



## FSSD Battle of the Books Rules & Regulations

- Members of the audience should be respectful to all officials and team members by not challenging the battle rules, team answers, decisions made by the officials or calling out suggestions before or during the battles.
- The Moderator will begin each game by asking the teams a question.
- The Moderator begins each set of questions by giving the title of the book from which the questions are taken and then asking the questions.
- A team may ask for a question to be repeated once but must do so immediately after the question has been asked. If a team does not immediately request that a question be repeated, the moderator does not have to repeat the question. If a team continuously asks for questions to be repeated, the moderator will have the option NOT to repeat the questions.
- After a question is asked, the teams will have 40 seconds to discuss and answer the question. The answer must be written on the white board provided.
  - The timekeeper will give a 10 second warning.
  - The timekeeper will call time at the end of 40 seconds.
- At the end of the 40 seconds, each team captain will show the moderator his/her board. When called upon, the team captain will read the team's answer aloud.
- The Moderator indicates correct or incorrect or asks for clarification for each answer. The Moderator will give the correct answer after all teams have verbally given their answers.
  - A. If the answer is correct, the moderator should say:  
*"Correct --- 1 point for (name of school)."* The team is awarded one point.
  - B. If the answer needs to be clarified, the moderator may ask the captain to further explain the answer. The team captain may confer with other team members (for a maximum of 5 seconds) and provide the answer immediately.
- If someone in the audience or on another team discloses an answer before the team captain answers, the moderator will substitute a different question.

- A team may challenge any answer deemed incorrect, but ONLY before the next question is asked. If a team challenges an answer and is found to be wrong, they will lose one point. All challenges are sent to the judges. The judges' decisions are final.
- After the last question is answered, the scores are tallied by the scorekeepers and announced by the moderator.

### The Final Battle

- After the last regular round of the Battle is completed, the score keepers will total the scores for each team.
- All teams will gather in a designated room for the Final Battle. The Moderator will announce the scores of each team and name the two teams competing in the final battle, unless there is a tie, in which case, procedures for tie-breakers will be followed.
- At the beginning of the final round, both competing teams will start with a score of zero. The scores from the first two rounds will not carry over to the final round.
- If there is a tie and more than 2 teams qualify for the Final Battle, the qualifying teams with the lowest scores will play a sudden death round to determine which team(s) goes to the Final Battle.
- The Final Battle is played using the same rules as Preliminary Battles.
- If there is a tie score at the end of the Final Battle for 1<sup>st</sup> place, the tied teams will play a Sudden Death Round to break the tie. Ties are not allowed.

### Rules - Sudden Death Round to Qualify for Final Battle

- The number of sudden death questions to be asked the tied teams will be determined by the responses of the team. Each team has equal opportunity until one team goes ahead.
- The name of each team will be called by the moderator and the captain asked to identify himself as the one to answer questions for the team.

- The team captain may ask for a question to be repeated once, but should do so immediately after the question has been asked. If the team continues to ask for questions to be repeated, the moderator will have the right to decline.
- When a team answers a question incorrectly, it will be eliminated from the sudden death round. Teams with the correct answer will continue the sudden death round or be selected for the Final Battle, depending on the number of teams in competition for the Final Battle.
- Teams may challenge their own answer to a question during a sudden death round but must do so before the next question is asked.
- It may be necessary to play more than one sudden death round to select teams to participate in the Final Battle. This will be determined by the number of teams tied and the responses of the teams.
- Once there are two teams to play the Final Battle, the last battle will take place.

#### Rules - Sudden Death Round at End of Final Battle

- If there is a tie at the end of the Final Battle, a sudden death round will take place with the tied teams participating.
- The number of sudden death questions to be asked the tied teams will be determined by the responses of the team.
- The name of each team will be called by the moderator and the captain asked to identify himself as the one to answer questions for the team.
- The moderator will ask questions that require a title or author response. Each of the tied teams will have 20 seconds to confer and respond.
- The team captain may ask for a question to be repeated once but should do so immediately after the question has been asked. If the team continues to ask for questions to be repeated, the moderator will have the right to decline.
- The moderator will call on each team by turn and ask the team captain to answer. If someone other than the captain gives the answer, the answer will not be accepted and the moderator will go on to the next team.
- Teams may challenge their own answer to a question during a sudden death round but must do so before the next question is asked.

- If someone in the audience discloses an answer before time is called, the question will be eliminated.
- Teams with an incorrect answer will be eliminated from the sudden death round. Teams with the correct answer will continue the sudden death round or be selected as the winner, depending on the number of teams playing.
- It may be necessary to play more than one sudden death round to determine the winners for 1<sup>st</sup>, 2<sup>nd</sup>, and or 3<sup>rd</sup> place.
- Ties are not allowed. There should be one winner and one runner-up.

The Moderator will announce the Battle of the Books champion. The Championship Plaque will be engraved and delivered to the school prior to the end of the school year.

**\*\*Rules used & adapted from Williamson County Schools.**