# The Hoosier League Rules

(These rules are similar to the Experience League found in other states, but have a few variations for Indiana)

1. 8-10 Middle School Study questions are in every set. They will be asked within the first 10 questions.

2. 2 Application questions are in every set. They will be asked between question # 11 and # 20.

3. The first 10 questions will alternate between each team, with the same point value being asked. Coin flip will decide who goes first. No interruption necessary. If a team does interrupt and gets one of the first 10 questions wrong it is not reread.

4. At the conclusion of question # 10 an "Official Time-Out" will be called.

## Team Privileges and Restrictions

1. One to three active quizzers who are eligible to answer questions may be at the quiz table to begin the match. Coaches and inactive quizzers should be seated behind active quizzers.

2. Both teams have the option to replace active quizzers during a Time-out.

3. If the captain quizzes out or fouls out, he may be replaced by an eligible quizzer and remain at the table

   **(to talk with the eligible quizzers during a confer).**

4. If a quizzer has quizzed out or fouled out, the head coach may immediately replace that quizzer with an inactive

   quizzer who is eligible to answer questions without using a Time-out.

5. Communication during a match is restricted as follows, and violation of these rules will result in a foul:

   1. All coaches and inactive quizzers may non-verbally communicate at any time among themselves.

   2. No form of communication is allowed between active quizzers or between active quizzers and other team members. This includes any type of nonverbal communication. (except as permitted under rules for Conferring, Contesting, Responding, and Timeouts).

   3. Communication is not allowed between team members and audience members anytime during the match.

6. Active quizzers are only permitted closed Scripture Portions on the table and may open them only during Conferring, Contesting, Responding to a Contest, and Time-outs.

7. Coaches and inactive quizzers are permitted full use of Scripture Portions, Bibles, and Bible Quiz related materials.

## Electronic Equipment

Quizzers must activate the pad (buzz in) with either their hand(s) or arm(s).

## Scoring, Quiz Outs, and Foul Outs

1. Each match consists of a set of twenty questions containing eight 10-point questions, nine 20-point questions, and three 30-point questions.

2. Each quizzer correctly answering a question is awarded the full point value. After answering five questions correctly, a quizzer has "quizzed out forward," and is awarded twenty bonus points.

3. Each quizzer incorrectly answering a question will lose half of the point value. After answering three questions incorrectly, a quizzer has "quizzed out backward."

4. An active quizzer receiving a foul loses five points. After receiving three fouls, a quizzer has "fouled out."

5. A team loses five points for each foul caused by someone other than an active quizzer.

## Question Reading, Interrupting, and Answering

1. Immediately after "Question" has been called, and during the reading of the question, the hands of all active quizzers (and captains that have quizzed out or fouled out) must be above the table with palms down and in contact with the table, pad, or other hand.

2. A quizzer should not buzz in during the opening remarks of the question.

3. Quizzers have five seconds to buzz in after the Quizmaster finishes reading the question.

4. A quizzer who buzzes in should not begin to answer before being identified.

5. After the quizzer who buzzes in is identified, he has thirty seconds to complete the question (if interrupted) and give the answer.

6. A question is interrupted when:

    1. The quizzer buzzes in before the first sound of the last word of the question.

    2. The quizzer buzzes in before the first sound of the Scripture in a Quotation Completion Question or Essence Completion Question.

7. If a question is interrupted, the Quizmaster will immediately stop reading and call "Interruption."

8. If a quizzer buzzes in on or after the first sound of the last word of the question, the Quizmaster will finish that word and it is not considered an interruption.

9. If a quizzer buzzes in on or after the first sound of the Scripture in a Quotation Completion Question or Essence Completion Question, but before the last word of the Scripture, the Quizmaster will immediately stop reading. ("Interruption" will not be called.)

10. An interrupted question that has been initially ruled incorrect will be reread to the opposing team for the final 10 questions of the match.

