**BIBLE CHALLENGE RULEBOOK**

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**OUR MISSION**

Bible Challenge serves as an avenue for our leaders to continue to encourage youth to commit God’s eternal word to memory and to store His truth in their hearts, while allowing the development of good sportsmanship and promoting unity among our churches through participation.This is more than a competition on biblical content between churches. We expect every adult and student participant to display Christ-like character, always showing respect and courtesy towards one another, so that in all things Christ is glorified.

**GENERAL RULES FOR BIBLE CHALLENGE 2024**

In addition to the rules outlined below, participation in Bible Challenge requires:

● Timely completion of registration forms online.

● Parental forms and waivers signed correctly.

● Full payment at the time of registration.

● Confirmation from the Juventud Aliancista team.

Bible challenge is a quizzing competition that tests youth in their knowledge of Scripture. For the 2024 season, quizzing will be based on content from the book of **Nehemiah**. In addition to questions on content, players will be expected to recite verses from memory as part of the tournament. The list of memory verses for the regional and championship tournaments will be available for download from the district website at https://www.nuestraalianza.org/juventud aliancista.html. The teams that continue to compete at the championship will be expected to know memory verses from regionals as well as the ones listed for the championship.

Questions will be read in English and Spanish. Note that although players may have studied from any version of the Bible, the questions and memory verses will be based on the New International Version (NIV) and Nueva Versión Internacional (NVI). Students are required to recite memory verses word for word in the NIV or NVI versions that we provide ONLY. Please be aware that Bible apps may not work in areas where there is limited signal. For this reason, download the Bible version into your electronic device’s memory or use a paper copy of the Bible.

1. There will be 24 questions per round (20 questions + 4 Memory Verses). Note to coaches: whenever possible the projection of questions will be provided. However, projection of questions is not necessary for carrying out the tournament. Answers are shown after judges give a final ruling
2. Each question will have the chance to be answered twice. If a player answers incorrectly or commits a foul, then the question will be asked a second time. The remaining players will have a chance to buzz in to answer the question, but do not have to. If the next player gets it wrong or if no one buzzes in, then the question will not be asked again and we will move on to the next question. Teams will not be penalized for not buzzing in.

III. Each answer will be recorded. In the event that the judge requests that the answer be repeated, the audio will be played back to him/her. Judges must listen to the recording before giving judgment on memory verses.

IV. Points are awarded to the team and the individual players. Twenty (20) points are awarded for correct answers to the team and ten (10) points are awarded to the team member who answered correctly. Teams have the opportunity to earn twenty (20) bonus points per round if 4 players on stage trigger their lights and are recognized to answer during that round. See Section 6 for more details. Refer to Section 8 for information on point deductions.

V. The Officials of the tournament are as follows:

1. **The Quizmaster** -reads the questions, will be part of the ruling process with the judges, and announces the ruling on a player’s answer.
2. **The Emcee-** The person that starts the event, announces teams, makes the announcements, and ends the event.
3. **The Judges**- Decide the ruling on a player’s answer, make decisions on an appeal and on answers that may require further deliberation.
4. **The Scorekeeper**- Keep both team and individual players’ score throughout the rounds
5. **The Timekeeper**- Watches the time allotted for answers, time-outs and breaks
6. **The Light-System Operator-** Recognizes the player who activated his/her light to answer
7. **The Audience Monitor**- Makes sure there is no interference from the audience (between the time that the quizmaster reads the question until the judges give their ruling) that may disrupt the game, which includes but is not limited to stipulations outlined in section 10. Spectators who do not abide will be asked to step out after two warnings.
8. **The Recorder**- Records the players answers and plays it back to the judges upon request.

**1. Team Structure**

1.1. Churches that are not part of the Spanish Eastern District or the Christian and Missionary Alliance may be eligible to compete in Bible Challenge but must contact the Juventud Aliancista team.

