Trivia Contest Rules

Any rule and situation not specifically covered are subject to the judgement and discretion of the TN Tech Intramural Sports staff.

All rules are subject to change at the discretion of the Intramural Sports Office, and the Intramural Sports Office has the final decision on all situations covered and not covered by the rules.

Rule 1: Player Eligibility & Registration

Player Eligibility

- ✓ Currently enrolled (at least half-time), fee-paying Tennessee Tech University students as well as faculty and staff of the University may participate in intramural leagues, tournaments, and contests.
- ✓ Prior to each contest and event, participants must check in with an IM staff member.
- ✓ **Players can compete for only one (1) team in each single-gendered league** and, if applicable, **one (1) co-rec league**. Once he or she checks-in for one (1) team, that player **CANNOT** transfer to another team in that league for the duration of the season.
- ✓ **For postseason eligibility, a player must have participated in at least one (1) regular season game.**
- ✓ Current professional athletes cannot participate in their sport or related sport. Former professional athletes cannot participate in their sport or related sport for five (5) years after their official affiliation with a professional team has ended.
- ✓ Intramural Sports Professional staff shall make the final decision on eligibility issues.

Registration

- ✓ Teams should register by the deadline by registering on the Fusion Play App.

Rule 2: Format & Team Composition

Competition Format

- ✓ This contest will take place on one (1) night.

Leagues (Subject to Change Due to Number of Registered Teams)

- ✓ Open
  - o No Gender Restrictions

Team Composition

- ✓ Each team will consist of four (4) players.

Rule 3: Forfeits, Defaults, & Protests

Defaults

- ✓ There are not any defaults in Intramural Trivia.
- ✓ Any defaults will be considered a forfeit.

Forfeits

- ✓ A forfeit is defined as one (1) of the following:
  - o Failing to field a team for an intramural contest without contacting the Intramural Sports Office before 2:00pm on the day of contest.
    - ▪ The final score shall be 2-0.
  - o Receiving three (3) or more conduct warnings before, during, and after an Intramural contest.
    - ▪ If the forfeiting team is ahead, the final score shall be 2-0 in favor of the opposing team.

        - If the non-forfeiting team has the higher score, the game shall end with the existing score.
    - Defaulting two (2) games during pool play.
- ✓ If a team forfeits its first (1st) game of the season, that team may be dropped from the league and replaced with a team on the waiting list.
- ✓ Sportsmanship Rating will be as followed:
    - Winning Team = 8
    - Forfeiting Team = 2
- ✓ A second (2nd) forfeiture may result in removal from the league.

Grace Period

- ✓ There will not be a grace period for the intramural Trivia contest.

Protests

- ✓ Intramural Sports Graduate Assistants and Professional Staff will consider protests.
- ✓ During the contest, teams may protest (a) the misinterpretation or the misapplication of a rule or (b) a scoring error. The protest must be submitted immediately, and, if the protest is denied, a timeout will be charged to the protesting team.
- ✓ Protests regarding the judgement of the game officials will **NOT** be recognized.
- ✓ When protesting player eligibility:
    - *Regular season*: The eligibility of any player **MAY** be protested at any point during the regular season (e.g. before, during, and after the contest; anytime during office hours)
    - *Postseason Tournament:* Player eligibility **MUST** be protested before the end of the contest. **Protests made after the end of the game will NOT be recognized**

Rule 4: Playing Area & Equipment

Playing Area

- ✓ The contest will be held at Marc Burnett Student Recreation Center

Clothing & Equipment

- ✓ All attire and equipment are subject to the approval of Intramural Sports staff. Any clothing or equipment that is deemed unsafe or illegal must be removed prior to competition.
- ✓ IM staff reserves the right to ask participants to remove or conceal clothing that, in the opinion of IM staff, displays offensive or demeaning language or imagery.
- ✓ **All Air Pods/Ear Buds/Headphones are PROHIBITED during IM Contests.**

Rule 5: Timing & Scoring

Game Length

- ✓ The contest will consist of five (5) rounds, more rounds may happen for tie breakers.
- ✓ Each round will have five (5) questions.
- ✓ The fifth (5th) question will be a list five (5) items question
    - Teams will list five (5) items pertaining to the question.

Rule 6: Playing Rules

Categories

- ✓ Movies
- ✓ TV Shows
- ✓ Music
- ✓ Sports
- ✓ Popular Culture

Wagers

- ✓ For Rounds one (1) through five (5)
- ✓ Each round will have five (5) questions
- ✓ Questions one (1) to four (4):
    - There will be a wager of two (2), four (4), six (6), or eight (8)
    - Player will choose one of the wagers above for each question in the round.
        - You cannot use a wager more than once per round.
            - Ex. If a player is 100% that the answer is correct, the player should use that answer as the wager eight (8) for eight (8) possible points
            - Ex. If a player is unsure if the answer is correct, the player should use that answer as the wager of two (2) for two (2) possible points.
    - Player will not lose points
- ✓ For question number five (5) in each round:
    - Teams will list five (5) items
    - Each correct item will be worth two points (2pts)
    - There will not be a wager for this question.
    - Teams will not lose points.
- ✓ For Rounds six (6) or more (Tie Breakers):
    - Teams will receive one (1) question
    - Wager points zero (0) to twenty (20)
    - Teams may lose points they wager
        - Ex. Team wagers five (5), misses the question, player will lose five (5) points
- ✓ Rounds one (1) through five (5) has a maximum number of points that equal thirty (30)
- ✓ Rounds six (6) and more will have a maximum number of points that equal twenty (20)

Determining the Winner

- ✓ The team with the most points after five (5) rounds will be declared the winner.
- ✓ In case of a tie, there will be extra rounds until a winner is declared.

Ejections

- ✓ When two (2) members of a team is ejected, that team shall forfeit the contest.
- ✓ Ejected players must leave the Fitness Center and/or Intramural Fields immediately and cannot return to play **ANY** sport until he/she has been cleared for participation by a professional staff member of the Intramural Sports Office.