



Friday August 13th – Spiritual Jeopardy rules

General Rules:

- ❖ **Each team will be assigned a MIX team servant.** This servant is responsible for taking you from room to room. You must stay with the servant at all times. If you have any questions about the tournament or where you should go, please ask your servant.
This team servant is assigned to your team by MIX and is different than your church servant.
- ❖ Each round is 15 minutes + 5 minutes of rotations.
 - If a team is more than **2 minutes late** (after the 5 minutes of rotation) to the game room, they lose (forfeit with a score = 0) for that round.
 - The present team will continue to play the game as one player and their score will be recorded (only 10-minute round due to wasted waiting time)
 - Even if only 1 member of the team shows up within 2 minutes (after the 5 minutes of rotation), the round will start without the rest of the team.
- ❖ Only one team member (elected by the team) will be holding the 5 letter signs (A, B, C, D, E). The game operator will only enter the letter sign held by that person elected.
- ❖ The questions are broken down into 5 different categories with 5 different levels of difficulty. The 5 categories are **Holy Spirit, St. Augustine, 1st Epistle to St. Timothy, Atheism, Memorization.**
The 5 levels of difficulty are **100, 200, 300, 400 and 500 points**
- ❖ There is a time limit of **30 seconds** for each of the questions. Some questions are longer than others so be prepared to read and answer quickly!
- ❖ If one team fails to answer a question, the other team can steal the question for **half the points.** This applies to any of the following scenarios:
 - Choosing the wrong answer
 - Failing to provide an answer by the 30-second markNote that True and False questions will not be passed to the opposing team if the first team answered the question wrong. They shall only be passed if the first team does not answer by the 30-second mark.
- ❖ Throughout the Group Stage, ties are permitted. However, once the Knockout Stage starts and the game ends with a tie, **a written tie-breaker question will be handed out to the two teams to be answered within a 30-second limit to determine a winner to the round.**
- ❖ In the Group Stage, ranking is based on the following:
 - Points (3 for a win, 1 for a draw, 0 for a loss)
 - If points are equal between more than two teams, then the following criteria is followed to determine the ranking:
 1. Head to Head match points.
 2. Score Difference (in the games between the tied teams)
 3. Higher overall score (Sum of points that the teams scored in matches between the tied teams)
 4. Tie-breaker question.
 - If points are equal between two teams, then the following criteria is followed to determine the ranking:
 1. Head to Head match points.



2. Score Difference (in all group stage games)
 3. Higher overall score (Sum of points that the teams scored in all group stage games)
 4. Tie-breaker question.
- ❖ If you believe that a question is wrong, you have to bring up the issue to the game operator's attention immediately and if proven true, the team will be handed a replacement written question. Once the round has moved on to the next question, no further discussion regarding the question will be permitted.
 - A question is considered "wrong" if:
 1. the content of the question is not found in the MIX curriculum
 2. the answer is not consistent with the content posted on the MIX website

Note that the correctness of the content on the MIX website is not up for discussion.

- ❖ Please remember, MIX is hosted within the arms of the Church, so you should act accordingly. Therefore, **300 points will be deducted** from the teams which display any of the following:
 - Shouting out answers while the opposing team is playing
 - Discussing answers with your accompanied servant
 - The use of non-Christian language
 - Physical altercations
 - Not following instructions given by the game operators, the ushers, or any of the servants
- ❖ No servants will be allowed to talk to or help their team while playing.
- ❖ If the round time is up before the game is complete (all 30 questions are answered), the game must end with equal turns. (i.e.: if Team 1 starts, Team 2 will end).
- ❖ After a round is over, teams are to stay in the game room until they are told where to head to next.
- ❖ **All participants must have their masks on AT ALL TIMES. Any team that does not abide with this rule will be asked to leave and their game will be considered a forfeit.**
- ❖ **Servants accompanying participating teams may not be allowed inside the rooms due to capacity limits for each room. We appreciate your co-operation on this.**