

**RULES FOR MACSA BIBLE QUIZZING
OLYMPIC STYLE QUIZZING
SENIOR HIGH DIVISION**

Grades 9-12

TEAM REQUIREMENTS

1. Each Senior High team shall be composed of up to five quizzers - three starters and two substitutes will be allowed.
2. Homeschool teams may be formed providing they are under the authority of a church. They shall pay the required MACSA fee
3. In order to make a complete team, a student may quiz in a division higher than his/her grade, but not lower. Students in Junior High may quiz in the Senior High division if they are needed to complete a team.
4. If a school has more than one team, no quizzer from one team may quiz on another team after the first quiz of a given marathon.
5. From one marathon to another a quizzer may not transfer from one team to another without the permission of MACSA officials.
6. Each team is entitled to one coach.
7. Each team shall select a captain and co-captain.
8. Uniform are optional, but the dress code of the school represented must be followed.
9. Teams furnish their own identification numbers, name of school and the quizzer's first name. Numbers and names large enough to be read by the quizmaster shall be attached to the front of the clothing.

TEAM RULES ON THE QUIZ PLATFORM

1. Teams shall be seated facing the quizmaster.
2. Two or three teams shall compete at a time.
3. Each quizzer must wear a tag with an identification number, first name, and the schools name.
4. Quizzers must be positioned at the beginning of a match so that all the Number 1's will sit together, all the number 2's, and all the number 3's. (111,222,333)
5. The coach must submit a team line-up (name and number in quizzing order) prior to the quiz.
6. Hand of quizzers may not touch any part of the chairs.

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TEAM RULES ON QUIZ PLATFORM - continued

7. Quizzers must be seated on the chair before each question is given. The pad must be on top of the chair; no part of the pad may extend over any edge of the chair
8. No talking is permitted between quizzers from the time the quizmaster calls "Question" until the points have been awarded (end of contest if question is contested).
 - a. No communication is permitted with the exception of the following signs:
 - 1) A sign to contest. (i.e. forming the letter "c")
 - 2) A sign to call timeout.
 - 3) A sign given to a standing quizzer to "keep moving because time is running out".
 - b. The mouth or lips may never be used to give a sign.
 - c. Failure to observe the above rules shall result in a foul. If, at the discretion of the quizmaster and judges, a correct answer was given due to an unacceptable sign, no points shall be awarded for that correct answer. A toss-up question will then be given to the other two teams.

JUMPING

1. All quizzers must jump to full stature. Continuous action is required. Failure to do so will result in a foul at the discretion of the quizmaster or judge.
2. The first quizzer up is determined by the electronic equipment.
3. A foul is charged against a quizzer whose light goes on between the time the quizmaster says "Question" and the beginning of the question.

OBJECT OF "OLYMPIC STYLE" QUIZZING

1. In "Olympic Style" quizzing the object is either:
 - a. To win by SCORE, accumulating the highest number of points in 15 questions
 - b. To win by POSITION
2. To win by POSITION, the following requirements must be met:
 - a. The gold, silver, and bronze chair must ALL be captured.
 - b. All quizzers must have answered a 20-point question correctly. One of these must be the most recently asked 20 point question.
 - c. Position can only be won after the start of the 6th question through the end of the quiz.
3. A challenge may be given in order to attempt to win by position with one question. (See "Challenge Question").

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ANSWERING

1. From the time the quizzer has been recognized to answer a question, he/she has 30 seconds to give the answer. If the quizzer jumps before the question is finished, he/she must finish the question and give the answer to the satisfaction of the quizmaster within the 30 second time limit.
2. If a question with three teams jumping or a toss-up is answered correctly, 20 points are awarded and the quizzer moves to the top medal chair available. All remaining quizzers move down. (See "Toss-up and free Questions" for more details).
3. A quiz must always end with a correct answer.
4. No question or part thereof shall be repeated by the quizmaster after any quizzer has jumped.
5. The quizzer has only one try at the question or the answer. The quizmaster must accept the first answer given.
6. An answer that includes both the formation of the question and the answer may be accepted by the quizmaster.
7. The decision as to whether an answer is right or wrong is determined by the quizmaster and judge if his/her help is needed.

