

RULES FOR MACSA BIBLE QUIZZING
JUNIOR HIGH DIVISIONS
Grades 6-7, 8-9

TEAM REQUIREMENTS

1. Each Junior High team shall be composed of up to six quizzers - four 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 for a quiz marathon, a student may quiz in a division higher than his/her grade, but not lower. The only exception to this rule is if quizzers are needed to fill a team in a younger division (Grades 6-7), then one quizzer from Grade 8 is permitted to be on that team. JR HI II is grades 6 & 7, JR HI I is grades 8 & 9.
4. A 5th grade quizzer may quiz to complete one team per school or homeschool group, but not multiple teams. No more than two 5th grade quizzers can be on any 4-person team. Fifth graders must be at least age 10 before January 1 of the quiz season. Students must establish a grade their first year of quizzing and increase one grade level each year.
5. Students can quiz a maximum of 2 years in JR HI II (3 years if they started in grade 5 or are an 8th grader filling a team – See Rules 3 and 4 under **Team Requirements**) and must quiz in SR HI for Grades 10-12. A student can quiz in the division higher than their grade level but not lower. A student can quiz for a maximum of 8 years.
6. 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.
7. From one marathon to another a quizzer may not transfer from one team to another without the permission of MACSA officials.
8. Divisions for the final quiz marathon are determined by the team points and score of previous quiz marathons.
9. Each team is entitled to one coach.
10. Each team shall select a captain and co-captain.
11. Uniforms are optional, but dress code of the school represented must be followed.
12. Teams shall furnish their own identification numbers, name of school and the quizzers first name. Numbers and names large enough to be read by the quizmaster shall be attached to the front of clothing.

TEAM RULES ON QUIZ PLATFORM

1. Teams shall be seated facing the audience and 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. Quizzers must sit in numbered chairs according to their given numbers, except for quizzers with numbers 5 and 6.

4. The coach must submit a team line-up (name and number in quizzing order) prior to the quiz.
5. Hands of quizzers may not touch any part of the chairs.
6. 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.
7. No talking is permitted between quizzers and coach or audience 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 during that time with the exception of the following hand signs:
 - 1) A sign to contest.(i.e. forming the letter c).
 - 2) A sign to call a 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. Only the team coach or team members may give a sign.
 - d. 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.

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. An error is charged in the event of failure of either a. or b.
3. The quizzer has only one try at the question or the answer. The quizmaster must accept the first answer.
4. An answer that includes both the formation of the question and the answer may be accepted by the quizmaster.
5. No question or part thereof shall be repeated by the quizmaster after any quizzer has jumped.
6. The decision as to whether an answer is right or wrong is determined by the quizmaster and judges if their help is needed.
7. If a quizzer repeats wrongly a part of the question already given by the quizmaster, this is not considered an error.

SCORING

1. Each quiz generally consists of 20 questions.
2. A correct answer to a question with 3 teams jumping scores 20 points. An incorrect answer results in an error charged to that team and a toss-up question to the other 2 teams.
3. A correct answer to a toss-up question scores 20 points. An incorrect answer results in an error charged to that team and a free question given to the remaining team.
4. A correct answer to a free question scores 10 points. No error is charged if it is not correctly answered.
5. A free question may be answered by anyone on the team.
6. A free question does not become the next numbered question but is scored in the same column as the toss-up that was just erred.
7. Four correct 20-point answers by a quizzers results in a quiz-out. A 10-point bonus is given if he/she committed no errors.
8. When 3 quizzers on the same team have each answered a 20-point question correctly, a 10-point bonus is awarded to the team score. Another 10-point bonus is given for each additional quizzers who answers a 20-point question.
9. 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.
10. Beginning with the 14th question and all 20-point questions thereafter, 10 points are deducted for each error.
11. Ten points are deducted for every 2 fouls.
12. A teams total score may be negative.
13. If question number 19 is erred, the toss-up becomes 19A. If question number 20 is erred, the toss-up becomes number 20A. The same applies for numbers 24 and 25 in an overtime quiz.
14. A quiz must always end on a correct answer. Therefore, if the free question is not answered correctly, all teams may jump again on the next question. The quiz continues until a correct answer is given.
15. 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 quizzers and team (i.e. time-outs, errors, fouls, scores, etc.) continue from the regular quiz.
 - c. The quiz continues until question number 25 (or 25A). If the quiz is once again tied at 25 (or 25A), or the free question of 25 (or 25A) is not answered correctly, a sudden death situation occurs. In sudden death, the quiz ends upon the next correctly answered question.
 - d. If the overtime is between two teams, an error by one team results in a 10-point free question being given to the other team.
 - e. The points awarded during an overtime quiz shall not be put toward the team's total score. Only placement (1st, 2nd, &/or 3rd place) is determined.

FOULS

1. Fouls are called for:
 - a. Not jumping to full stature with continuous motion.
 - b. Verbal communication between 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. Quizzer's 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.
3. No fouls are charged when a free question is given.

CONTESTING

1. The decision of the quizmaster on an answer 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 quizmasters' decision. No contest is allowed after a time-out.
 - d. The captain may not 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. An additional time-out is granted in the event of an overtime.
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.

SUBSTITUTIONS

1. Substitutions may be made only by calling a time-out, except to replace a quizzier who has quizzed or erred out.
2. All substitutions must be reported to the official scorekeeper.
3. A quizzier must be substituted upon having answered 4 questions correctly or having made 3 errors.
4. A quizzier being substituted may return to the quiz unless he/she has been removed from the quiz because of 4 correct answers or 3 errors.

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 captains leaving the quiz.
2. Only a 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 quizzier as captain.

QUIZMASTER

1. Complete control of any quiz is in the hand 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 of 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 the quizzier 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 the language the Scriptures use. Exception: Finish questions, in which verbatim quotations are required for a correct answer.)

SCOREKEEPER

1. Must sit near the quizmaster.
2. Must be acquainted with the 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

General Questions with Who, What, Where, When, How, Why, By whom, How many, etc. (These words may be in the middle, or at the end of the question.)

They conferred among whom? Acts 4:15

Your daughters shall do what? Acts 2:17

Abraham bought what for a sum of money? Acts 7:16

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

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

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

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

Multiple Answer - The answer must include all parts. "Moses was mighty in what?" Acts 7:22

Reference Question - The answer must be in the verse referred to. "According to Acts 6 and verse 13, what did the false witnesses say?"

Interrogative Question - The question begins with an interrogative (Who, What, Where, When How, Why).

Where shall ye be witnesses? Acts 1:8

Who was numbered with the eleven? Acts 1:26

Rules Revised - 2024

MACSA JUNIOR HIGH QUIZZING RULES