

## **BATTLE OF THE BOOKS RULES**

### **TEAMS**

Each team will consist of at least 4 players but not more than 8 players. No alternates.

If on the day of the event, a registered team does not have the minimum number of 4 players, they can still participate.

Team members must be entering grades 6 - 9.

Coaches must register the final number of teams for their library by Friday July 6, 2018. **No exceptions.**

All cell phones and electronic devices must be turned off during competition.

No recording devices are permitted during the competition.

Teams may not include any titles, authors, pictures of book covers or any book trivia on any apparel or accessories.

### **GAME / SET-UP**

There will be 5 rounds in which each team will participate.

Each round will cover one book title.

Each round will last approximately 10 minutes, with a 5-minute break between each round.

In each round, 2 teams “battle” against each other. Multiple “battles” will be taking place during each round.

In case of an odd number of teams, 1 team may not have an opposing team during one particular round. That team will vary from round to round.

## QUESTIONS

30 alternating questions will be posed to the teams during each round; 15 questions per team.

The questions asked during the individual rounds will always be the same no matter what room a team is located in.

In case of an odd number of teams, 1 team will be asked only 15 questions. Questions that would have been read to the opposing team in the room will NOT be read.

The questions will be based on the 5 titles that the participants have read. Each round will cover 1 title.

Questions will not be ambiguous. Answers will be straightforward and specific as they relate to characters, setting, plot, detail or quote identification.

Questions will be read in their entirety unless interrupted by the team. The answer must be given within the 20 seconds of time allotted. Teams **may not** answer once the 20 seconds is called by the timekeeper.

Timekeepers will give each team a 5 second warning before their time is up.

Interrupted questions will not be finished and the play begins at the end of the interruption.

Clock starts at the end of the question. If a team requests a re-reading of the question the clock continues to run.

Teams receive 1 point for each correct answer and 0 points for incorrect or incomplete answers.

The opposing team does not have an opportunity to answer a question that was incorrectly answered.

Any prompting from the audience or coaches will disqualify the question and that individual will be asked to leave.

There will be no challenge to questions by coaches, players, or spectators.

If the answer to a question is determined to be incorrect on the question card by the Battle of the Books coordinator, that question, along with its corresponding number question for the opposing team, will be stricken from the round. Neither team will receive or lose a point. As a result, the maximum possible points that can be earned in that round will be 14. Concerns about questions should be brought to the attention of the Battle of the Books coordinator after the round of play has concluded.

A team found cheating will be disqualified from the Battle of the Books competition.

Silence must be maintained by spectators and opposing team members during the course of each round.

The scorekeeper's tally (score) is official and final. It is not open to challenge.

### **PLAYOFF ROUND**

Should more than two teams qualify for the championship round, playoff rounds will occur consecutively.

There will be only one team in the room.

The team will answer as many questions as possible during the 3-minute playoff round. Each team will receive the same set of questions.

An interrupted question will not be repeated; the response must be given within 10 seconds. Teams may not answer once the 10 seconds has been called.

Questions can be passed.

1 point will be awarded for correct responses; a 1 point deduction will be taken for incorrect responses, and 0 points for passed or unanswered responses.

If additional playoff rounds are necessary, each successive round will be reduced by 1 minute.

Spectators are not allowed in the playoff room.

### **CHAMPIONSHIP ROUND**

The two top scoring teams will advance to the championship round.

This will be an 8-minute "Thunder Round".

Opposing teams will try to answer as many questions as possible during the specified time period.

Quickest individual to "buzz in" using the "Quizzer" will answer the question.

Response must be given immediately following recognition of first individual to "buzz in".

Interrupted questions will not be finished and the play begins at the end of the interruption.

One point will be awarded for correct responses and a one point deduction will be taken for incorrect responses or no response. If a team answers incorrectly the opposing team will have five seconds to buzz in and immediately answer the question. If they answer incorrectly a one point deduction will be taken.

If after five seconds no team is recognized to answer the given question, the next question will be read.

In the event of a tie after 8 minutes there will be a 3 minute tie-breaker round. Highest scoring team in that round wins.

**2018**