UTM INTRAMURALS – VIRTUAL GAME NIGHT
RULES AND REGULATIONS
All Virtual Game Night rules are set out by the UTM Intramurals Administration staff are as follows:

FORMAT OF PLAY
- Each Game night is single competition
- All participants must register prior to the event
- Participants will be provided zoom link to join for the date of the event via email. Additional details and necessary links will be provided
  - Participants are to rename themselves their team name on IMLeagues and encouraged to turn on their camera.
  - Brief explanation on how the event works will begin 5 minutes after the scheduled time.
- A variety of different platforms will be used at each game night. I.E. Bingo Maker, Kahoot, etc.
- Cameras must be turned on during each event
- Current enrolled students are allowed to participate in UTM Intramurals Virtual Game Nights
- Outside help is NOT permitted
  - For Example: On Trivia’s game night, you must not have access to a search engine and/or another individual’s assistance to answer a question

REPORTING SCORES
- All scores will be recorded by the Zoom host and/or co-host
- Winners from each of the games will be announced on social media.
- UTM Intramurals Administration Staff will follow up with details on claiming prizes at the end of every Virtual Game Night

BINGO – INSTRUCTIONS & RULES
- Participants will get their bingo cards by visiting www.bingomaker.com and click “Join A Game”
- Participants will search for the game name provided in the Zoom chat and click Join. Once they click on the game, they will enter the password that will also be shared in the Zoom chat
- Once all participants login to bingo maker, they will receive a playing card. Play will begin with a random draw
- 5 rounds will be played with winners selected each round
  - Once a winner is announced, a new round will begin with new winning patterns
- Participants will only be allowed 1 card per round
- 6 different winning patterns will be selected from round to round. Participants will be able to get bingo by obtaining any of the selected patterns
JEOPARDY – INSTRUCTIONS & RULES

- Six different categories with five questions relating to the topic for a total of 30 questions. The harder the question, the more points associated.
- Participants will all get a chance to select a category and the host will read out the question.
- Once the question has been read, the host will start the 10 second timer.
- Participants will be required to give their responses privately via zoom chat.
- All responses must in a question format. I.E. “What is or Who is”
  - For example – What is the capital of Canada? Correct Answer: What is Ottawa
  - Spelling will be monitored
  - The first answer in the chat will be the one used.
- The host will reveal the correct answer after the timer is complete.
- If participants give the correct response, they will earn the point value of that clue to their total score (+)
- If participants give the incorrect response, the point value will be taken away from their total score (-)
- If participants do not answer the question, they will receive 0 points.
- Should a Daily Double appear on the screen, participants can wager from 0 to the total amount of points they have accumulated.
  - I.E. Player 1 has 500 points, they can wager 500 point to this question. If they get it correct they will receive an additional 500 points to their score. However, if they get it wrong, they will have 500 points taken away from their total score.
- Once participants lock in their Daily Double amounts, the question will be read and they are given 10 seconds to answer.
- In the Final round, participants can wager from 0 to the total amount of points they have accumulated.
  - The rules of the Daily Double will apply in the Final Round.

PICTIONARY – INSTRUCTIONS & RULES

- Participants will join the Zoom meeting and receive the link to join the Scribbl.io game via zoom chat.
- Participants join via link and add their team name which is what is register on IMLeagues to the Player Name in Scribbl.io.
  - Bonus – get to choose an avatar colour that will be in the game room.
  - Once selected press “Play”
- Each participant will get the chance to draw. One person will draw at a time.
- Participants will get to choose one of three words to draw.
- Once selected, participants will be given 60 seconds to draw out the word. No letters are permitted.
- Those who are guessing the word, will be able to guess the word using the game chat on Scribbl.io.

TRIVIA – INSTRUCTIONS & RULES

- Participants will join Zoom meeting and are required to use Kahoot to answer trivia questions.
- The suggested method for the trivia league is using a computer and additional device to participate – one on Zoom and the other will be used for the Kahoot app.
  - For Example: Login to the Zoom meeting using your laptop and with a smart phone or tablet login to Kahoot.it and enter the game pin that will be shared by the host.
Participants will have up to 50 questions that can be related to any theme
Participants will have a limited time to answer the question
Each participant will answer the questions for each theme with the overall goal of accumulating as many points as possible. The faster you answer the questions the more points you will receive

*Should any disputes occur, they will be investigated and resolved on a case by case basis.*