## Conferring

A quizzer whose answer is ruled incorrect may request permission to Confer for thirty seconds with his team members who are at the table and the Scripture Portion following any necessary rereading of the question.

## Time-Outs

1. A thirty-second Time-out may be requested by any team member between the conclusion of a question and before the next question is called.
2. Each team will only be granted three team Time-outs.
3. All members of both teams are allowed to verbally communicate during a Time-out.

# Fouls

## Individual Quizzer Fouls

1. An active quizzer (or captain that has quizzed out or fouled out) does not have his hands above the table, with palms down and in contact with the table, pad, or other hand immediately after "Question" is called and during the reading of the question.

2. A quizzer buzzes in during the opening remarks of the question.

3. A quizzer begins to answer before being identified.

4. A quizzer begins to answer when another quizzer was identified.

5. An active quizzer gives help to a member of his team who has buzzed in.

6. An active quizzer improperly communicates.

7. An active quizzer has an open Scripture Portion, (except during Conferring, Contesting, Responding, or Timeouts).

8. The Quizmaster and Judges determine by a majority vote that flagrant hand or body movement by an active quizzer was an attempt to distract the opposing team, draw the opposing team into reacting, or signal his teammates.

9. The Quizmaster and Judges determine by a majority vote that an un-Christ-like or unsportsmanlike attitude was expressed by an active quizzer.

## Team Fouls

1. A team requests a fourth team Time-out.

2. A team initiates a third or additional unsuccessful Contest.

3. A coach or inactive quizzer improperly communicates.

4. The presenter of the Contest or Response does not stop at the calling of "time."

5. A coach or inactive quizzer gives help to an active quizzer on his team.

6. The Quizmaster and Judges determine by a majority vote that an un-Christ-like or unsportsmanlike attitude was expressed by a coach or inactive quizzer.

## Conclusion of the Match

1. When the match has been "officially closed," both teams may communicate quietly.

2. Contesting is not allowed on any issue after the match has been declared closed.

3. During the official score announcement, teams should check for errors and notify the Quizmaster if any are found.

   If a head coach fails to challenge the score during this time, he cannot do so later.

## Overtime

1. In the event of a tie after the twentieth question, the match will go into sudden death overtime. The Quizmaster will announce that the match is "officially reopened" and then declare a one-minute Timeout.

2. Following the Time-out, as many ten-point substitute questions will be read in order to break the tie.

3. An interrupted overtime question answered incorrectly must be reread to the opposing team.

4. Overtime cannot be won by a foul prior to the reading of the overtime question. The question must be read.

# Answering Guidelines

## What Makes an Answer Correct

1. The answer contains the information required by the question.

2. The first answer given completely contains the information required even though additional, irrelevant (it cannot be counted as correct, but is not incorrect) information is given during the answer, or incorrect information is given after the required answer has been completed.

3. Mispronunciations of any word are still recognizable as the information required.

4. Answers for a Give a Complete Answer, Essence Question, or Essence Completion Question contain all of the phrases, clauses, and/or key words required. The answer does not have to be a perfect quotation.

5. The answers are given in any order when the question does not require a certain order.

6. A quizzer, in answering a question requiring multiple references, makes it clear the book and/or chapter from which he is answering.

7. A quizzer gives the answer in his own words as long as the words he uses mean the same thing.

**Quotation Questions and Quotation Completion Questions**

1. The answer to a Quotation Question or Quotation Completion Question is a perfect quotation.

2. In answering a Quotation Completion Question the quizzer perfectly quotes the remainder of the Scripture, from the point where the Quizmaster stopped reading to the end of the answer required.

**Chapter Analysis Answers**

1. For questions requiring Chapter Analysis individuals and/or geographical locations the quizzer gives only those Chapter Analysis answers when answering a question labeled with the Chapter Analysis Answer Introductory Remark.

2. For any type of question requiring Chapter Analysis questions, exclamations, parenthetical statements, and/or Old Testament Scriptures in their entirety:

    1. The quizzer gives only those Chapter Analysis answers when answering a question labeled with the Chapter Analysis Answer Introductory Remark.

