



WLS Battle of the Books Rules 2020

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GENERAL RULES

Battle of the Books Competition Structure

- There will be two separate Battle of the Books competitions going on simultaneously: One competition is for 4th-6th grade teams. The second competition is for 6th-12th grade teams.
- All teams will be divided at random into two or three divisions. The Board will determine each year how many divisions there will be based on how many teams signed up.

In the event the teams are divided into two divisions the structure will be as follows:

- The teams will be divided into Division A and Division B. Each team in a Division will compete against every other team in their Division.
- The top two teams from Division A will compete in a semi-final match. The top two teams from Division B will compete in a semi-final match. The top teams are those with the highest total points at the end of regular play rounds. Should there be a tie, see Attachment 3 detailing how to proceed.
- The winners of the Divisional semi-finals rounds will then compete in a final championship match. The winner of the final championship match is the winner of the entire competition.

In the event the teams are divided into three divisions the structure will be as follows:

- The teams will be divided into Division A, Division B and Division C. Each team in a Division will compete against every other team in their Division.
- The top eight teams across all Divisions will be ranked and then compete in a quarterfinal. The top teams are those with the highest total points at the end of regular play rounds. The top eight teams will be ranked as follows:

1	Division winner with the highest average # of points per match
2	Division winner with the 2nd highest average # of points per match
3	Division winner with the 3rd highest average # of points per match
4	2nd place team in Division with the highest average # of points per match
5	2nd place team in Division with the 2nd highest average # of points per match
6	2nd place team in Division with the 3rd highest average # of points per match
7	3rd place team in Division with the highest average # of points per match
8	3rd place team in Division with the 2nd highest average # of points per match
IN THE EVENT OF TIES: <ul style="list-style-type: none">● Should there be a tie within a Division for 1st, 2nd or 3rd place that affects whether or not a team will advance to the quarterfinals we will proceed in accordance with Attachment 3.● Should there be a tie that affects the <i>ranking only</i> among the teams that are definitely advancing to the quarterfinals, the team with a higher number of wins will be ranked higher. Should a tie still remain, rank will be determined with a coin toss.● Should there be a tie that affects whether or not a top team across divisions can advance to the quarterfinals, we will proceed in accordance with Attachment 3.	

- The quarterfinals, semi-finals and final championship matches will proceed according to the following format:



Teams

- Teams will be organized by Westchester Library System public libraries only.
- A library may have no more than 1 team in each competition. A library may have both a 4th-6th team and a 6th-12th team. However, a library does not need to enter both competitions.
- Any child in grades 4th-6th, or 6th-12th, as of September 2020, is eligible to participate in the appropriate competition. Each library may determine on what team they wish to place the 6th graders.
- Each team must have at least 3 members. The maximum number of team members to compete in a Battle Match is 5. Some libraries may choose to have larger teams and rotate which 5 members participate in each Battle Match.

Book Selection and Question Requirements

- Books may include fiction and non-fiction in many genres. Books are pre-selected by the Battle of the Books planning committee.
- Trivia questions for the Battle of the Books will be written, edited, and selected by the Battle of the Books planning committee & Battle of the Books Question Selection Sub-Committee.
- Questions will be fact-based only with simple one word or one phrase answers.
- Questions cannot be true/false, yes/no or multiple choice.

Day of Battle Rules & Arrangements

- Each Battle Match Room will require the following volunteers: scorekeeper/timekeeper, an emcee who will both read the questions and determine if the answers are correct, and a room monitor.

- Additional volunteers will serve as ushers/runners to lead teams to wherever they are supposed to be next.
- Teams are prohibited from watching any other battle matches until they are completely eliminated from the competition.
- The Board president may choose to designate one or more Battle Coordinators. Battle Coordinators will be experts on the Battle books and will be on call throughout the day of the Battle to resolve any issues of contention that cannot be resolved by the coaches or “stand in” coaches.
- The Board president must have a co-coach available to step-in, in the event that the president needs to step away from their team to fulfill official board duties.
- All battles will begin at the scheduled time with the team members that are present. No team member may join the battle once the match has begun.
- The Board will ensure that we are in compliance with fire codes of the site. This will affect the total number of people each team may have present at the competition. **2020 Fire Code Compliance Rules are attached.**
- Use of strollers must be in compliance with the venue’s fire code and is prohibited in areas other than the cafeteria or gym (depending on the venue).
- Coaches will notify the President of the Board about any participants with special needs prior to the Battle. If a coach feels that their special needs team member is unable to comply with any rule(s) stated herein, the President of the Board will have the power to make any necessary special accommodations so that the competition remains fair. All special accommodations must be approved by the President of the Board before they take effect.
- Coaches/Co-Coaches: Each team must have an adult coach/co-coach. The coach or co-coach must be with team members at all times. If one librarian is coaching both a 4th-6th grade team and a 6th-12th grade team, they are required to have a co-coach. (Define co-coach?)
- No team members can be unsupervised at any time. If a team has more members than are allowed into the battle rooms, coaches must use a parent or another adult as a chaperone for team members sitting out battles.

