



TRIVIA RULES

Updated 7/30/25

Recent changes will appear in italicized and highlighted text

Rule 1: Facility

1. All games will be played at Clyde's Gastropub.

Rule 2: Eligibility

1. The Intramural Sports Program is open to all University of Colorado Colorado Springs undergraduate and graduate students currently enrolled, as well as faculty, staff, and affiliate members, provided they have a valid membership with Campus Recreation and a valid Sport Pass. For this event it will be free of charge.
2. Prior to participating, all players must check-in with the Sport Programs Supervisor. To check-in, each participant must present their University issued virtual ID, or must provide a University or must provide a government-issued photo ID.
 - a. No participant may participate in Intramural Sport under any identification other than their own. Any player using an assumed name, false gender identity, or an illegal I.D card will cause their team to forfeit the contest they participated in. The individual will also be suspended from intramural competition and their case will be forwarded to the UCCS Dean Students Office.

Rule 3: Team Composition

1. Teams can be comprised of a minimum of 1 or a maximum of 6 participants.

Rule 4: Equipment

1. Participants will not be able to use their phone unless there is a designated break (staff will notify participants when that break might be).
 - a. Teams found using their phone will be docked points for every time they are caught.

Rule 5: The Game

1. Each show is 20 questions, split into 4 rounds of 5 questions each. After the host asks a question they play a song and teams (or solo players) have until the end of the song to write down their answers and wager their points. The point-wagering adds an additional hint of strategy to the game.
2. Teams are not allowed to bring in printed or hand-written notes. This is treated the same as using a cell phone.