    2. The quizzer gives all of the phrases, clauses, and/or key words of those Chapter Analysis answers found within the required answer.

3. When a question requires Chapter Analysis answers with non-chapter analysis answers, the quizzer gives the basic information required for the type of question and/or answer, and follows rule #2b above.

**Interrupted Questions**

1. The completion of an interrupted question is correct when it:

    1. Requires the same answer as the official question; and

    2. Does not contain incorrect information; and

    3. Agrees with the Introductory Remarks of the official question; and

    4. Asks the same basic question, containing at least the essential parts of the question, though not necessarily in the same words as the official question. The following "same basic question" completions are acceptable as long as the completion complies with all the rules for "Interrupted Questions":

        1. A quizzer uses phrasing from the Scripture to complete an interrupted question instead of the unique phrasing which may have been used by the question writer.

        2. A quizzer uses his own words to complete an interrupted question rather than using the phrasing from the Scripture or the unique phrasing of the question writer.

        3. A quizzer replaces a noun used to name a person, group, place, or thing with a pronoun, or a pronoun with the correct name of the person, group, place, or thing, and it is clear from either the question or Scripture context to whom or what it refers. If the Scripture required as the answer only contains the pronoun, the quizzer does not have to name the person, group, place, or thing.

2. If a quizzer interrupts a Quotation Completion Question or an Essence Completion Question before the word "quote," the quizzer must finish the question up to the word "quote" but does not have to include the word "quote." If a quizzer interrupts on the word "quote," the quizzer only needs to perfectly quote or give in essence the Scripture completion per the requirements of the Introductory Remark.

3. If a quizzer interrupts a Quotation Question, the quizzer does not have to use the word "quote" to complete the question. (The words "give" or "say" etc. can be used to complete the question.)

4. When completing an interrupted Scripture Text Question, the quizzer does not have to say the word "quote" and only needs to give the Scripture in essence to finish the question.

5. If a quizzer interrupts a question before or in the middle of a section title found in the question itself, the quizzer only needs to give the section title in essence.

# What Makes an Answer Incorrect

1.  The answer fails to comply with the rules for "What Makes an Answer Correct."

2.  A quizzer fails to speak loudly or clearly enough for the Quizmaster and/or Judges to hear.

3.  The answer was not accurately completed before time ends. (Time ends at the initial sound of the calling of "time" or the initial sound made by the timer.)

4.  Incorrect information is given before the answer is completed.

5.  The answer given by the quizzer who did not buzz in and was not identified and he is on the same team as the quizzer who did buzz in.

6.  The answer given by the quizzer who buzzes in and receives help from a member of his team.

7.  In a Give a Complete Answer, Essence Question, or Essence Completion Question, obvious information from another verse is given before the completion of the required answer. (This information must be significantly different in order to distinguish it from the correct verse and/or contain clearly incorrect information that would not mean the same thing as the correct verse.)

8.  The answer to a Scripture Text Question is given from outside the three-verse context or from outside of the extended context required by the Introductory Remarks of the question itself.

9.  The quizzer incorrectly pairs the parts of the question with his answers. (e.g., "Who planted, who watered, and who made it grow?" can be answered "God, Paul, and Apollos" in any order. However, if the quizzer answered, "Paul made it grow, Apollos planted, and God watered," he has incorrectly paired the parts of the question with the answers.)

## Quotation Questions and Quotation Completion Questions

1.  Any word, syllable, or letter of the alphabet is omitted, repeated, added, or changed in the perfect quotation.

2.  A quizzer incorrectly gives the chapter and/or verse number prior to quoting the verse or incorrectly gives the reference as required by the question.

## Chapter Analysis Answers

1.  For individuals and/or geographical locations, the quizzer gives incorrect information (anything other than the correct title) before the required answer is completed when answering a question labeled with the Chapter Analysis Answer Introductory Remark.

