

BIBLE BOWL



ALLEGHENY EAST CONFERENCE CORPORATION
of Seventh-day Adventists

GUIDELINES

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Allegheny East Conference Corporation
of Seventh-day Adventists

YOUTH & CHILDREN MINISTRIES DEPARTMENT

HISTORY OF BIBLE BOWL

The Bible Bowl games, which have become an exciting part of the Youth Ministries program in many conferences across North America, had their beginning in the Northeastern Conference of Seventh-day Adventists. These games are intended to encourage youth, young adults and adults to study the Word of God and to find a degree of enjoyment while doing so.

Each year youth, young adults and adults within their respective peer groups gather together to play Bible Bowl games. These peer groups are Pre-Junior ages 6 – 9, Junior Youth ages 10 – 15, Senior Youth ages 16 – 22, Young Adult 23 – 35 and Adult 36+. After receiving guidance from their team coaches and Conference coordinator, they demonstrate their ability to answer random questions from the scriptures within a four-second time frame.

ALLEGHENY EAST CONFERENCE BIBLE BOWL COMMITTEE

OFFICERS

The officers of the Bible Bowl Committee shall consist of the AEC Bible Bowl Coordinator & Area Bible Bowl Coordinators (6). The AEC Bible Bowl Coordinator will be selected by the Youth Director and will have a term of five (5) years which synchronizes with the Conference's term. The Area Bible Bowl Coordinators will be selected during the time Federation officers are elected.

OFFICERS RESPONSIBILITIES

AEC Bible Bowl Coordinator

The responsibilities of the AEC Bible Bowl Coordinator are as follows:

- a. Be the chairperson for the AEC Bible Bowl Committee
- b. To oversee and organize the conference level program from registration to completion.
- c. To oversee the area levels BB program
- d. To arrange the personnel needed for the program
- e. Promote and encourage participation in Bible Bowl around the Conference
- f. Resolve any scheduling conflicts with dates
- g. Provide the Area Bible Bowl Coordinators with tips and techniques in preparing individuals
- h. Develop and provide materials for the Conference Bible Bowl
- i. Submit reports of Bible Bowl activities to the Conference Youth Department

Area Bible Bowl Coordinator

The responsibilities of the Area Bible Bowl Coordinator are as follows:

- a. To encourage and promote the study of God's Word through the Bible Bowl ministry in specific area.
- b. Encourage churches to have teams participating in Bible Bowl
- c. Work with the AEC Bible Bowl Coordinator to provide resources for the teams as they prepare
- d. Assist in developing materials for teams to practice with.
- e. To keep track and ensure that there are no conflicts in the scheduling of Bible Bowl activities.

BIBLE BOWL GUIDELINES

SECTION 1 - TEAMS

- a. All teams must register in order to participate in Allegheny East Conference Bible Bowl games. Individuals can be registered on one team only during each season. If a team is not registered by the deadline that team will not participate. All team members must be from the same church or from a district church having the same Pastor.
- b. A registered team can consist of two to six members. However, only four or less can play at one time, and no less than two. One of the playing members must be the captain. A player reserves the right to play up (in age) on any team. i.e. players who are younger can play in upper divisions; however, players in upper divisions cannot play in lower divisions.
- c. Each church may enter teams in all age categories. Ages 6-9 Pre-juniors, Ages 10-15 Juniors, Ages 16-22 Senior Youth, Ages 23-35 Young Adults, Ages 35 & up Adults.
- d. A team can only make substitutions at the half of each game, or in the case of illness or an extreme emergency.
- e. A church registered team must consist of individuals from the same church when competing on the local conference level.
- f. Pastors are not eligible to play on a team.

SECTION 2 - GAME TIME

- a. At the beginning of each game when a team is called, failure to show in ten (10) minutes will cause the team not showing to receive a forfeit for that game.
- b. A game will consist of two six-minute halves. At the end of each half, the game shall be halted.
- c. The period between the half will be one minute. During this time the scores are announced, opportunity is given to change players and challenged questions are resolved (see section VI) If the game time expires while the moderator is in the midst of asking a toss-up question, the question is not completed and the round ends.
- d. If the game time or half-time expires after a player has signaled to answer a toss-up question or is in the process of answering a toss-up question, the player will be allowed to complete the answer. If the player answers correctly, the points will be awarded. If the player answers the question incorrectly, the other team is given the opportunity to answer the question.
- e. If the game time or half-time expires after a toss-up question with an attached bonus has been answered correctly, the bonus question is then read and time allotted (see section IV (F) to answer the question.
- f. Any game that ends in a tie, the game will enter into a one minute lighting round(s). Only toss-up questions will be used (no bonus questions). The team with the highest score at the end of the tiebreaker is declared the winner. This procedure will be repeated until a winner is declared.

