



Friday July 15th – Spiritual Jeopardy rules

- ❖ Each team will be assigned a team servant. This servant is responsible to take you from one room to the next, inform you where/when your next game is, and answer your questions regarding your progress in the tournament.

This team servant becomes your guide through the spiritual jeopardy competition. **Please note:** 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.
 - Even if only 1 member of the team shows up at the 5-minute mark, the round will start without the rest of the team.
 - The present team will continue to play the game as one player and their score will be recorded (only 10 minutes round due to wasted time)
- ❖ Only **one team member (elected by the team)** will be:
 - Telling the operator which category/question to pick
 - Holding the 4 letter (A, B, C, and D) multiple choice answer signs. The game operator will only enter the letter sign held by that person elected.

Note that you will have 6 categories to choose from (100 to 500 questions). The categories are: Habib Girgis, Deuterocanonical Books, Old Testament Order, Epistle of St. Peter, Memorization, and a “MIX” category that has mixed questions from all lessons in random order.
- ❖ 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!
- ❖ Be wary of not reading the multiple-choice answers carefully.
 - For example, in a True or False question, do not assume that answer A) is always True and answer B) is always False; they might be swapped to get you if you do not read carefully!
- ❖ If one team fails to answer a question (in the case of: a wrong answer, does not have an answer by the 30-second mark, or refuses to answer), the other team can steal the question for half the points.
 - If a question is passed to the opposing team, they will not get extra time to think before they have to answer. (i.e.: the team has to answer immediately!)
 - 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 either refuses to answer or fails to answer by the 30-second mark.



- ❖ 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 questions, no further discussions regarding the "wrong" question will be permitted.

A question is considered wrong in two cases only:

- the content of the question is not found in the content* posted on the MIX website; or
- the answer is not consistent with the content* posted on the MIX website

*** The correctness of the content on the MIX website is not up for discussion!**

- ❖ If the round time is up (15 minutes or less as dictated by the MIX game operator servant) before the game is complete (all 30 questions are answered), the game ends with two teams having played even 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 next. Please leave the answer signs (A, B, C, D) in the room.
- ❖ Throughout the Group Stage, score ties are permitted. However, once the Knockout Stage starts and the game ends with a tie, a **tie-breaker paper question** will be handed out to the two teams to be answered and the winner will be determined based on speed.
- ❖ 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 two teams, then the following criteria is followed to determine the ranking:
 - Head-to-Head match points
 - Score Difference
 - Higher overall score (Sum of scores in all group stage games)
 - Tie-breaker question.
 - If points are equal between more than two teams, then the following criteria is followed to determine the ranking:
 - Head to Head match points.
 - Score Difference (in the games between the teams in question)
 - Most goals scored (in the games between the teams in question)
 - Tie-breaker question.
 - Please note that in a 3-way tie, if the 3-way tie is broken by one of the criteria but two of the three teams are still tied then we deal with this as a two-way tie starting with the tie breaking criteria from the beginning.



- ❖ 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, breaking the signs of A, B, C, D, using non-Christian language, physical altercations, or not following instructions given by the game operators, the ushers, servants, etc.

- ❖ Servants will not be allowed to talk to or help their team while playing.

- ❖ Servants accompanying participating teams may not be allowed inside the rooms. We appreciate your co-operation on this.