2.  For questions, exclamations, parenthetical statements, and/or Old Testament Scriptures, a quizzer gives additional information and/or other words other than those Chapter Analysis answers before the required answer is completed when answering a question labeled with the Chapter Analysis Answer Introductory Remark.

3.  For any type of question requiring Chapter Analysis questions, exclamations, parenthetical statements, and/or Old Testament Scriptures in their entirety as part of the required answer, the quizzer does not give all of the phrases, clauses, and/or key words for those Chapter Analysis answers found within the required answer.

## Interrupted Questions

1.  The completion of an interrupted question is incorrect when it does not require the same answer as the official question, contains incorrect information, does not agree with the Introductory Remarks of the official question, and/or does not ask the same basic question.

2.  The quizzer gives an answer before correctly completing the question.

# Question and Answer Requirements

**Validity**

A question is invalid if it contains incorrect information or it violates one of the rules for "Question and Answer Requirements."

**Single Part Questions**

A single part question requires either one answer or multiple answers from one or more verses. The question does not have to come from the same verse(s) that the answer(s) come from. The question itself can require multiple answers.

**Statement Introductory Remark Statement and Question** A Statement gives additional information upon which to base the question. The Statement is part of the overall question and may be interrupted.

**Question Introductory Remarks Two Part Question (Three Part Question, etc.)** A multiple part question has two or more distinct questions, each coming from the same verse, that require separate answers from the same verse. The answers may continue into additional verses if the Introductory Remarks or the question itself indicates multiple verses. (e.g., "Two Part Question. Give a Complete Answer from Two Consecutive Verses")

**Two Part Reference Question (Three Part Reference Question, etc.)** A multiple part reference question has two or more distinct questions with each coming from separate verses (three or more questions may come from a minimum of two separate verses) that require separate answers that do not all come from a single verse.

**Scripture Text Question** A Scripture Text Question contains the word "quote" followed by a quotation from the Scripture that requires the answer(s) to be associated with the Scripture text given. The required answer must come from the three-verse context.

**Application Question** An Application Question requires answers that are not necessarily found in the material being studied about the author, history, doctrine, or other related topics. Two Application Questions per set will be included in League meets $1 - 4$. All Application Questions and their answers will be posted on the Bible Quiz website and can also be found on the Study Guide CD.

**Quotation Question** A Quotation Question requires a perfect quotation as an answer from a complete verse or verses.

1. 1. If a question is not labeled a Quotation Question but requires a perfect quotation as an answer, the question is invalid. (e.g., "Two Part Answer. Quote the verses in which Abraham is named?" is invalid.)
2. For Middle School and Acts Adventure, all quotes must only come from marked primary verses.

**Quotation Completion Question** A Quotation Completion Question requires a perfect quotation as an answer that must be completed from a verse(s), sentence(s), question(s), saying(s), etc.

1. The word "Finish" must begin the question. The word "quote," immediately followed by a quotation from Scripture, must be used to signal the beginning of the actual quotation.
2. The first word of the actual quotation must be unique and must be sufficient to differentiate it from every other verse (sentence, question, saying, etc.) within the context of the question.
3. If a question is not labeled a Quotation Completion Question but requires a perfect quotation by following rule #1 above, the question is invalid. (e.g., "Two Part Question. Finish this verse and give the complete reference, quote, 'Give us today...'" is invalid)
4. For Middle School and Acts Adventure, all quotes must only come from marked primary verses.

**Essence Question** An Essence Question requires a verse or verses to be given in at least essence.

1. It must follow all requirements for "Quotation Question" rules (except requiring a perfect quotation).
2. A question not labeled an Essence Question, but requiring an answer in essence, is invalid.
3. For Middle School and Acts Adventure, any verse can be required.

**Essence Completion Question** An Essence Completion Question requires a completion to a verse(s), sentence(s), question(s), saying(s), etc. in at least essence.

