



THE SERIOUS SEVEN

(Pen Florida Interpretations to 7 Serious Rules)

I. Communication During a Quiz Match

Page 6, Section “Match Guidelines,” Subsection “Team Privileges and Restricts,” Bullets 8a-e.

a. Verbal Communication

Verbal communication is permissible under the following circumstances:

- i. All coaches and quizzers may communicate verbally with one another during timeouts.
- ii. During a coach’s appeal, the head coach may verbally communicate with another team member (an assistant coach or a quizzer)
- iii. Audience members may only verbally communicate with other audience members during a timeout.

Any other scenario involving verbal communication will result in either a quizzer or team foul.

b. Nonverbal Communication

Nonverbal communication is permissible under the following circumstances:

- i. All coaches and inactive quizzers may nonverbally communicate at any time among themselves.
- ii. All coaches and quizzers may nonverbally communicate during a timeout.
- iii. Audience members may nonverbally communicate with other audience members at any time among themselves.
- iv. During a coach’s appeal, the head coach may nonverbally communicate with one team member.

Any other scenario involving nonverbal communication will result in either a quizzer or team foul.

2. Judges’ Votes vs. Judges’ Rulings

Page 11, Section “Officials Guidelines,” Subsection “Quizmaster and Judges,” Subdivision Duties During the Match,” Bullets 15a-c and Page 15, Section “Corrective Procedures,” Subsection “Coach’s Appeals”

a. Judges’ Ruling

Procedure: A judges’ ruling occurs in two situations: (1) the quizmaster is unsure of a response’s correctness; (2) a judge disagrees with the quizmaster’s decision on a ruling. In both cases, the quizmaster and judges should show their decisions with a coin: heads rules in favor of the quizzer; tails rules against the quizzer. This procedure is done without conferring. The ruling does not need to be unanimous. Then the quizmaster should announce the judges’ decision.

Since the quizmaster is responsible for the integrity of the quiz match, the quizmaster may call an officials timeout prior to the vote. During the officials timeout, the quiz room should be silent and the quizmaster should refer the judges to the ruling in the guidelines. After reading the guideline, the quizmaster should ask the judges if they would still like to vote and follow procedures accordingly.

b. Coach’s Appeal

Procedure: A coach’s appeal only occurs when the head coach of either team disagrees with the quizmaster’s or judges’ ruling of a response. The head coach will have 30 seconds to state their appeal;

they MUST cite the guidelines. During preparations for the appeal, the head coach may choose to consult with one team member. The quizmaster should repeat the head coach's request for clarity. Without conferring, the quizmaster and judges should show their decisions with a coin: heads in favor and tails against. If the first vote is not unanimous, then the quizmaster and judges should discuss the ruling, consulting the guidelines as necessary. The quizmaster and judges should vote again; this vote does not need to be unanimous. Then the quizmaster should announce the judges' decision.

If two quizzers from opposite teams are both ruled incorrect on the same question, then the team who responded first has the right to appeal first. If the first responding team decides to not appeal, then that team loses the right to appeal their quizzer's response. The opposing team then has the right to appeal. If the opposing team appeals and the judges reverse their decision to correct, the team who responded first may ONLY appeal to reverse the decision concerning the correctness of the opposing team's response.

3. Incorrect before Correct

Page 13, Section "Answering Guidelines," Subsections "What Makes a Response Correct" and "What Makes a Response Incorrect"

a. Question Portion

Procedure: Quizzers must give all necessary information in the question before moving onto the answer portion. If a quizzer leaves out crucial information or corrects himself after giving incorrect information, then the response is incorrect.

b. Answer Portion

Procedure: If a quizzer gives incorrect information before giving correct information, then the answer is marked incorrect. All information after a correct answer should be disregarded.

