

VIRTUAL BATTLE OF THE BOOKS RULES 2024

TEAMS

Each team will consist of up to 8 players. No alternates. Libraries are permitted to form up to two teams with 4-8 players on each team if they receive interest from more than 8 students.

Team members must be entering grades 6-9 in the fall of 2024.

Coaches must register the final number of teams for their library by end of day Monday, August 5th 2024, along with the date and time their library's Battle will be held. No additional teams will be accepted after this date.

Coaches must submit their Team Roster(s) on the day of their competition.

REGULAR ROUND

Every team's Head Coach will select a singular date/time for their team's Battle August 19th, 20th or 21st.

There will be three (3) rounds of fifty (25) questions, based on the titles the participants have read. Questions will be in a multiple choice format and are not ambiguous; answers will be straightforward and specific as they relate to characters, setting, plot, detail, or quote identification. Every team will answer the same questions.

Teams receive 1 point for each correct answer and 0 points for incorrect answers or unanswered questions. There is no penalty for wrong answers.

Questions will be read in their entirety by the Head Coach, the team may request the question be repeated, but the clock will not stop. The countdown timer starts automatically approximately five seconds after the question is displayed. Answers must be entered by the Coach within the allotted 30 seconds; teams will be unable to enter their choice once time runs out. A timekeeper will warn teams when they have ten (10) seconds remaining. The head coach can fulfill this role, or they may designate an assistant coach, library staff member, or volunteer to do so.

All questions must be answered during a team's designated Battle date and time. It is recommended setting aside at least 2 hours for this event to ensure completion.

Concerns about questions should be brought to the attention of the Battle of the Books coordinator after play has concluded.

Any prompting from Coaches or anyone else not on the team will disqualify the question. Any team found cheating will be disqualified from the Battle of the Books competition. We know this is on the honor system, and we ask our Coaches to be fair and mindful when applying this rule.

The quiz link will be sent at least 24 hours prior to a library's Battle day; however, the quiz should **not** be accessed by anyone before the date and time previously designated for the event. If a library is unable to access the online quiz during their designated time, the Head Coach should contact the Battle Coordinator; questions will then be shared with them via Google Drive.

While the Battle is taking place, all non-Battle electronics must be turned off. No recording of the event is permitted.

Apparel and accessories of participants may not include the title, author, cover, or trivia relating to the book.

TIEBREAKER ROUND

Should more than two teams tie in score, a tiebreaker round will occur on August 23rd, 2024. Coaches and participants **must** be available on this date, or it will be considered a forfeit. Teams will be notified of their playoff date/time at least 24 hours in advance. Participation will be limited to team members who were present for the regular round.

The tiebreaker round will consist of an additional 45 questions. Each team will receive the same set of questions.

Play will proceed as in the regular round, with the coach reading the question to the team. The response must be given within 30 seconds, with a 10-second warning before time is up.

One point will be awarded for correct responses. If a tie remains, advantage will then be given to the team who completed the tiebreaker questions with the fastest time.

During a tiebreaker round, the only ones present should be the participating team and their coach(es). Spectators are not allowed.