. BDA 3. CEB 4. DFC 5. EAD 6. FBE
4. Seven Teams
1. ACG 2. BDA 3. CEB 4. DFC 5. EGD 6. FAE 7. GBF
5. Eight Teams
1. ABC 2. DEF 3. GHA 4. GCE 5. ADF 6. BEH 7. FHC 8. GBD

The final rounds in a tournament will be two more rounds played with the three teams that have the highest scores from preliminaries. An individual participant will be awarded Most Valuable Player (MVP) based on his/her individual score regardless of whether or not his/her team made it to the final rounds. Title of champion will be awarded to the district winning team at the championship.

C. TIME LIMITS

1. Any team more than 10 minutes late after the announced hour for the challenge forfeits the challenge. (Exceptions for special circumstances will be made by the judges for teams that arrive more than 10 minutes late).
2. Players have 5 seconds to activate their switch after the quizmaster rings the bell signaling that the reading of the question in both languages has ended.
3. A player has a total of 30 seconds to complete his/her answer after being recognized. When the player is ready to provide the final answer, he/she should step forward to begin to present it before the 30 seconds run out. Anything the player presents after stepping forward will be considered for ruling. The timekeeper will indicate to the player when there are 10 seconds remaining.
4. Judges should not take longer than 3 minutes for ruling incorrect, correct, or incomplete answers.
5. Judges should not take longer than 5 minutes to reach a decision on a challenge.
6. Time Outs:
 - a. Each team is granted two time-outs of one minute each in a game (not round). Time-outs cannot be called for bonus questions. Only captains and coaches may call for a time-out. Only the coach, assistant coach, and substitute may converse with the team during a time-out. This is the ONLY time the team may meet to speak during the round.

D. PLATFORM PROTOCOL

1. Players will be seated facing the audience and challenge officials.
2. Both of the player's hands must be visible on the table and kept to themselves at all times.
3. Feet of the players are to be on the floor.
4. Players will be identified by a number. Each will keep the same number throughout the competition.
5. Players must remain in their assigned seats throughout the game.
6. Scorekeepers must be notified which player is captain before the players take their seats to begin the challenge.
7. No talking or visual communication is permitted between team members, coaches, or the audience from the time the quizmaster calls question until points have been awarded.
8. Only a coach from a team presently seated on the platform may confer with the officials.
9. Spectators are not allowed to confer with the coaches or officials during a challenge.

E. "FROZEN" PLAYERS

1. A player will be "frozen" after he/she answers three (3) questions correctly in a round.
2. When this occurs, the team will be granted 10 bonus points and the "frozen" team member will be granted 10 points.
3. The player will remain "frozen" for the 3 following questions in the current round. The player may stay on the stage or be substituted for another player. Refer to section M for further instructions.
4. The "frozen" player becomes "unfrozen" after 3 questions have been called in the round.

F. HANDHELD SYSTEM

1. The first player to press down the handheld device and activate his/her light, provided there has been no foul, will be recognized to answer. The player must continue to hold down the switch until his/her number has been called.
2. Players may use one or both hands to hold the switch.
3. Players must wait to activate their light until the question has been read in its entirety in both English and Spanish. The quizmaster will alert the players when the question has been fully read by ringing a bell (replacing the need to announce "End Question" which was done in the 2015 tournaments). For example, a quizmaster will say "Question. According to Genesis 1, who created the heavens and the earth? En Génesis 1, quien creó los cielos y la tierra?"
Bell Rings After the quizmaster rings the bell, the players will have 5 seconds to activate their lights.
4. If the light is activated once the quizmaster has discernibly begun reading the question, it will be considered a foul on the player for not waiting for the bell. The quizmaster will proceed to the next question in the round.
5. Once a player is recognized, he/she may ask to have the question repeated at this time but MUST answer.

6. Failure to answer after activating their light and being recognized by the quizmaster will constitute an incorrect answer.
7. When 4 players who are sitting on stage from a team have activated their lights and have been recognized to answer a question at least once in a round, the team will be awarded a bonus of 20 points to their team's score at the end of the round. This rule also applies to players who are called in as substitutes during a round. The players do not have to be correct in order to earn the bonus points, but they need to be the first to activate their light to answer.

G. RULING

All answers provided by a player will be categorized as one of the following: Correct, Incorrect, or Incomplete. Please refer to sections H, I, and J for further information.