RULES FOR BATTLE MATCHES

Questions

- There will be 25 questions in each Battle Match. Questions about all 5 books will be included in each match. Teams get 1 point for each correct answer. The team with the most points after all 25 questions have been asked wins the match.
- Some will be short, fact-based questions. Some will be phrased beginning with “In which book...” The questions that begin with “In which book” must be answered with the exact title and full name of the author as they appear on the WLS Battle of the Books Wiki. Title will generally include the subtitle, except in rare exceptions at the discretion of the Board. The official accepted title wording will be decided by the Board and posted on the Battle of the Books Wiki no later than one month after the battle books have been decided.
- The person who buzzes in first must be the person to officially answer that question for the team and after buzzing in may confer with teammates for 10 seconds before answering. The opposing team is allowed to confer while the answering team is conferring.
- The time keeper will start the timer immediately when a player buzzes in.

- If the emcee requests an answer to be more specific the person must clarify the answer immediately without any further consultation.
- If a team member who did not buzz answers the question, the emcee will render the answer invalid and not reveal if correct or not. The question will go to the other team who will be awarded a point if they buzz in and answer correctly.
- If the buzzer is pushed before the question is finished being asked, the question must be answered without hearing the complete question.
- If the first team that buzzes answers the question incorrectly, or fails to provide an answer in the allotted timeframe, the question will be repeated for the second team. The first member of that team to buzz will be the person to answer the question and may confer with teammates for 5 seconds.
- If the allotted time has passed for conferring with teammates and the buzzer has not given a response, the time keeper will say “time” or an alarm will sound and the team member must answer immediately.
- Teams may not ask to have any question repeated.
- If no team has buzzed to answer a question, and 10 seconds have lapsed, the question will be repeated to the teams. If 10 more seconds lapse and no one buzzes, the question will be skipped.
- An answer will be considered correct even if it is mispronounced as long as it is recognizable to the emcee.
- If a question is thrown out of the match because of an error by the emcee, a new question will be added to replace it.
- In the event of a tie during the regular play rounds it will remain a tie. In the event of a tie in a quarterfinal, semi-final or final battle match, the tie will be broken in a sudden death/instant elimination fashion: A tiebreaker will be read and the first team to answer the question correctly wins the match. Tie-breaker questions will follow the same rules as regular match-play questions.

Behavior Guidelines

- If an answer is shouted out without first buzzing in, the question will automatically go to the other team. The question will be repeated to the second team and they must buzz in and will have 10 seconds to confer. If an answer is shouted out without first buzzing in and this is already the second team to attempt to answer this question then no points will be awarded for this question. If a team shouts out without buzzing in more than 2 times, they will be forced to forfeit the match (i.e. “3 strikes you’re out.”)
- If a team exhibits disruptive behavior, they will receive a warning. If the team exhibits disruptive behavior after one warning they will be forced to forfeit the match. The remaining team will continue to play to the conclusion of the match without the opposing team.
- Team members are not permitted to have any papers, writing materials, books, or digital devices in their possession.
- Audience members must remain silent throughout each match. There shall not be communication of any sort from any audience member with any players, room officials or coaches.

Challenges

- Only team members may challenge a question and only during the question at play. There will be no challenges by coaches, parents, or audience members. If a team thinks they were judged incorrectly, the emcee will confer with both coaches in private briefly. If both coaches are in agreement then the emcee will rule in accordance with said agreement. In the event coaches cannot agree, an official Battle Coordinator will be paged to determine the correct course of action.

