

# Rules of Play

1. There will be twenty (20) questions per game. Each question will be read through twice before timing begins and an answer is given. Questions will not be repeated after the timekeeper has started the clock.
2. A correct response is composed of two parts, the title and author of the work as written on the official list.
3. Each team has twenty (20) seconds to give the correct book title and author. A warning will be given when ten (10) seconds remains.
4. The team receives five (5) points for each correct title and three (3) points if they can correctly give the full name of the author, for a possible total of eight (8) points per question. Points will not be given for a partial author's name, such as the last name only.
5. Team members may confer with each other if they wish but only the captain may answer. One (1) point will be subtracted from the team's score for each answer that does not come through the captain.
6. Only one answer may be given in the allotted time period – the first answer spoken aloud by the captain will be the one that is judged.
7. If, at the end of twenty seconds, the team is unable to answer the question, the opposing team has five seconds to give the correct answer. They are allowed only one answer.
8. Initial articles, like 'A' and 'The', in titles will be disregarded when determining if a title is given correctly. All other words in the title must be correct. When a title is lengthy, acceptable abbreviations will be denoted on the official booklist, and judges at the local and regional battles will accept all approved abbreviations.
9. Only team members may challenge whether a question might apply to more than one book. If there is a challenge, the judges will consult the page numbers referenced for the question. Team members have until the next question is asked to challenge a question. No challenges will be accepted after that time.
10. If the challenge is accepted, the question will be thrown out and the team who was originally asked the question will be given a new one.
11. The pronunciation of the title and author shall be deemed acceptable if it is understood by the Questioner. There may not be a challenge on pronunciation.
12. If a team member is absent the remaining players may choose to either play with the members available or forfeit the game. No additional players may be added.

13. The intention of the NCLS Battle of the Books program is to, as much as is possible, provide an environment where competitors may enjoy a spirit of competition and fair play. A supportive and attentive audience enhances this experience for book battle teams. Audience members choosing to interfere with this intention, however, may be asked to leave a match, their team may be disqualified for the day and may be prohibited from participating in future battles. Disqualifying behavior during a match may include, but is not limited to:

- keeping score,
- any form of coaching
- any signalling to team members
- any recording of questions and/or answers

Out of respect for competitors and their judging teams, additional spectators will not be allowed to enter a competition room after the coin toss.