SECTION 1. EVENT FORMAT

I. Event Overview
   A. The event will consist of a one (1) day tournament.
   B. The event will be played on November 17th, 2015 at 6:00pm.

II. Location
   A. This event will be played in the Feature Gym in the RSC.

III. Supervision
   A. An Intramural Supervisor will be in charge of reading questions, grading answers, tallying up team points, and overseeing operations of the event.
      i. Please alert the Intramural Supervisor if assistance is needed.
      ii. ALL PARTICIPANTS MUST PRESENT THEIR ID IN ORDER TO PARTICIPATE
      iii. GAME TIME IS FORFEIT TIME.
         a. All participants must be signed in and “ready to play” with the minimum number of players to avoid a forfeit.
         b. “Ready to play” includes having the proper game equipment and being at the gym ready to begin at the scheduled time.

IV. Alcohol and Drugs
   A. The Division of Recreational Sports Facility Policy clearly states that:
      i. Alcohol, tobacco products, illegal drugs, firearms, and other weapons are strictly prohibited in DRS facilities.
      ii. Use of the facilities under the influence of alcohol or drugs is also prohibited.
   B. The Intramural Staff will strictly enforce these policies.

SECTION 2. THE GAME

I. Format
   A. Each match will consist of five (5) rounds
      i. Rounds one (1) through four (4) will have the same question and answer format
      ii. Round five (5) is the final round and will include a multiple part question.
   B. Each round will consist of two (2) heats.
      i. A heat will consist of three (3) questions.
      ii. A round will consist of six (6) questions.
   C. Teams will be given a scorecard with three (3) topics listed.
   D. Teams will assign one (1), two (2), or three (3) points to each topic.
      i. These numbers may only be used once.
      ii. The maximum number of points earned per heat is six (6).
      iii. The maximum number of points earned per round is 12.

Last Updated: 8/7/2015
E. Intramural Supervisor will display and read each question
   i. Teams will have 90 seconds to answer the question.
   ii. Questions must be answered in a brief statement.
F. After each heat teams will turn in their scorecard to be graded by the supervisor and receive another scorecard for the next heat.
   i. This process will continue for the first four (4) rounds.
G. The final round will consist of one (1) multiple part question
   i. Teams will receive the final round scorecard after the previous four (4) rounds have been completed.
   ii. Teams will write down their wager on the scorecard

SECTION 3. EQUIPMENT

I. Equipment Provided
   A. All equipment will be provided to by the Intramural Supervisor on site.
      i. All teams must have a scorecard and a pencil/pen.

II. Resource Materials
   A. The use of resource materials and electronic devices (computers, cell phones, tablets, etc.) are strictly prohibited during this event.

SECTION 4. PLAYERS

I. Team Composition
   A. An official team shall consist of four (4) players.

II. Minimum Team Requirements
    A. Games may be started with a minimum of two (2) players.

III. Substitutions
    A. Teams may only substitute before the event.
    B. Players arriving late must first sign in with the court’s official or Intramural Supervisor before entering play.

SECTION 5. TIMING

I. Time Limit
   A. Each round will be 10 minutes in length
      i. Each question in each heat must be answered in 90 seconds.
   B. After each round there will be a three (3) to five (5) minute intermission to calculate point totals.
   C. The final round will consist of 10 minutes
      i. Two (2) minutes to pick a wager
      ii. Eight (8) minutes to answer the final question

II. Overtime
   A. Teams tied at the end of the final round will answer a single sudden death playoff question
      i. Teams will have 90 seconds to answer the question
      ii. Questions will be asked until only one team answers correctly.
SECTION 6. SCORING

I. Winning the Event
   A. The team with the highest point total after all five (5) rounds will be considered the winner.

II. Scorecard
   A. Teams will be given a scorecard with the listed topics for every heat.
   B. Teams will assign one (1), two (2), or three (3) points to each topic.
      i. These numbers may only be used once.
   C. Teams will only earn the assigned points if their answer is correct.
      i. The maximum number of points earned per heat is six (6).
      ii. The maximum number of points earned per round is 12.
      iii. The minimum score possible is zero (0).

III. Final Round
   A. Teams will be given a final round scorecard
      i. Answers will have multiple parts
   B. Teams will wager as many points as they have received over the previous four (4) rounds.
      i. Wagers must be written on the scorecard before the final round question is displayed and read.
   C. Teams will only earn the points they wager
      i. Teams with zero (0) points will be able to answer the final question, but receive zero (0) points
         if they answer the question correctly.
   D. The scorecard must be turned into the Intramural Supervisor in order for points to be received.

SECTION 7. PROTESTS

I. Eligibility Protests
   A. If a player is believed to be ineligible (please see our Policies Information for more details), the game may
      be played under protest.
   B. Please contact the Intramural Supervisor to file a protest form.

II. Rule Interpretation Protests
   A. Rule interpretation questions must be declared immediately after the play in question.
   B. Rulings involving judgment MAY NOT be protested.
   C. Team captains must announce this protest to the Intramural Supervisor and both captains will be
      required to fill out information on the protest form.