TOSS-UP AND FREE QUESTIONS

1. If a question with tree teams jumping is missed:
 - a. An error is charged to the team
 - b. A TOSS-UP question is given to all quizzers on the remaining opposing teams.
2. If a toss-up question is answered correctly by one of the two teams:
 - a. 20 points is awarded.
 - b. The top medal chair available is taken by the quizzer who answered correctly. All remaining quizzers move down.
3. If a toss-up question is missed:
 - a. An error is charged.
 - b. A FREE question is given to the remaining team.
4. The following rules apply to FREE questions:
 - a. Any quizzer on the remaining team may answer.
 - b. If answered correctly, 10 points are awarded.
 - c. No one changes position.
 - d. If missed, no error is charged.

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5. Starting with the 13th question:
 - a. No toss-up questions are counted in the basic 15 questions.
 - b. Any toss-up question resulting from an error in Question 12 will not be counted as Question 13, but rather as 12A. Three teams must jump on Question 13.
6. No challenge may be issued on a toss-up question.

CHALLENGE QUESTION

1. The PURPOSE of a challenge question is to attempt to win by POSITION (capture the top 3 chairs) in one question.
2. A team is eligible to ask for a challenge question:
 - a. After the finish of the 5th question and through the 15th question. Thus Questions number 6 and 15 may be the challenge questions.
 - b. When two of the medal chairs are held by the challenging team.
 - c. By any quizzier answering the previous question and is subject to all 3 team members in the quiz having answered a 20-point question correctly.
 - d. A team which has a frozen chair may not be challenged.
3. A time-out may be requested prior to calling for a challenge question.
4. The points of the question prior to the challenge are voided if the quizzier who answered correctly chooses to challenge. That question does not count toward the 3 total to freeze a chair.
5. The challenge question is given to three quizzers only:
 - a. The quizzier who challenges (i.e. the challenger).
 - b. The quizzier in the medal chair being challenged.
 - c. The quizzier on the third team with the corresponding number (or substitute for that number) of the quizzier in b. In the event the third team does not have a quizzier with a corresponding number, they are ineligible to participate in the challenge question.
6. A correct answer:
 - a. By the challenger:
 - 1) Gives the challenger's team first place by position.
 - 2) Gives 20 points to the team's score.
 - b. By either quizzier on the other two teams:
 - 1) Gives 20 points to that team's score.
 - 2) No change in position occurs.
 - 3) The correct 20 point question is not assessed toward the 3 correct questions needed to freeze a chair.

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CHALLENGE QUESTION - continued

7. An incorrect answer:
 - a. By the challenger:
 - 1) Ends the challenge for him/her.
 - 2) No error is assessed, but the 20 points to the question prior to the challenge are voided from the team's total. (See #4 in CHALLENGE QUESTION)
 - b. By either quizzer on the other two teams:
 - 1) Gives a second challenge question to the challenger and the other quizzer who had not answered.
 - 2) No error is assessed.
 - c. To the second challenge question given by the other quizzer in b.: Gives the challenger a free question. If the free question is answered correctly, the challenging team automatically wins first place by position. Ten points are given to the challenger's team score.
8. The question number sequence during a challenge continues as normal. For example, if a team challenges on question #9 and it is erred by one of the teams being challenged against, the toss-up becomes question #10.

