



TRIVIA RULES

RULE ONE: THE GAME, PLAYERS

Section One: General Provisions

A. Eligibility

1. This activity will be conducted according to the eligibility rules set forth in the Intramural Sports Participant Guide.
2. All participants must sign in with the Intramural Supervisor prior to participation in any Intramural Sports contest using their own Stetson ID card. We will not accept any other form of identification. No exceptions! Violators will be deemed ineligible to participate in all Intramurals Sports for a period of time no less than 60 days.
3. The participation by an ineligible player will subject the offending team to forfeiture of the contest and possible removal from the league.

B. Players

1. The game shall be played between teams of 3-6 players each.
2. A team may have a maximum of twelve (12) players on the roster. Players who have not participated may be removed from the team roster prior to the conclusion of the regular season.
3. The jurisdiction of the Intramural Sports staff begins when a team or player enters the facility and ends when the team or player leaves the property. During this time, participants are expected to treat all Intramural Staff, opponents, and Wellness and Recreation property with respect.
4. The use of alcohol and/or tobacco is strictly prohibited.

C. Sportsmanship Rating

1. The Intramural Sports program expects all participants to conduct themselves in a sportsmanlike manner.
2. **In order to be eligible for the playoffs, a team must have a sportsmanship rating average of at least 2.75 at the conclusion of the regular season.**
3. During the playoffs, teams who receive a sportsmanship rating below three (3) will be placed on probation. A second rating below three (3) during the same playoffs will result in forfeiture for the offending team.

A **four (4)** will be given for excellent conduct. Teams were all respectful and courteous towards the opposition and/or all Intramural Sports staff. *Defaulted games will result in both teams gaining a 4 in sportsmanship for that contest*

A **three (3)** will be given for a contest with moments of questionable activity. In this instance, teams may not always be respectful and courteous towards the opposition and/or all Intramural Sports staff.

A **two (2)** reflects a situation where a team explicitly displays actions that are deemed to be unsportsmanlike or unfitting of the game. The team has many moments of questionable activity and shows little respect and courtesy towards the opposition and/or all Intramural Sports staff. *Forfeited games will result in the offending team gaining a 2 in sportsmanship for that contest.*

A **one (1)** reflects a team who had little to no control for the duration of the contest. The team constantly showcased questionable activity and showed no respect for the opposition and/or all Intramural Sports staff. *The ejection of a player will result in that player's team gaining a maximum of 1 in sportsmanship for that contest. Teams with multiple unsportsmanlike penalties/actions will receive a maximum of 1 in sportsmanship for that contest.*

A **zero (0)** reflects activity that is completely unacceptable for any participant. Teams exhibit blatant actions of disrespect towards the opposition and/or all Intramural Sports staff. *Teams that permit the participation of an ineligible player (for any reason) will receive a 0 in sportsmanship for that contest. Teams with three unsportsmanlike penalties/actions will receive a 0 in sportsmanship for that contest.*

Section Two: Equipment

A. Game Materials

1. All materials needed to play the game will be provided by Wellness & Recreation.

B. Electronics & Banned Equipment

1. The use of any device, including but not limited to phones, tablets, computers, MP3 players, note pads, Bluetooth devices, or any other device that could conceivably provide a team with an unfair advantage, is strictly prohibited.
2. The use of banned equipment will result in the offending team not receiving points for play on that night and a reduction in sportsmanship.

RULE TWO: OBJECTIVE, PROCEDURE, CATEGORIES

Section One: Game Objective

A. Objective

1. Each team will answer questions with a goal of accumulating as many points as possible. Points will carry from event-to-event to eventually crown a league champion.

B. Procedure

1. Each night will be divided into six (6) rounds with three (3) questions in each round.
2. For the first three (3) rounds of play, questions may be valued at one (1), three (3), or five (5) points.
3. Categories for each question will be announced at the beginning of each round.
4. Teams will then be asked the first/next question for the round. Teams will be given the length of one song to submit an answer and a point value for their answer.
 - a. Teams who do not submit an answer will forfeit their right to answer, which is valued at the highest point value available for that team during that round.
5. Point values may only be assigned once per round.
6. At the conclusion of the first three (3) rounds, there will be a bonus question worth up to 10 points. Teams will be given the length of two songs to submit an answer.
7. For the second three (3) rounds of play, questions may be valued at two (2), four (4), or six (6) points.
8. Categories for each question will be announced at the beginning of each round.
9. Teams will then be asked the first/next question for the round. Teams will be given the length of one song to submit an answer and a point value for their answer.
 - a. Teams who do not submit an answer will forfeit their right to answer, which is valued at the highest point value available for that team during that round.
10. Point values may only be assigned once per round.
11. At the conclusion of the game, there will be another question worth up to 50% of a team's total points gained throughout the night.

C. Categories

1. The only category guaranteed to appear in each half of the game will be "Sports".
2. Categories used for the other questions in each round will be chosen at random.

RULE THREE: POINT SYSTEM

Section One: Scoring.

A. Scoring

1. Teams will carry points from event-to-event.
2. The team with the most points at the conclusion of the season will be declared the champion.

RULE FOUR: PROTESTS

Section One: Protests

A. Types

1. Illegal player or players. The protest must be made while the players are still in the game and before the staff leaves the playing area.
2. Ineligible player. The protest must be made within 24 hours of the end of the game. The Intramural Sports staff will rule on the protest.

B. Procedures

1. Team captains must initiate protests. The Intramural Sports staff on site, including officials and supervisors will determine the next action to take place.