1. The phrase "Finish in essence" must begin the question, and it must follow all requirements for "Quotation Completion Question" rules (except for requiring a perfect quotation).

2. A question not labeled an Essence Completion Question, but requiring a completion in essence by beginning with the phrase "Finish in essence," is invalid.

3. For Middle School and Experience Leagues, any verse(s), sentence(s), question(s), saying(s), etc. can be required.

**Answer Introductory Remarks Two Part Answer (Three Part Answer, etc.)** A multiple part answer Introductory Remark indicates that multiple answers are required and should be used when the question requires more answers than there are parts in the question.

**Give a Complete Answer** A Give a Complete Answer Introductory Remark may be used only when all the required answers to each part of the question have multiple phrases, clauses, and/or key words.

1. The following three types of Give a Complete Answer Introductory Remarks may be used:

   1. Give a Complete Answer (Give Two Complete Answers, etc.)

   2. Give a Complete Answer from Two (Three, etc.) Consecutive Verses

   3. Give Two (Three, etc.) Complete Answers from Two (Three, etc.) Consecutive Verses

2. For Give a Complete Answer (Give Two Complete Answers, etc.,) the answer(s) must come from a single verse

3. For Give a Complete Answer from Two (Three, etc.) Consecutive Verses or Give Two (Three, etc.) Complete Answers from Two (Three, etc.) Consecutive Verses:

   1. The answer(s) to the question must come from consecutive verses.

   2. Each required answer could be part of a verse, a full verse, or more than one verse in length, but

      the total of the required answer(s) must cover all of the verses indicated in the Introductory Remarks.

**Chapter Analysis Answer** A Chapter Analysis Answer Introductory Remark indicates that the Chapter Analysis listed in the Scripture Portion will be used as the required answer to each part of the question.

**Special Requirements for Questions Verse Numbers** When a verse number(s) is given in the question the answer must come from that verse(s).

**Special Requirements for Answers Answers Associated with a Specific Word, Phrase, or Number** A question may require an answer(s) to be associated with a specific word, phrase, or number.

**Answers from a Verse Description**

1. When a question uses the phrase "one verse," "two verse(s)," etc. to classify a specific saying, sentence, question, etc., then the required answer must be the entire verse(s). If any portion of the verse or verses is not a part of the required answer, then the question is invalid.

2. When a question uses the phrase "multi-verse" or "multiple verses" to classify a specific saying, sentence, question, etc., then the required answer must be from multiple verses but does not have to be from entire verses.

**References as Answers**

1. When a question requires a complete reference as an answer or as part of an answer, the question must use the words "complete reference(s)." The book, chapter, and verse are required as the answer.

2. A writer may ask for only the chapter(s) from a given book(s) by using the word "chapter(s)." Then only the chapter or chapters are required as the answer.

3. A writer may ask for only the verse number(s) from a given chapter(s) of a book(s) by using the word "reference(s)" not "complete reference(s)." Then only the verse reference(s) are required as the answer.

**Interjected Phrases**

Interjected phrases before, in the middle of, or at the end of Chapter Analysis required answers must not be required as answers. A quizzer is not allowed to include the interjected phrase(s) with their answer. (e.g., The question in John 20:15 has the interjection "he said"— "Woman," he said, "why are you crying?" In this example a quizzer is not allowed to give the interjection "he said" in the answer.)

# Corrective Procedures

**Point of Order**

Any member of a team may state "Point of Order," wait to be recognized by the Quizmaster, and state the "Point of Order."

## Contesting General Rules Regarding Contesting

1. Contesting is permitted on the following three issues:

   1. To challenge the validity of the question. (Application Questions are exempt from validity contests.)

   2. To void the question.

   3. To change the decision of the Quizmaster and/or Judges concerning the correctness of the completion of the question and/or answer.

**Team Contesting and Responding Procedures**

1. To initiate a Contest, any member of the team must express their desire to Contest and wait for the Quizmaster to grant the Contest. In Acts Adventure the head coach, assistant coach, or inactive quizzer may initiate a Contest.

