

2020 MAYM Quiz Bowl Rules

Definitions:

Regulation Quiz consists of Match Play, Open Play, and if necessary, Overtime Play and Sudden Victory Play. A Regulation Quiz consists of 40 questions, with additions for Overtime Play and/or Sudden Victory Play.

Open Play is the standard quiz mode with open buzzers when any participating quizzer is allowed to respond to a question as recognized by the moderator.

Match Play refers to the first questions of each half when single quizzers from each team are matched in head-to-head competition. Regulation Quiz rules are in effect during Match Play with exceptions as noted.

Overtime Play refers to 5 questions given after a tie score in Regulation Play.

Sudden Victory Play refers to questions given after a tie score in Overtime Play.

Early Response refers to a quizzer buzzing in prior to the moderator completing the question, resulting in an interruption.

Regulation Quiz Rules:

1. Teams will consist of no more than 5 players. The policy of the Yearly Meeting is players should be in the 7th or 8th grade. If your school or church program includes 6th graders with the 7th and 8th grade programs, then they are allowed to participate in the MAYM Jr. High Quiz program. Sixth grader participation is discouraged only because this is an intense program and by the time they reach the 8th grade they tend to get burnt out.
2. Teams will be allowed 10 seconds to ring the buzzer from the time the moderator finishes a question. If no one presses the buzzer within 10 seconds after the reading of a question, no points are awarded, and the match continues with the next question.
3. Only the quizzer who rings the buzzer and is recognized by the moderator may answer the question.
4. The first answer given by a quizzer will be the one accepted as the answer, whether it is correct or incorrect. (A quizzer may not correct their answer.)
5. Exact answers are required only when the question begins "Finish this verse..." or "Quote...". Question beginning "according to" are to help direct the quizzers to the correct passage of scripture. Certain phrases or words might be required for the question to be deemed correct by the moderator. Examples: "Son of Man" needed instead of "Jesus", "The Twelve" instead of "the disciples", and "The kingdom of God" instead of "heaven".

6. A moderator may use discretion to ask for a more specific answer or if the quizzer can continue, if the quizzer gave an answer the moderator believes is partially correct. The quizzer must be able to satisfy the moderator's request with no further prompting or the answer will be judged incorrect, and the opposing team will be held to the same standard.
7. Quoting the verse, a question is taken from may not constitute a correct answer. A moderator may ask a quizzer for a more specific answer one time as with any "less than specific" answer.
8. If a quizzer buzzes in after the moderator reads the entire question, is recognized, and gives an incorrect response, no points will be deducted. During Open Play, the opposing team will be given five seconds to buzz in for the opportunity to answer the question. During Match Play the opposing quizzer will be recognized immediately for the opportunity to answer.
9. If a quizzer hesitates for 5 seconds while answering a question, the moderator will warn the quizzer to resume answering. If the quizzer does not resume answering the question after the warning, it will be judged as an incorrect response.
10. If the moderator misreads the question through no fault of either team, the moderator may choose to reread the original question or read a replacement question.
11. A question will only be reread for the opposing team if the first team was incorrect after an Early Response.
12. In the event of an incorrect response by the first team to buzz in, the quizzers on the opposing team will be given the opportunity to answer for 10 points.

Match Play:

1. Match Play means that the only quizzers allowed to answer are those in matching positions. Seat numbers match head-to-head positions with a quizzer participating for the next higher position if that seat is vacant.
2. Each half of a quiz begins with Match Play and continues until all quizzers have competed in at least 2 match-ups. After Match Play, Open Play resumes until the end of the half (20 questions).
3. Match Play proceeds from positions 1 through 4. In the event seats are empty on both teams, match play proceeds to the next quizzer. Due to small teams, Match Play could be as short as 4 questions. 2 teams of 1 quizzer may dispense with Match Play formalities all together as every question is actually Match Play.
4. During Match Play the 3 in a row rule does not apply, and responses are not counted towards a 3 in a row ruling.

Regulation Quiz Length:

1. The number of questions for a match consists of two halves with twenty questions each.

2. There will be a one-minute break between halves.
3. Each team is allowed one time out during each half. Coaches and captains may call for time out. Time outs are one minute in length. There are no time outs during Overtime or Sudden Victory Play.
4. If the Regulation Quiz ends in a tie score, a one-minute time out will be given, followed by Overtime Play of 5 questions (no match play).
5. If the Overtime Play ends in a tie score, Sudden Victory questions are read one at a time, until one team is ahead by virtue of a score or opponent penalty.