SECTION 3 - TOSS-UP QUESTIONS

- a. Toss-up questions are questions thrown out to both teams, but the individual buzzing in first will be recognized by the moderator and given the opportunity to answer. Some toss-up questions will have a bonus question attached.
- b. All toss-up questions are worth 10 points.
- c. The maximum time for answering a toss-up question is four seconds. These four seconds begin either by a player signaling in, or by the timekeeper (see section VII) when the moderator has completed the question. Once a player has buzzed in and has been recognized by the moderator, an answer must be given within four seconds. If a player gives a correct answer to a toss-up question simultaneously with the four second buzzer, the answer will be accepted. No toss-up question should have an answer that exceed the four second reply time.
- d. No toss-up question will be repeated once it is read in its entirety.
- e. Once a toss-up question is read in its entirety any player buzzing in first and is recognized by the moderator, he/she is allowed four (4) seconds to give an answer. If the question is answered correctly that team is awarded their point value and the game continues with the reading of the next question. If the question is answered incorrectly opportunity is given to the other team to buzz in with an answer. However, the individual buzzing in must answer within two seconds after being recognized the moderator. If the other team answers the question correctly the point value for that question is awarded to that team; if not the question is discarded. ***There is no consultation on toss-up questions.***
- f. If an individual buzzes in before a question is completed, that individual must answer without the privilege of having the question completed. If the player answers the question correctly, that team will be awarded the point value of the toss-up question. If the wrong answer is given, the question is then read in its entirety for the other team. The individual that buzzes in first is given four (4) seconds to answer the question after being recognized by the moderator.
- g. A toss-up question will not consist of multiple-part questions with multiple answers. Each toss-up question must have a single answer or phrase.
- h. When a player buzzes in to answer a toss-up question, his/her teammates are not allowed to talk or supply an answer. If this happens the team forfeits its right to answer that question, and it is given to the other team with the opportunity to answer. If a second offense occurs ten points will be taken from the violating team, a third offense, the team will forfeit that game.
- i. Any player who gives an answer to a toss-up question without first buzzing in or a player buzzes in but another player answers before the moderator recognizes the player that buzzed in first, that team then forfeits their right to answer the question, and it is then read to the other team with an opportunity to answer the question once they have buzzed in and is recognized by the moderator.
- j. Any toss-up question that is prepared from materials not assigned for the current year will not be used, and no points will be awarded to any correct answers given to those questions.

SECTION 4 - BONUS QUESTIONS

- a. A team earns the right to answer a bonus question by successfully answering the toss-up question to which a bonus question is attached. A toss-up question with a bonus attached must be stated and the value of the bonus before reading the toss-up question.

- b. Bonus questions are randomly attached to toss-up questions usually one in every five questions will be a bonus question.
- c. Team members may consult with each other for an answer to a bonus question. Anyone or everyone may participate in the answer to a bonus question if conflicting answers are given to a bonus question, the team captain is then asked for an answer. Whatever answer is given by the team captain is accepted as the answer for the team.
- d. Point value on a bonus question will range from 5-25 points. The higher the point value the more difficult the question.
- e. Bonus questions will be divided on partially correct answers when more than one answer is required, unless it is stated in the question.

Example:

Question> for 20 points name the first four judges of Israel

Answer> Othniel, Ehud, Shamgar, Gideon

Note: 15 points awarded because of the incorrect answer Gideon

Question> for 20 points name the first four judges of Israel (no partial points)

Answer> Othneil, Ehud, Shamgar, Gideon

Note: no points are awarded because of the incorrect answer Gideon

- f. The maximum time allowed to answer a bonus question is seven seconds. Once the bonus question has been read, the team has seven seconds in which to give an answer. If an answer is not given within the seven seconds or simultaneously with the buzzer, the question will be discarded. However, if a player is giving a correct answer without pausing, the moderator can allow the player to complete the answer.
- g. No bonus question will have an answer that exceeds the seven seconds allotted time to answer a bonus question.
- h. It is not necessary to buzz in and be recognized by the moderator before a team member begins answering a bonus question.
- i. No bonus question that is prepared from unassigned study material for the current year will be used and no points awarded to an answer given to that question.

SECTION 5 - TYPES OF QUESTIONS

Study material will be assigned from the Bible. The King James Version will be the only official translation used for obtaining all questions; however, modern English will be accepted when answers are numeric.

SECTION 6 - CHALLENGING AN ANSWER

- a. A member who believes that he/she has correctly answered a question which the moderator has rejected, that player or any member of the team, or its coach may challenge the moderator's answer by simply saying "challenge". The wording of the KJV will take precedent whenever any question is challenged. **Note:** When a player makes a challenge the moderator asks the other team for an answer as well. The moderator must make sure that the other team follows the same procedure for answering a toss-up question; someone must buzz in first in order to be recognized. The question is then flagged and given to the judges to research the answer. The correct answer is then read at the half-time period or the end of the game. The decision of the judges in corroboration with the moderator is final.

- b. Any player or its coach who believes that an answer given by the other team is incorrect but is said to be correct by the moderator, may challenge the answer before the next question is read. The moderator and judges will proceed as in section VI A. If the challenger is correct, points are awarded at the half or end of the game. If the challenger is incorrect and the team that gave an answer previously, was correct, points will be awarded to them at the half or at the end of the game.
- c. When a team member frequently challenges questions and it is determined that the challenges are consistently incorrect, that team after warned by the moderator/judges will lose their privilege to challenge questions.

SECTION 7 - ASSIGNED RESPONSIBILITIES FOR BIBLE BOWL RUN-OFFS

Moderator:

- a. Reads all toss-up and bonus questions.
- b. Declares all answers to be correct or incorrect, based on the answer shown on the card. Does not have final decisions on toss-up questions and bonus questions that are challenged. He/she must refer any challenge and unclear answers to the judges for research.
- c. Starts the game clock and stops the game clock only in the event of a problem.
- d. Must be familiar with all reading material and able to ask questions on the Bible Bowl level.

RESEARCH JUDGES (at least 3 per game)

- a. Determine the accuracy and acceptability of all unclear answers given to all questions.
- b. Research all challenged answers by any player.
- c. Must corroborate final decision of all unclear answers with the moderator.
- d. Must be familiar with all assigned material and Bible Bowl Rules.

TIME KEEPER/SCORE KEEPER

- a. Starts and stops the game clock as directed by the moderator.
- b. Signals the end of the half of each game.
- c. Signals the end of each one-minute period between the halves.
- d. Signals the end of the 4/7 second time allotment for answering questions.
- e. Keeps a running score of the points accumulated by each team.
- f. Informs the moderator of the score at the end of the half and game.