2. Any one member of the team may present the Contest or Response.

3. If the Responding team has no Response, they may state "no response." However, a Response of "we agree" is preferable if the Responding team agrees with the Contest.

**Use of Additional Scriptural Evidence in Contesting**

Additional Scriptural Evidence may be used to show additional acceptable answers. If a question has more than one acceptable answer found within the guidelines of the question and introductory remarks it does not make the question invalid.

# Glossary

**Active Quizzer**: A quizzer seated at the quizzing table.

**Chapter Analysis**: Answers with clear and specific markings in the Scripture Portion limited to individuals (bolded), geographical locations (italicized), questions (?), exclamations (!), parenthetical statements ( ), and Old Testament Scriptures (underlined and inside quotation marks ""). An official listing of the Chapter Analysis is found in the Scripture Portion and can also be found on the Basic 5 CD.

**Consecutive Verses**: Verses immediately adjacent to each other within a book, regardless of a change in the section or chapter.

**Eligible Quizzer**: A quizzer who has not quizzed out or fouled out.

**Help**: Information or actions that could help a quizzer complete an interrupted question and/or answer.

**Inactive Quizzer**: A quizzer seated behind the active quizzers.

**Interjected Phrases/Interjections**: Phrases interjected in the Scripture to identify the speaker, to indicate something is being spoken, or an Old Testament Scripture is being quoted.

**Introductory Remark(s):** Information before the question about what type of question to expect, what type of answer is required, the number of questions and/or answers, and the location from where they come.

**Key Words**: 1. For Complete Answers, Essence, or Chapter Analysis: Key words must be at least two words not including words like "a," "an," "the," etc. 2. For the words which make up a question: It is the word or words necessary to give a quizzer the ability to finish the question.

**Location:** A way to identify in the Introductory Remarks or the question itself an area in Scripture from which the question and/or answer will come. This can be done by giving a verse location, number, section title, chapter, etc.

**Marked Verses:** Verses in the Scripture Portion that have a black, filled-in circle next to them.

**Non-Verbal Communication**: Non-oral, non-auditory communication between team members. Nonverbal communication as allowed within the rules will be defined as any form of written and/or printed communication, hand signaling, motioning, etc.

**Opening Remarks**: Information before the question that contains the question number, point value, and may also have Introductory Remarks. All of the underlined words and the break before the actual question in the following example are considered part of the opening remarks: "Question. Question number 1 for 10 points. From the Section Titled "Trials and Temptations". Perseverance must finish what?"

**Perfect Quotation/Perfectly Quote**: Is a quotation in which no word, syllable, or letter of the alphabet is omitted, repeated, added, or changed. A stumble, cough, mispronunciation, etc. is not considered making a quotation imperfect.

**Point of Order:** A "Point of Order" attempts to correct a procedural error on which the Officials have not already acted. (e.g., An Official has not reset the quiz equipment.)

**Quizzed Out/Fouled Out:** A quizzer has answered five questions correctly, three questions incorrectly, or has received three individual fouls. The quizzer must then leave the table and be seated behind the active quizzers unless he is the captain.

**Quote/Quotation:** 1. A quotation is a word-for-word duplication of Scripture used in Statements, Scripture Text Questions, Quotation Completion Questions, and Essence Completion Questions. The word "quote" is used to signal the beginning of the actual quotation found in those questions. 2. The word "quote" is also used in Quotation Questions to require a perfect quotation from Scripture.

**Three-Verse Context:** 1. In a Scripture Text Question, it is the verse from which the Scripture was taken and the verse immediately preceding and following that verse. 2. In a question containing a verse reference, it is the verse that is indicated in the question and the verse immediately preceding and following that verse.

**Verbal Communication**: Any oral communication between team members, or with the audience, whether or not the communication is audible. Also any attempt to speak, motion, mouth words, or signal with the mouth will be considered verbal communication.