CONDUCT OF ROOM OFFICIALS

- If an emcee has a question about the rules they should confer with the coaches of both teams in that match. If one team has a “stand in” coach then a Battle Coordinator may also be paged to confer.
- The scorekeeper must keep score of the match in a legible manner and in a spot that is visible to the audience and team members at all times.
- All Battle Matches must start at the scheduled time. Battles may not begin before the scheduled time.
- The buzzers must be tested with both teams present before each match begins.
- At the beginning of each Battle Match, the emcee must announce and confirm which teams are competing.
- A designated volunteer must read the Welcome Speech at the beginning of each match and must follow the script exactly as it is written. ***The WELCOME SPEECH is attached.***
- After each question, the buzzer system will be reset. The emcee will announce out loud that the buzzer is being reset before each question is read.
- The questions will be read in the designated number order.
- It is the role of the emcee to acknowledge who has buzzed in first for each question and acknowledge whether each answer given is correct or incorrect.
- Coaches are expected to set the example of good sportsmanship, treat opposing teams with respect and a positive attitude, be modest in victory and gracious in defeat.
- At the end of each Battle Match, the scorekeeper will write the final score for the match and the number of points scored by each team on the provided worksheet. The worksheet will be collected/brought to the main desk immediately following each match.

ATTACHMENT 1: 2020 FIRE CODE COMPLIANCE RULES

("16/30") (Pending May Update)

In order to comply with fire codes, the number of people affiliated with each team that may attend the Battle of the Books competition is restricted to 30. This includes young children and babies.

The number of people affiliated with each team in an active battle room is restricted to 16. This includes coaches, stand-in coaches, team members and spectators.

During active Battle matches, any people affiliated with a team who are not in the active battle room must wait in the designated waiting area. Waiting in the hallways during active Battle matches is prohibited.

Each coach will be given the following for each team:

- 1 Coach Badge (to be worn at all times and serves as a ticket)
- 15 reusable tickets for battle matches

Each coach is responsible for determining who goes into the active battle room during each round of battle. The coach will distribute the reusable tickets. In order to enter an active battle room, you must have a ticket. Tickets will be collected by the Room Monitor when you enter the active battle room. At the end of the match, the coach will collect their reusable tickets from the room monitor and redistribute them as necessary for the next round.

ATTACHMENT 2: WELCOME SPEECH

THIS SCRIPT MUST BE READ VERBATIM BEFORE EACH AND EVERY BATTLE MATCH

Welcome. We hope everyone is enjoying the seventh annual Westchester Battle of the Books competition. You will hear this script many times today. It is important that we read this before each match so that all matches are consistent and rules of conduct are followed properly.

Audience members, in order to respect all team players please remember the following:

All audience members need to remain completely silent throughout the entire match. Please refrain from applause until a winner is declared. Please silence all phones and devices. You are welcome to take pictures without a flash only. There is to be no communication of any sort from any audience member with any players, room officials, or coaches. Any audience member who does not behave accordingly will be asked to leave the room.

(Turn to address team players)

After buzzing in, you may confer with your teammates for 10 seconds before answering. After 10 seconds pass you must answer immediately. The person who buzzed in must be the one to answer the question.

If you answer incorrectly, the question is asked to the other team. That team must buzz in and will have 5 seconds to confer.

If you buzz in before the question is finished being asked, then you must answer the question without hearing the rest of it.

Any question that begins with "In which book" must be answered with the complete title and author.

You may not have any question repeated.

If you shout out an answer before buzzing in, the question will automatically be asked to the other team. If your team does this more than 2 times, then your team will be forced to forfeit the match.

The buzzers will be reset before each question is read and the emcee will announce that buzzers have been reset. The score is being kept over here and will remain visible at all times.

Good luck to both teams.

ATTACHMENT 3: PROCEDURE TO DETERMINE WHO ADVANCES
IN THE EVENT OF A TIE

In the event of two teams or more having an equal number of points, the team with the most wins will move on to the next round of play.

In the event of two teams or more having an equal number of points AND an equal number of wins, there shall be a “lightning round” between all tying teams to determine who advances.

In the event a “lightning round” comes to pass, the Battle Coordinator for the corresponding age bracket is to be notified. Each Battle Coordinator will have an envelope containing ten potential “lightning round” questions for their age bracket. The Battle Coordinator will lead the tied teams into any available empty classroom and will conduct the “lightning round.” The Battle Coordinator will select questions from the envelope one at a time at random until no further questions are needed.

The “lightning round” will proceed as follows:

Each team will select only two players to compete for their team in this round. Each two-person team shall share a single buzzer. The round will consist of 5 questions and the team with the most points advances. If there is still a tie at the end of the 5 questions, then the battle will continue in a sudden death/instant elimination fashion until a winner can be declared: A tie-breaker question will be read and the first team to answer the question correctly wins the match.