**Kingdom Family International Church Bible Bowl Guidelines**

1. Have Fun

2. Code of Conduct

* Show Respect by Taking Turns Talking (keep side conversations at a whisper as to not interrupt the game)
* Strive to Have the Attitude of Christ.

3. All questions and answers for this gathering are based on Bible Challenge, Bible Triva, and Quiz, So You think You Know the Bible.

4. A team is comprised of groups of seven people (with 2 being in reserve). Each team will have a captain. After the huddle that took place on 1/31/24, Sisters Samantha Crisp and Tammie Taylor will place others participates to one of the five teams that are already created; and will make other teams as determined by the number of participants.

The captain is responsible for communicating categories choices to the Quizmaster.

5. Questions

* A game consists of toss-up questions that may be answered without team consultation by a player on either team.
* After the toss up question has been answered correctly by a team, that team will confer and choose the next question category. The captain will relay this category to the Quizmaster.
* A question or category may indicate that it requires a specific type of answer (i.e., people, places, things, great stories, numbers, bible verses, key passages, books of the bible, etc...)

6. Scoring and Point Values

* Each game will have 10 questions or last no more than 10 minutes. The questions are worth 1 point each. The team with the most points is the winner will face another team. The winning team will compete until replaced by another team.
* In the event of a tie, the tiebreakers will be a toss-up questions and the team that answers first and correctly wins the game.

7. Answering

* Answering a toss-up question
* The person must begin their answer within 3 seconds and without team consultation. The player is expected to answer in a fluid matter. The player is permitted to pause once while answering; this pause is not to exceed 3 seconds.
* If no answer is forthcoming, the quizmaster will give verbal indication that the answer is incorrect.
* The first answer that is given by the player is the one evaluated.
* Correctness of answers
* An answer need not be given verbatim to be correct, unless the question specifically indicates that its answer must be quoted (i.e. bible verses), then the required answer(s) must be quoted verbatim, from first word to last.
* When a question does not specifically indicate that its answer must be quoted, the required answer(s) need not be quoted verbatim but must contain all the significant words, modifiers, and phrases required by the question. Insignificant words may be added, omitted, or altered if it does not grossly change the meaning of the required answer(s). Significant words are almost always nouns, verbs, adjectives, and adverbs. Insignificant words are almost always articles, conjunctions, prepositions, and pronouns.
* Once all the required answers have been given, the player should be ruled correct, even if the player continues and gives incorrect information.
* The player answering cannot pause in mid-word, and then add-on an ending to that word. If this happens, the Quizmaster is to disregard the information given after the pause and judge the answer based upon what was given prior to the pause.

8. No electronic devices, notes, notebooks, Scripture texts, concordances, etc. may be used by team members while playing. However, players may bring blank paper and a pen or pencil to use.