

RULES FOR CHILDREN'S QUIZ BOWL

Cincinnati-Dayton-Indianapolis District Conference 2010

1. Children's Quiz Bowl is a question-and-answer game played between two teams of six players each. (A team may be larger than 6 players, but only 6 play at any one time.)
2. Points are scored by correct answers to questions asked by the Moderator.
3. There are three types of questions: First four questions or fill in the blanks in each category are worth 1 point each, the fifth and sixth question of each category are worth 5 points each, and Bonuses are worth 10 points each.
4. Players should be given 3 seconds from the time the Moderator stops reading to request to have the question read a second time. After the Moderator has completed reading the question the player will have 15 seconds to answer the question. The Moderator should allow for a natural pause, but no stalling.
5. If an answer comes after time has been called, it doesn't count.
6. If a player confers with a team-mate on an answer does not count. It is rebounded to the other team.
7. If a player answers without being recognized, the answer does not count. It's the same as a wrong answer.
8. The first response given is the one that counts. Sometimes a player will attempt to give more than one piece of information. The Moderator, NOT the team members makes the decision on whether the response is wrong.
9. If a player gives the wrong answer, the question is turned over to the other team. The Moderator says, "Rebound to the other team." The Moderator does not reread the question, unless the question is turned over because of an interrupt. The other team must answer within 10 seconds.
10. If the Moderator inadvertently gives an answer to a without giving either team a chance to respond, or without turning the question over, he or she takes the next question in the stack and plays it according to the rules. The same is true if an audience member says the answer.
11. Team members may confer for 10 seconds on Bonus Questions, after the question has been read in its entirety. All team members may participate, however if there is a conflict, the Moderator will ask the team captain for the team's official answer.

12. The Moderator asks for the answer at the end of 10 seconds. The Moderator should allow for natural pauses, but not stalling. If the question called for several answers, the sequence of answers should be identified by the responding team.

13. If a score is tied at the end of the regulation time, the tie is broken by asking each team an equal number of questions. The team that gives the greatest number of correct answers wins.

14. Each team is allowed one, one minute time-out per game. Time out is called by the captain, and must be requested either prior to a question. **Yes, a team member may be substituted for another member during this time out.**

15. A draw of the highest number will determine which team receives the first question. Each team will be asked 7 questions from each of the following categories (the seventh question is a Bonus question): History of the CME Church and the CME Jr. Catechism. Any question from the previously mentioned categories can be a bonus question. The African American History questions have a separate bonus question.

16. The Tie-Breaking questions (not supplied) will be taken from the CME Church Jr. Catechism questions #1 through #20. Information to obtain book can be found on the first page of the CME Church Jr. Catechism quiz bowl questions.