FREEZING A CHAIR

1. After three 20-point questions are earned by any one quizzer, he/she FREEZES (holds permanently the top medal chair available).
2. After a chair is frozen, the next chair becomes the top chair available.
3. The quizzer who freezes a chair is eligible to answer toss-up and free questions only.
4. If a quizzer who has frozen a chair is removed from the quiz by a substitute:
 - a. That quizzer cannot come back into the quiz.
 - b. The chair that was occupied by that quizzer is released from freeze.
5. If a quizzer who has frozen a chair errs out by incorrectly answering a toss-up question:
 - a. The quizzer is removed from the quiz.
 - b. The chair is released from freeze.
 - c. In the event of 2 frozen chairs:
 - 1) If the quizzer in the gold chair errs out, the quizzer with the frozen chair in the silver chair moves up and occupies the gold chair.
 - 2) The teammate/substitute of the quizzer that erred out moves to the highest unfrozen chair.

ERRORS

1. An incorrect answer with 3 teams jumping or a toss-up question is an error. (EXCEPTION: A challenge question when missed is not scored as an error).

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2. An incorrect answer on a free question is not an error.
3. A quizzer with 3 errors shall be removed permanently from the quiz and may be replaced by a substitute. If a quizzer in one of the top 3 chairs errors out and there is no substitute, another quizzer from that team moves up to fill that chair. If the quizzer was not in one of the top 3 chairs and no substitute is available, all quizzers move up and the light for the empty chair is turned off.
4. Each team is allowed 2 errors with no penalty. Commencing with the 3rd team error, and for every error thereafter, a 10-point penalty is assessed.

SCORING

1. A quiz generally consists of 15 questions.
2. A correct answer with 3 teams jumping and a toss-up question gives 20 points and the top medal chair available.
3. A correct answer to a free question scores 10 points and involves no change of position.
4. A correct answer by a challenger question scores 20 points and first place in that match.
5. When a challenger gives an incorrect answer, only the 20 points to the question prior to the challenge are voided but no error is assessed. (See CHALLENGE QUESTION #4)
6. Each team is allowed 2 errors with no penalty. Commencing with the 3rd team error, and for every error thereafter, a 10-point penalty is assessed.
7. Beginning with the 11th question and all 20-point questions thereafter, 10 points are deducted for each error.
8. Ten points are deducted for every 2 fouls.
9. A team's total score may be negative.
10. A quiz must always end on a correct answer. Therefore, if the free question is not answered correctly, another question is added and all the teams may jump again on the next question. The quiz continues until a correct answer is given.
11. In the event of a tie score after the last question, the following apply:
 - a. Only the tied teams quiz in overtime.
 - b. All records of each quizzer and team (i.e. time-outs, errors, fouls, scores, etc.) continue from the regular quiz.

FOULS

1. Fouls are called for:
 - a. Not jumping to full stature with continuous motion.

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- b. Verbal communication between team members and/or coach between the time "Question" is called and points are awarded, including a contest.
 - c. Jumping between the time "Question" has been called and before the question actually begins.
 - d. Quizzers' hands touching the chair from the time the question has been called until the person has been called on to answer.
 - e. Any unacceptable sign given to a quizzer by the coach or other quizzers.
 - f. Any infraction of the rules as discerned by the quizmaster.
2. Ten points are deducted for every 2 fouls

CONTESTING

1. The decision of the quizmaster on an answer to a question may be contested by any captain, subject to the following rules:
 - a. The question may not be contested.
 - b. Only the captain may contest. In case the captain has been removed from the quiz, the co-captain may contest.
 - c. A contest must be made immediately at the time of the quizmaster's decision. No contest is allowed after a time-out.
 - d. The captain cannot confer with the coach, other quizzers, or the quizmaster before contesting.
 - e. The captain/s of the other team/s may respond to a contest with a rebuttal or defense.
 - f. Once the decision has been made by the judges after a contest, no further contest is permitted.
2. Answers to free questions may be contested.
3. The quizmaster and judges shall make judgments on contested or questionable answers.

TIMEOUTS

1. Each team may have 2 time-outs in one quiz match.
2. Each time-out shall be for 30 seconds.
3. Only coaches and/or captains may call for a time-out.
4. Technical time-outs may be called by the quizmaster and are not counted against a team's time-outs.
5. Only the coach and substitutes may converse with the team during time-outs.
6. Only one time-out is permitted between each question.