1.2. Every player must be at least in 6th grade during the fall of 2023 up through graduating high school in 2024.

1.3. Each team must have a minimum of 4 players and a maximum of 8 to compete. Four team members are on stage at a time. Remaining team members act as substitutions, therefore it is highly recommended that a team has at least 5 members.

1.4. In the case a youth group does not have enough youth to qualify to form a team, they might be eligible to join another team per approval of the Juventud Aliancista team. Please contact us for further information

1.5. Each team must have one coach (optional: one assistant coach). The coach can be an adult, the captain, or another team member as long as he/she remains within the stipulations explained in Section 1.2.

1.6. Each team must have one captain and one assistant captain. Both must be within the stipulations explained in Section 1.2. The captain of each team must remain on stage during all rounds. If the captain cannot be present, the assistant captain can replace the captain.

1.7. Only the Captain and assistant captain will be given the opportunity to challenge questions that judges have ruled as incorrect for their team. Once teams have had 3 challenges overruled, they will no longer be allowed to challenge for the whole game. **Final ruling will be decided by the** **Quizmaster. If the challenge is accepted, the team and the individual that originally answered will get an extra 5 points.**

**2. Tournament Structure**

2.1. The tournament will consist of 3 rounds.

2.2. Each round will consist of 20 questions and 4 memory verses. Memory verses will be randomly placed in the rounds.

2.3. There will be a 5 minute break after each round.

2.4. Tournament Structure Table:

| Round 1  | 20 Questions & 4 Memory Verses + 2 min break halfway |
| --- | --- |
| Break  | 5 minutes |
| Round 2  | 20 Questions & 4 Memory Verses+ 2 min break halfway |
| Break  | 5 minutes |
| Round 3  | 20 Questions & 4 Memory Verses+ 2 min break halfway |

**3. Round & Lineup Structure**

3.1. A round will consist of 20 questions and 4 memory verses. There will be one 2- minute break after the 12th question (halfway through the round).

3.2. Captains must participate in every round. In the event that the captain can no longer participate, the co-captain will take his/her place.

3.3. Each player will answer each question individually in the order that they were placed in the lineup.

3.43.5. During the breaks, the coach can change their lineup any way they choose, the only rule is that they must have the captain in the lineup at all times.

3.6. Round Structure Table Example:

| Round 1 (Example) |
| --- |
| **Question**  | **Team A (1-7)**  | **Team B (8-14)**  | **Team C (15-21)** |
| 1  | Player 1-Captain  | Player 8-Captain  | Player 15-Captain |
| 2  | Player 2  | Player 9  | Player 16 |
| 3  | Player 3  | Player 10  | Player 17 |
| 4  | Player 4  | Player 11  | Player 18 |
| 5  | Player 1-Captain  | Player 8-Captain  | Player 15-Captain |
| 6  | Player 2  | Player 9  | Player 16 |
| 7  | Player 3  | Player 10  | Player 17 |
| 8  | Player 4  | Player 11  | Player 18 |
| 9  | Player 1-Captain  | Player 8-Captain  | Player 15-Captain |
| 10  | Player 2  | Player 9  | Player 16 |
| 11  | Player 3  | Player 10  | Player 17 |
| 12  | Player 4  | Player 11  | Player 18 |
| Break (2 minutes) - Reset Lineup |
| 13  | Player 1-Captain  | Player 9  | Player 19 |
| 14  | Player 2  | Player 8-Captain  | Player 20 |

| 15  | Player 3  | Player 12  | Player 21 |
| --- | --- | --- | --- |
| 16  | Player 4  | Player 13  | Player 15-Captain |
| 17  | Player 1  | Player 9  | Player 19 |
| 18  | Player 2  | Player 8-Captain  | Player 20 |
| 19  | Player 3  | Player 12  | Player 21 |
| 20  | Player 4  | Player 13  | Player 15-Captain |
| 21  | Player 1-Captain  | Player 9  | Player 19 |
| 22  | Player 2  | Player 8-Captain  | Player 20 |
| 23  | Player 3  | Player 12  | Player 21 |
| 24  | Player 4  | Player 13  | Player 15-Captain |

**4. Time Limits**

4.1. Any team more than 10 minutes late after the announced hour for the challenge

forfeits the challenge. (Exceptions for special circumstances will be made by an official for teams that arrive more than 10 minutes late).