H. CORRECT ANSWERS

An answer is correct when:

1. it contains the information requested.
2. mispronounced names are still recognizable as the answer.
3. all material given by a player is from the context of the question. Context shall be limited to five verses before or after the verse.
4. Deity Rule:
 - a. The correct person of the deity must be given. The player may not move between persons of the deity when answering.
 - b. If a player refers to the deity as either "God" or "Lord", these must be clarified by the player within 30 seconds when the text requires a more specific answer. "Jesus" and "Christ" may be interchanged.
 - c. If a pronoun is used in the text to name the deity, any of the names for that person of the deity within context may be considered an acceptable answer when clarifying.
 - d. When there is a special name of the deity given in the text, which imparts specific character qualities or attributes to that person of the deity, the specific name must be given in the player's answer. (i.e. "The Lord God Almighty", "The Bread of Life", "Spirit of the Living God".) The player may not state other such names which are not in context, even if they refer to the same person of the deity.
 - e. When a player gives other names for the same person of the deity, used within context, these should be allowed to be clarified within 30 seconds when a more specific answer is needed, which is indicated by an incomplete ruling.

I. INCORRECT ANSWERS

An answer is incorrect when:

1. Incorrect information has been given that is not part of the context even though the right answer may be included in it. For example: If the question is “Who was Jesus’ earthly father?” and the player answers “Joseph the farmer,” the answer will be ruled incorrect although the right name was given because Joseph was a carpenter and not a farmer.
2. The information given is incomplete at the end of the 30 seconds allotted for a player to give a final answer.
3. The time limit has elapsed before the correct answer is given.
4. If the wrong person (i.e. Father, Son, Holy Spirit) in the deity (God) is given. Refer to section H. 4.
5. Incorrect answers result in a deduction of 10 points from the individual player’s score in a round but not from the team score.
6. Three incorrect answers from the same player in a round result in a deduction of 10 points from the team.

J. INCOMPLETE ANSWERS

An answer is incomplete when:

1. Within the 30 seconds allotted, a player’s answer does not satisfy the question BUT correct information has been provided thus far (see section H.4.e for an example). The player’s answer may be missing information or may require a more specific response.
2. Once an answer is ruled incomplete, the student will be allowed the remainder of his/her 30 seconds to satisfy the question. The player must satisfy the question BEFORE the time is up for his/her answer to be ruled from incomplete to correct. If the information provided still does not satisfy the question by the end of the 30 seconds, then the ruling will change from incomplete to incorrect.

K. FOULS

The following shall be considered fouls:

1. Team members talking on stage with each other, other teams, with their coaches or the audience while the round is in play between the time “Question” is introduced and points are awarded.
2. If both of the hands of the players hand are not visible on the table or not kept to themselves.
3. If any light is activated before the bell is rung to alert that the question is open for answering and has been read in its entirety.
4. If the team exceeds the time limit for time-outs.
5. Any other violations called by the officials.
6. Three *fouls* by a player disqualifies that participant from answering the remainder of the round. The player may be substituted by another team member.
7. Three *fouls* by a player will constitute a deduction of 10 points for the individual and team.

L. CHALLENGING

If there is a reason to believe the quizmaster or judges have ruled incorrectly on an answer or question, the team coach or captain may challenge the decision subject to the following rules:

1. Only the coach or captain can challenge a question by calling out “Challenge.” The quizmaster will ask the challenger to approach the microphone and present their challenge. After presenting, the challenger may take his seat to await an answer.
2. The challenge must be made immediately at the time of the ruling and before the next question is called. Tie-breaker questions may not be challenged.
3. If a teams’ challenge is overruled a third time in a game, 10 points will be deducted from the team’s score and for every denied appeal thereafter.
4. If the challenge is sustained, points or error points that were awarded for the initial ruling will be deducted. Points or error points which reflect the new ruling will be recorded. A new question will be given if the question is ruled invalid.
5. If the team captain challenges, he/she may not confer in any way with his/her coach or teammates before challenging. Such a conference will constitute a foul and the loss of the right to challenge.
6. The judges’ final ruling on a challenge may not be challenged.

M. SUBSTITUTIONS

Teams may only substitute one player at a time.

1. Substitutions may take place in the following instances:
 - a. Immediately following the disqualification of a participant (due to exceeding the limit for fouls) or when a participant is frozen (due to exceeding the limit for correct answers).
 - b. The coach or captain must call “Substitution” before the following question is read in order to replace a team member on the stage. No team conversations may take place at this time. Otherwise, a time-out will have to be used.
 - c. During a time-out. Only one substitution is permitted during a time-out.
2. If a participant is disqualified from a round due to fouls, he/she may not return as a substitution for that round. Participants who were frozen and substituted for having answered more than 4 questions correctly can return during the same round after 3 questions by using a time-out (Section E. 2).

N. TIE-BREAKER

In the case of a tie score, quizzing will continue with sets of three additional questions until the tie is broken. Scoring will continue as stated above.



2013 CHAMPIONS
MORRISTOWN, NJ YOUTH



2014 CHAMPIONS
NAPLES, FL YOUTH



2015 ATRÉVETE
CHAMPIONS
NAPLES, FL YOUTH



2016 CHAMPIONS
DOVER, NJ YOUTH