



## Quicksheet for all Judges

August 6, 2013

(Based on the JBQ Official Quiz Guidelines, Updated September, 2012)

### Basic Rules for Play (see Sections III and XV.B)

- A quizzer must respond within 5 seconds after the conclusion of the reading of the question.
- The quizzer has 30 seconds from the time the quizmaster recognizes him to complete his response.
- If a quizzer interrupts the initial reading of a question and receives a judgment of incorrect, the question is restated and read in its entirety to the opposing team.
- If “interruption” is called, the quizzer has to finish the question before stating the answer. If the quizzer interrupts but “interruption” is not called, he does not have to finish the question, but if he does, he should be judged as on any other interruption.
- Timekeeper: Time-out: 30 seconds; Officials time-out before overtime: 60 seconds; Coaches time to state his reason for a Judges’ Ruling: 30 seconds; [Time period begins when the QuizMaster grants the time-out or Judges’ Ruling request.]

### Basic Responsibilities for Judges (see Section XV.D)

- Indicate whether you believe a response is correct or incorrect when the Quizmaster (or any other judge) calls for a Judges’ vote.
- Indicate whether you accept the coach’s request in response to a Judges’ ruling.
- Request a vote of the judges if you disagree with the Quizmaster’s initial ruling of correct or incorrect.
- Call fouls if necessary.
- Announce “interruption” if the Quizmaster fails to do so when a quizzer interrupts the question.
- If the quizmaster should call an incorrect color or number when recognizing a quizzer and does not immediately correct his mistake, a judge should immediately identify the proper quizzer.

### Judging answers and completions (see Section IV)

- Non-quotation question
  - A response is correct when it contains all the basic information (the same question and/or answer in essence) before time is called.
  - For answers that have words or phrases of similar meaning separated by the conjunction “or”, only one of those words or phrases is required to be given.
  - Word(s) in brackets [ ] are optional and in some cases may be substituted for the previous, similar word.
- Quotation question
  - A response is correct when the answer portion is given word-for-word, without adding, deleting, changing, or repeating any word before time is called.
  - The verse reference must also be correctly and may be given before and/or after the verse. Repeating a word in the reference is acceptable.
- All questions (quotation and non-quotation)
  - If interrupted, the question must be completed (in essence) before the answer is given (unless the official does not announce “interruption”).
  - If a word is mispronounced but clearly recognizable as the correct word, it is counted as correct.
  - Erroneous information given after the correct answer is disregarded.
  - If it is ruled that a quizzer’s own coach or team member gave the quizzer obvious help, the response is ruled incorrect.

### Judges’ Vote (see Section XV.D.2-3)

- If the quizmaster determines a response is obviously correct or incorrect (quotation or non-quotation), he should state his decision without asking for the judges’ help. However, if he is unsure, he should call for independent decisions by the judges – without conferring. Each judge, including the quizmaster, using a coin will indicate an independent decision by placing a coin “heads” up for correct, “tails” up for incorrect. At that time, the quizmaster will indicate for each to uncover his coin and will then announce the decision. The decision need not be unanimous.



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- If a judge disagrees with the quizmaster's independent decision, he may request a vote of the judges by coin without conferring. (He does this by clearing stating, "**Judges' vote.**") This must be done before a time-out is granted, before the next question is called, or before the match closed. The decision need not be unanimous.

### Judges' Ruling (see Section XIII)

- A head coach shall request a judges' ruling and the request will be recognized by the quizmaster. Upon being recognized, the coach will have 30 seconds to state his request and reason.
- Each judge, including the quizmaster, using a coin will indicate an independent decision without conferring by placing a coin "heads" up to accept the coach's request, "tails" up to deny the coach's request. If the vote is not unanimous, the judges will confer briefly among themselves in the quiz room and cast another vote. The second vote need not be unanimous.
- Each team shall be allowed two judges' rulings per match including any overtime.

### Calling of fouls (see Section VII)

- A foul should be called as it occurs, unless the quizmaster is reading the question or a quizzer is responding. In such cases, the foul should be called after the timekeeper has called "Time" or the quizmaster has stated "Correct" or "Incorrect".
- Examples of team fouls
  - A quizzer or coach improperly confers.
  - There was improper help or hindrance from team members, coaches, or audience.
  - Attempt to use a point of order to obtain reconsideration of a quizmaster's ruling of correct or incorrect
  - A team calls a fourth time-out in regulation, or a fifth time-out in overtime.
  - A coach calls for a third judges' ruling in a match.
- Examples of quizzer fouls
  - A quizzer activates the equipment between the calling of "question" and the reading of the first word of the question.
  - A quizzer begins to respond before being recognized by the quizmaster, or when another quizzer was recognized.
  - A quizzer demonstrates unsportsmanlike conduct such as hitting the table or making noises or movements in an obvious attempt to distract the other team or assist a team mate.
- For each quizzer foul, 5 points are deducted from the quizzer's score. This is also reflected in the overall team score. For each team foul, 5 points are deducted from the team score.
- Any judge can call a foul. Fouls should be called immediately unless the correct quizzer is in the process of answering the question.

### Incorrect identification of quizzer (see Section XV.D.6)

- If the quizmaster should call an incorrect color or number when recognizing a quizzer, he or a judge may immediately correctly identify the proper quizzer. ("Red 1 – correction, red 2;" or "Red 1 – correction, green 1.")

### Handling equipment problems (see Section VIII.B.6)

- If it can be determined at what point the malfunction occurred, all questions from that point will be voided. If the point of malfunction cannot be determined, the quiz match will be started over or rescheduled.

***Any judge may request the quiz coordinator's assistance if he feels it is necessary.***