

# Battle of the Books Rules

Last Updated – Nov 2022

## a) Goals

**Students:** Have fun reading good books from a wide variety of authors and genres.

**Educators:** Encourage reading, foster friendly competition, and nurture the love of books in young people.

**Libraries:** Encourage young people to read a wide variety of books and to engage with their local library.

## b) Rules

### Junior

One team of six students from grades 4, 5 or 6 will represent each school. Method of selection of team members is decided by the team coordinator at each school.

*NOTE:* Up to three substitutes may rotate between the rounds of play. There must never be more than three team members in grade six competing at one time, so keep that in mind when selecting substitute players.

### Senior

One team of six students from grades 7 or 8 will represent each school. Method of selection of team members is decided by the team coordinator at each school.

1. No team shall have more than nine players in total (up to six regular team members and three substitutes).
2. Each team will have a spokesperson designated by the team coordinator. While the team is encouraged to discuss possible answers, team answers will only be accepted from the spokesperson.
3. The Semi-Finals will consist of three rounds of play, and the Finals and Regionals will have one round. One round consists of a Regular Battle and a Lightning Battle.
4. Teams may substitute players between rounds and/or battles. (One Battle consists of both a Lightning and Regular Round).
5. Regular Battle questions will be addressed to teams alternately, regardless of the last correct answer. There will be 10 Regular Battle questions per round.
6. When asked a question, teams will have 20 seconds to provide the book's title and author (see booklist). During this 20-second time period the team to which a question is addressed may have the question repeated as many times as they wish but this will cut into the allotted time to provide an answer. The team may give a maximum of three title and three author guesses per question via the spokesperson.
7. The Facilitator will use the following to communicate answers with teams:
  - a. Correct: The answer given is correct and will be awarded points.
  - b. Incorrect: The answer given is incorrect and teams must move on (make another guess, or end guessing).

- c. Incomplete / More Specific: The answer is correct, but does not provide the level of detail requested from the answer.
  - d. Author/Title Guesses: The team has exhausted their author or title guesses in the Regular Round, and is being prompted to move onto the other.
  - e. Correct answers for incorrect/incomplete questions will be provided at the end of the question or round.
8. Teams may ask the facilitator to repeat a question at any time, however it does use up their time limit.
  9. Three points will be given if the team correctly identifies the exact title, and three points will be awarded for correctly identifying the author's surname. The author's first name does not need to be identified.
  10. The Lightning Battles will be featured at the end of each round. Lightning Battles consist of a 2 minute, 30 seconds time period during which each team is asked up to 10 questions. These questions concern details of the books and will not require teams to identify titles or authors. Each correctly answered Lightning Battle question will be worth five points. In the Lightning Battles, teams submit as many guesses as they wish to each question but this will use up time.
  11. Scores from the Lightning Battles will be added to the scores from the Regular Battles.
  12. If a team disagrees with the moderator's initial ruling on an answer, the team may challenge the ruling immediately after the Regular question or immediately after the end of the Lightning Battle. A team may only challenge rulings on its own answers. Moderators will either confirm their original ruling or may provide a randomly selected alternative question as a substitution.
  13. When a tie-breaker is necessary, each team in the tie-breaker will be asked extra Lightning Battle questions. The spokesperson must provide one correct answer within twenty seconds. No guesses will be allowed and an incorrect answer will result in elimination. The last team standing wins the tie-breaker round.
  14. The top three teams from the Semi-Finals in each municipality will go on to play in their municipal Finals. The gold medal teams from the Finals competitions will go on to represent their municipalities in the Durham Regional Championship.

### **CHALLENGES:**

1. Teams may challenge rulings on their own questions, either immediately after the question in regular round, or immediately after the end of a lightning round. Challenges may be handled by the moderator in the following ways:
  - a. The challenge may be accepted, and a substitute question provided;
  - b. The challenge may be accepted, and points awarded for a correct answer;
  - c. The challenge may be declined, and no points awarded or substitute question provided.
2. In Semi-Finals and Finals, Libraries are not required to check the book in question for answers, but instead will make the judgements based on the following:
  - a. If the question is ambiguous (ex. could have applied to another book in the list), a substitute question will be provided.

- b. If the team has given the answer, but not in exact language listed in the answer, the judge will award points or decline the challenge, at their discretion.
  - c. If the team believes the provided answer is incorrect and they are correct, the judge may award points, decline the challenge, or provide a substitute question, at their discretion.
3. In Regionals, the Committee and its selected facilitator will decide challenges based on the following:
- a. If the question is ambiguous (ex. could have applied to another book in the list), a substitute question will be provided.
  - b. If the team has given the answer, but not in exact language listed in the answer, the judge will award points or decline the challenge, at their discretion. The book may be reviewed to clarify an exact phrasing used.
  - c. If the team believes the provided answer is incorrect and they are correct, the book will be reviewed using the page referenced with the listed answer, and the judge may then award points, decline the challenge, or issue a substitute question based on the content found.
  - d. The judge/facilitator may confer with other Battle Committee members on a ruling at any time.

**PLEASE NOTE:**

1. Titles will be listed in the Reading List in full, with series and subtitles as applicable. Any part of the title listed in (parenthesis) is not expected to be given as part of a team's answer.
2. Where a title has multiple authors, any one (1) of the correct authors provided will be accepted.
3. A warm-up practice question will be given to each team at the beginning of its first Semi-Battle and at the beginning of the Final and Regional Final Battles.
4. There may be no assistance from the coordinators or audience members.
5. The moderator's decision will be final in the case of any questionable answer.
6. Teams will not be penalized for incorrect answers; in other words, points will not be deducted for incorrect responses.
7. All decisions made by the Battle Committee are final.
8. Any team demonstrating poor sportsmanship will be not be invited back.
9. Libraries may adjust these rules in a fair and equitable way to encourage and allow teams to participate more fully in the Semi- and Final rounds. At the Regional level, no adjustments will be made to the rules without prior approval from all present Committee members, and without notifying all teams. Adjustments to rules are made on a one-time basis without setting precedent for future Battles.