4. Quotation Questions

Page 13, Section "Answering Guidelines," Subsections "What Makes a Response Correct" and "What Makes a Response Incorrect"

a. Verse Portion

Procedure: The verse portion of a quotation answer must be quoted perfectly. It must be given without omitting, repeating, adding, or changing any word, syllable, or letter in the verse. However, a stumble, cough, mispronunciation, lisp, stutter, accent, etc. is not considered making a quotation imperfect as all are considered accidental repetitions--meaning the quizzer could not help it.

b. Reference Portion

Procedure: Judges should rule the reference portion of a quotation question correct as long as the book, chapter, and verse are accurate as well. Adding an "S" to a word, mispronouncing the book, or repeating the reference should be allowed. (Example: Revelation vs. Revelations)

5. Voiding Questions

Page 17, Section "Corrective Procedures," Subsection "Voiding Questions"

Procedure: A question is voided (deleted and substituted) when it compromises the integrity of the quiz match. It does not penalize a quizzer or team (except when fouls apply). When voiding a question, the quizmaster should select a question from list of available substitute questions. The question should be the

same point value, but not necessarily the same type (e.g., quotation, non-quotation, New Testament, Old Testament, etc.).

- a. A question should be voided and replaced for both teams:
 - i. There is obvious help or hindrance by anyone or anything that affects both teams.
 - ii. An active quizzer remains illegally in the match.
 - iii. The equipment malfunctions.
 - iv. The quizmaster misreads a question.
 - v. Electronic equipment indicates a tie between quizzers on opposing teams.
- b. A question should be voided and replaced for only one team:
 - i. The voiding situation occurs when the question is being read to only one team.
 - ii. A quizzer has buzzed in and there is obvious help or hindrance by a member of the opposing team
 - iii. A quizzer has buzzed in and there is obvious help by a teammate.
 - iv. The quizmaster and judges reverse a decision of “correct” on an interrupted question due to a coach’s appeal.
 - v. There is an error on the part of the officials in identifying the correct quizzer.
 - vi. A quizzer is not given a full 30 seconds to complete their response.
 - vii. A quizzer is hindered from responding correctly.

6. The Wrong Quizzer Responds

Page 11, Section “Officials Guidelines,” Subsection “Quizmasters and Judges,” Subdivision “Duties During the Match,” Bullets 10 and 11.

If the wrong quizzer begins to respond to a question, the quizmaster or judge should immediately stop the quizzer from responding and proceed as follows:

- a. Right Team, Wrong Quizzer
Procedure: If a quizzer was on the same team as the quizzer who buzzed in, the question, whether interrupted or not, will then be voided and a new question read to the offended team. The quizzer is assessed a quizzer foul.
 - ➔ If this happens during a reread question or when a question is only being read to one team, then cancel and move on.
- b. Wrong Team
Procedure: If the quizzer was on the opposing team, the question will be voided and a substitute question will be read for the team which did not commit the foul. The quizzer is assessed a quizzer foul.
- c. Official Error
Procedure: If the officials mistakenly identify the wrong quizzer to respond, the quizzer will be stopped, a new question will be read for both teams, and no foul will be assessed.

7. The Spirit of the Rule

Page 7, Section “Match Guidelines,” Subsection “Electronic Equipment” and Page 8, Section “Match Guidelines,” Subsection “Fouls”

Fouls should not be used to punish quizzers or teams; they should be assessed when a quizzer or team violates a rule that disrupts the flow of the quiz match or demonstrates un-Christlike character. Officials should not be looking for “gotcha” moments that seek to penalize quizzers or teams. While officials should always adhere to the National JBQ Guidelines, officials are also encouraged to consider the intention behind the foul before it is assessed. Coaches may contest fouls with their quiz coordinator should a dispute arise.

a. Communication Fouls

If two or more active quizzers are communicating on the table during a quiz match, whether verbally or nonverbally, the quizzers will be assessed one team foul.

b. Character Fouls

If a judge believes a quizzer, coach, or audience member is cheating, displaying un-Christlike character, or acting unsportsmanlike, the judge should state the foul and the offense. Then the judges must vote by majority to determine the validity of the foul.

c. Electronic Disturbance Fouls

All technology (except for the quiz box) should be silenced during a quiz match. If a device sounds during a quiz match, the team responsible will be assessed a team foul. This rule does not apply to medical devices (even if originating from a cell phone) or emergency alerts (e.g. weather warnings, amber/silver alerts, etc.) Officials are encouraged to use their best judgement when assessing these fouls.

d. Electronic Equipment

Audio and video equipment may be used to record a match but must first be approved by the quizmaster and head coaches of both teams. Live streaming a quiz match, under any circumstances, is not permitted. This includes live streaming to social media, face time calls, etc. and uploading a video (that may or may not be live) of a quiz match during a quiz meet. If a team live streams a quiz match or shares a video of a quiz match during a quiz meet, the team at fault will forfeit the quiz match.