4.2. Players have 5 seconds to activate their light after the quizmaster rings the bell signaling that the reading of the question in both languages has ended.

4.3. A player has a total of 30 seconds (90 seconds for memory verses) to complete his/her answer after being recognized. When the player is ready to provide the final answer, he/she should speak into the microphone to present it before the 30 seconds run out (90 seconds for memory verses). Anything the player says into the microphone will be considered for ruling, and will be recorded. The timekeeper will indicate to the player when there are 10 seconds remaining.

4.4.Judges should not take longer than 2 minutes for ruling incorrect, correct, or incomplete answers.

4.5. Time Outs: Teams will not get awarded individual timeouts. Instead, there will be a 2 minute break after the 12th question (halfway through the round) and a 5 min break in between rounds. Coaches are to use this time to make any substitutions and set their lineups for the next set.

**5. Platform Protocol**

5.1. Players will be seated facing the audience and officials. They cannot turn around to look at the questions behind them, doing so will result in a foul.

5.2. Both of the player’s hands must be visible in front of them when holding the buzzers.

5.3. Player’s must stay in their line up order. If a player is not in their correct spot, then it will result in a foul.

5.4. Players will be identified by a number. Each will keep the same number throughout the competition.

5.5. Scorekeepers must be notified which player is captain before the players take their seats to begin.

5.6. No talking or visual communication is permitted between team members, coaches, or the audience from the time the quizmaster calls a question until points have been awarded.

5.7. Only a coach from a team presently seated on the platform may confer with the officials.

5.8. Spectators are not allowed to confer with the coaches or officials during a tournament.

**6. Handheld System**

6.1. The first player to press down the handheld device and activate his/her light, provided there has been no foul, will be recognized to answer. 6.2. Players must wait to activate their light until the bell has rung after a question has been read in its entirety in both English and Spanish. For example, a quizmaster will say “Question 1: According to Genesis 1, who created the heavens and the earth? En Génesis 1, ¿quién creó los cielos y la tierra?” \*Bell Rings\* After the quizmaster rings the bell, the players will have 5 seconds to activate their lights.

6.3. If the light is activated once the quizmaster has discernibly begun reading the question, it will be considered a foul on the player for not waiting for the bell. The question would then be read again in both English and Spanish, but the player that committed the foul would not be able to participate. If one of the remaining players commits a foul, the question will be thrown out and quizmaster will continue to the next question.

6.4. Once a player is recognized, he/she MUST answer.The question will only be repeated if a player answered incorrectly or fouled. Players can NOT ask for the question to be repeated.

6.5. Failure to answer in the allotted time, after being recognized by the light-system operator, will constitute an incorrect answer.

6.6. When 4 players from the same team who are standing on stage have activated their lights and have been recognized to answer a question at least once in a round, the team will be awarded a bonus of 20 points to their team’s score at the end of the round. This rule also applies to players who are called in as substitutes during a round. The players do not have to be correct in order to earn the bonus points, they just need to have been called on by the light monitor.

**7. Correct Answers**

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7.1. It contains the information requested.

7.2. Mispronounced names are still recognizable as the answer.

7.3. Memory verse is recited word for word **according to the Memory Verse Document published by the JAME team.**

7.4 . If a player is chosen to recite a memory verse, he/she can choose to ask for an assist from a teammate.The coach will decide which player on their team will answer the memory verse. The assisting player can be anyone on the team, whether they are participating in the round or sitting on the bench. The player must call for an assist before starting the memory verse. If the player starts reciting the verse, then they can no longer call for an assist.**Teams have a limit of 2 assists per round.**

7.5. Deity Rule:

7.5.1. The correct person of the deity must be given. The player may not move between persons of the deity when answering.

