

# 2023 -24 New Bible Quiz Rules Summary

- 1. After answering three questions incorrectly, a quizzer “strikes out.”** (“Scoring, Quiz Outs, Strike Outs, and Foul Outs” page 8, #3)
- 2. A quizzer may confer for thirty seconds with all active quizzers and the head coach. The Confer must take place at the table and the head coach may bring any materials to use during the Confer. Any active quizzer may verbally request for the head coach to join the Confer.** (“Conferring” page 9)
- 3. Fouls for a coach, assistant coach, or inactive quizzer requesting a Contest and for any team member requesting a 4<sup>th</sup> time-out have been removed.**
- 4. The timekeeper will give a team initiating a Contest two minutes and thirty seconds to prepare and present their Contest. Time begins after the Quizmaster grants the Contest and should be handled as follows:**
  - a. First, start a thirty-second timer and allow it to continue until it expires, then,**
  - b. If the Contesting team continues the Contest, start a two-minute timer.** (“Timekeeper” page 14, #4, a., b.)
- 5. A quizzer replaces the word “who” or “whom” with the word “what” or the word “what” with the word “who” or “whom” in an interrupted question and the answer to the question is a group(s) of people (e.g. Pharisees, crowd) or role(s) (e.g. teacher, brother).** (“What Makes An Answer Correct,” “Interrupted Questions” page 17, #1, d., iv.)
- 6. Each team is allowed a maximum of three unsuccessful contests. Any further contests by that team will not be permitted.** (“General Rules Regarding Contesting” page 28, #1)
- 7. A multi-issue Contest may be presented concerning multiple issues including validity. If validity is included, it should be presented first in the multi-issue Contest, and the officials must rule first on validity regardless of when it was presented in the multi-issue Contest.** (“General Rules Regarding Contesting” page 28, #6) and (“Quizmaster and Judges Contesting Procedures” page 30, #7)
- 8. When only one team’s quizzer is ruled incorrect, and after Conferring that team decides not to Contest, they forfeit their right to any further Contesting on that question. (However, if one member says “no Contest” but another member immediately requests to Contest, then the Contest is allowed.)** (“General Rules Regarding Contesting” page 28, #8)
- 9. The Initiating team has two minutes and thirty seconds to prepare and present their Contest. Before, at, or just after the expiration of the first thirty seconds, a team may elect to withdraw the contest in exchange for a time-out (if they have one available) instead of taking an unsuccessful Contest—even if they have begun presenting their Contest.** (“Team Contesting and Responding Procedures” page 29, #2 a.)