SUBSTITUTES

1. Substitutes may be made only calling a time-out, except to replace a quizzer who has erred out.
2. All substitutions must be reported to the official scorekeeper.

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3. A quizzer with three 20-point questions answered correctly:
 - a. Does not need to be substituted (See FREEZING).
 - b. Cannot return to the quiz if substituted.
4. A quizzer with 3 errors shall be removed permanently from the quiz and may be replaced by a substitute.

CAPTAINS

1. The captain must wear a sign identifying him/her as captain. A co-captain may also be appointed and act as captain in the event of the captain's leaving the quiz.
2. Only the captain may contest an answer to a question. If the captain has been removed from the quiz, the co-captain may contest. In the event the captain and co-captain are not in the quiz, the coach may designate another quizzer as captain.

QUIZMASTER

1. Complete control of any quiz is in the hands of the quizmaster. The quizmaster may, at his/her discretion, call a foul or an error on a coach or team for conduct by the coach, team, or cheering section, that in any way interferes with a quiz or is reproachful to Christ or a Christian School.
2. The quizmaster:
 - a. Must be acquainted with all rules and types of questions permissible.
 - b. May not be a coach of any team included in a match in which he/she is quizmaster.
 - c. Must use questions on the quizzing material that conforms to the type of questions indicated in the section "SAMPLE QUIZ QUESTIONS".
 - d. Should be as neutral as possible.
3. When asking a question, the quizmaster must:
 - a. See that the audience is quiet.
 - b. Say "Question" before asking the question.
 - c. Speak slightly slower than average with good enunciation and loudness.
 - d. Stop speaking the instant a quizzer jumps - in the beginning, middle, or end of a word, letter, or syllable.
 - e. Make the final decision about the rightness or wrongness of an answer with the judges help if needed. (Answers must be substantially in the language of the Scriptures use. Exception - "Finish This Verse" questions, in which verbatim quotations are required for a correct answer.)

SCOREKEEPER

1. Must sit near the quizmaster.

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2. Must be acquainted with scoring rules and is the official scorekeeper.
3. May function as a judge.

JUDGE

1. May include quizmaster and scorekeeper.
2. Is responsible to watch for fouls and assist quizmaster in judging answers.

SAMPLE QUESTIONS

The following are types of questions:

1. General Questions with Who, What, Where, When, How, Why, By Whom, How many, etc. (These words may be in the beginning, middle, or at the end of the question.)
 - a. Who was numbered with the eleven? Acts 1:26
 - b. They conferred among whom? Acts 4:15
 - c. Your daughters shall do what? Acts 2:17
 - d. Abraham bought what for a sum of money? Acts 7:16
 - e. Where shall ye be witnesses? Acts 1:8
2. Finish This Verse - The answer must be word perfect and in order to the end of the verse. An error is charged if the quizzer continues into the next verse. "And it shall come to pass...that whosoever shall call on the name of the Lord shall be saved." Acts 2:21
3. Finish This - Same as a Finish This Verse except the question does not begin at the beginning of the verse "...every soul, which will not hear that prophet... shall be destroyed from among the people." Acts 3:23
4. Finish This and the Next - Same as a Finish This except the following verse must also be included. "...Many wonders and signs were done... by the apostles. And all that believed were together, and had all things common." Acts 2:43 44
5. Situation Question - The answer is to be as near to Scripture as possible. Each phrase must be included and no extra phrase at the discretion of the quizmaster and judges. WHO SAID IT & WHEN? "Lord, lay not this sin to their charge." Acts 7:60
6. Multiple Answer - The answer must include all parts. "Moses was mighty in what?" Acts 7:22
7. Reference Question - The answer must be in the verse referred to. "According to Acts 6:13, what did the false witnesses say?" It is the quizmasters discretion to ask the quizzer to make the question.

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