Seating and Substitutions:

1. Unless notified prior to the match, the quizzier in seat position 1 will be considered the Captain.
2. Teams must be seated in order from position 1 through 4 according to quizzier records with the average highest scorer in the lowest number seat. The Tournament Scorekeepers may check this at any time and request a change.
3. Quiz Teams of only 1 quizzier must seat that quizzier in position number 1.
4. Quiz Teams of 2 quizzers may choose to seat quizzers in positions 1 and 2 or positions 1 and 3, but this must be determined prior to a match and may not be changed during the match.
5. Quiz Teams of 3 quizzers must be seated in positions 1 through 3 with position 4 empty.
6. Quiz Teams with 5 quizzers may make substitutions only at half time of a regulation Quiz, and during the 1minute Time Out prior to Overtime Play.

Penalties & Other Considerations:

1. In the case of an Early Response, and answering incorrectly, a team will be given a 10-point penalty and the question will be repeated in its entirety for the opposing team if they have not already had the opportunity to answer. The opposing team will earn 10-points for answering the question correctly.
2. A quizzier must wait for the moderator to verbally recognize the quizzier by church and seating position before answering. A quizzier may not hit the buzzer and blurt out the answer. Speaking before being recognized will result in the team being penalized 10 points and the response judged as incorrect.
3. During Match Play, if a quizzier (other than the two being addressed) buzzes in or gives the answer, the team causing the infraction will have a 10-point penalty deducted from its score. The opposing team quizzier is then given the opportunity to answer correctly for 10-points. If the original buzz/answer was early, the question is read for the opposing team quizzier.
4. Noises and speaking out by the audience may be judged worthy of a 10-point penalty and allowing the opposing team to answer the question. This is at the discretion of the moderator and judge. Audience members may be asked to leave if they continue to distract the quizzers.

5. No more than 10 points can be deducted from one team's score per question.
6. A quizzer will be required to sit out 1 question of Open Play if they are the first to buzz in and correctly answer 3 Open Play questions in a row. This does **not** carry over half time and does not involve Match Play. It is continued from Regulation Play into Overtime and Sudden Victory Play if necessary. The Scorekeeper is responsible for notifying the moderator when this occurs. In the event of this being mistakenly overlooked, the quizzer will have to sit out 1 question as soon as it is recognized.
7. Only the Captain may make challenges to moderator and/or judge rulings. Any other quizzer, spectator, or coach who voices an opinion about the decision will result in a 10-point penalty taken from the associated team's score. Challenges must be made at the time the incident in question occurs, not after the match is completed. It is then the discretion of the moderator to consult Tournament Officials. Coaches have a right to question a procedural matter after the round.
8. A quiz match may be interrupted for repair of equipment and consulting, based on the moderator's discretion.
9. Moderators are in charge of the rooms for each quiz match and may make final decisions concerning quiz play and rules. They are allowed to involve Tournament Officials in any ruling, as they desire.
10. **No caps or hats are to be worn in the churches.** It was decided several years ago to follow and enforce this respectful tradition. Please make sure your quizzers and supporters in attendance follow this rule.

Quiz Format & Seeding

Quiz format is flexible based on the location, number of teams, worker availability, advice from coaches, and input from EFC-MAYM Youth Ministries, with final tournament format determined by the Quiz Director(s). Typically a quiz will begin with a form of pool play where pools compete in a round-robin fashion. Top pool play finishers will compete in a single elimination bracket for the championship.

Seeding is used to establish the pools, primarily based on the season record with weighting given for more recent results. Changes are also made to the seeding so teams from a single location will not meet in pool play. Scheduling is then done within the pools, so the highest seeds meet in the latter rounds. Seeding is not published because the intent is to make the tournament competitive without discouraging the quizzers and because the weighting is a judgment by the Quiz Director(s).

Determining What Teams Enter the Finals:

The winner of each pool is determined by the wins/loss record within their pool. If there is a two-way tie the winner is determined by the head-to-head match between the two teams. A three-way tie, or more, is broken by total points scored. (The total points scored is kept track of on the pool play sheet but is only used when breaking a three-way or more tie.) Point ties are broken by a coin flip by the Quiz Director.

Determining How Teams Are Positioned in Finals Brackets:

The semifinal round(s) are begun by matching the first-place winner of one pool with the 2nd place winner of another pool. Winners of those matches will play each other in additional rounds to determine final tournament placements and winners. Example: In the case of 2 pools entering the semi-final rounds, Pool One 1st place would play Pool Two 2nd place and Pool One 2nd place would play Pool Two 1st place in the semi-finals. Then the final round would include the winners of the semi-final rounds competing for 1st and 2nd place, and the losers of the semi-final round playing each other for 3rd and 4th place.

In the case of a large tournament (high number of teams competing), where 3 or 4 pools are required (rather than just 2 pools), it is possible for semi-final and final rounds to determine 1st through up to 8th place in the tournament. Placement in the championship bracket will also be based on high scores if there are more than 2 pools. (Example: If there were 3 pools and we need 8 teams for the semi-finals.)