7.5.2. If a player refers to the deity as either “God” or “Lord”, these must be clarified by the player within 30 seconds when the text requires a more

specific answer. “Jesus” and “Christ” may be interchanged.

7.5.3. If a pronoun is used in the text to name the deity, any of the names for that person of the deity within context may be considered an acceptable answer when clarifying.

7.5.4. When there is a special name of the deity given in the text, which imparts specific character qualities or attributes to that person of the deity,

a specific name must be given in the player’s answer. (i.e. “The Lord God Almighty”, “The Bread of Life”, “Spirit of the Living God”.) The player may not state other such names which are not in context, even if they refer to the same person of the deity.

7.5.5. When a player gives other names for the same person of the deity, used within context, these should be allowed to be clarified within 30 seconds when a more specific answer is needed, which is indicated by an

incomplete ruling.

**8. Incorrect Answers**

8.1. Incorrect information has been given that is not part of the context even though the right answer may be included in it. For example: If the question is “Who was Jesus’ earthly father?” and the player answers “Joseph the farmer,” the answer will be ruled incorrect although the right name was given because Joseph was a carpenter and not a farmer.

8.2. The information given is still incomplete at the end of the 30 seconds allotted for a player to give a final answer.

8.3. The time limit has elapsed before the correct answer is given.

8.4. If the wrong person (i.e. Father, Son, Holy Spirit) in the deity (God) is given. Refer to section 7.

8.5. Memory verse is not recited word for word according to the Memory Verses Document published by the JAME team.

8.6. Incorrect answers result in a deduction of 10 points from the individual player’s score in a round but not from the team score.

**9. Incomplete Answers**

9.1. Within the 30 seconds allotted, a player’s answer does not satisfy the question BUT correct information has been provided thus far (see section H.4.e for an example).

9.2. Once an answer is ruled incomplete, the student will be allowed the remainder of his/her 30 seconds to satisfy the question. The player must satisfy the question BEFORE the time is up for his/her answer to be ruled from incomplete to correct. If the information provided still does not satisfy the question by the end of the 30 seconds, then the ruling will change from incomplete to incorrect.

9.3. Memory verses will not be considered for a ruling of incomplete.

**10. Fouls**

10.1. Team members talking on stage with each other, other teams, with their coaches or the audience while the round is in play between the time “Question” is introduced and points are awarded.

10.2. If both hands of the players are not visible or not kept to themselves.

10.3. If any light is activated before the bell is rung to alert that the question is open for answering and has been read in its entirety.

10.4. Any other violations called by the officials.

10.5 Fouls committed by players will result in a deduction of 5 points from the individual player’s score. After 3 fouls committed by the team, 15 points will be deducted from the team’s score of the round that those 3 fouls were committed in.

**11. Substitution**

11.1. Substitutions may only take place during breaks.

11.2. Captains must be in the game at all times. In the event that a captain can no longer continue, he/she will be replaced with the co-captain.

**12. Tie-Breaker**

12.1. In the case of a tie, only the teams that are tied will participate.Quizzing will continue with sets of three additional questions until the tie is broken. Scoring will continue as stated above.

**2023 CHAMPIONS Suwanee, GA**

**2022 CHAMPIONS Elizabeth, NJ**

**2021 CHAMPIONS Morris Park, NY**

**2020 CHAMPIONS Morris Park, NY**

**2019 CHAMPIONS DOVER, NJ**

**2018 ATRÉVETE CHAMPIONS DOVER, NJ**

**2017 CHAMPIONS PROVIDENCE, RI**

**2016 CHAMPIONS DOVER, NJ**

**2015 ATRÉVETE CHAMPIONS NAPLES, FL YOUTH**

**2014 CHAMPIONS NAPLES, FL**

**2013 CHAMPIONS MORRISTOWN, NJ**

**2012 ATRÉVETE CHAMPIONS KISSIMMEE, FL**