

# INTRAMURAL SPORTS

Spring 2020

## 2020 COLLEGE BOWL TOURNAMENT

IDAHO COMMONS & STUDENT UNION

INTRAMURAL SPORTS

ENTRY DEADLINE: **Tuesday, January 28<sup>th</sup> 5:00pm - Department of Student Involvement  
10:00 pm - Campus Rec Information Desk**

FORMAT: Pool Play; Followed by Single Elimination Playoff for Final Four Teams

TOURNAMENT SCHEDULE: **Thursday, Jan 30<sup>th</sup>** **Idaho Commons, 4<sup>th</sup> Floor**  
5-5:30pm: Player/Team Check-in  
5:30pm: Mandatory Player Meeting  
6:00pm: Tournament Start Time

**Friday, Jan 31<sup>st</sup>** **Idaho Commons, 4<sup>th</sup> Floor**  
**FINAL FOUR TEAMS**  
5:30pm: Player Check-in  
6:00pm: Tournament Start Time

1. College Bowl is a game of quick recall in which two teams of four players vie for questions asked by a Moderator.
2. Entries are limited to **ONE TEAM per organization**.
3. A **maximum of 32 teams** may be accepted into the tournament. Email notifications will be sent to remaining organizations if we reach the 32 team capacity before the deadline to register.
4. Teams not represented at the Mandatory Player Meeting on Thursday Jan 30<sup>th</sup> at 5:30pm will be ineligible to participate in any part of the tournament.
5. The College Bowl team consists of up to five players (four players and an alternate). No more than four and no fewer than three may play in any game. If for any reason a team is left with only two players, the team automatically forfeits the match.
6. Teams may substitute freely with an alternate between games, but may not substitute during a game, except in the case of incapacitating illness or injury.
7. In campus competition, any registered student is eligible to play.
8. A player whose conduct is unsportsmanlike or who disrupts game play will be warned once. This warning is in effect for the duration of the tournament. A second violation will result in the player's ejection from the match in progress.

[uidaho.edu/intramurals](http://uidaho.edu/intramurals)



UI Intramural Sports



University of Idaho  
Recreation and Wellbeing

Phone: (208) 885-6381



Intramural\_Sports\_UIdaho

# University of Idaho's 2020 College Bowl Campus Tournament Registration Form

All Individual and Team Registrations are due to the ASUI Office or Campus Recreation by  
5:00pm Tuesday Jan 28<sup>th</sup>, and 10:00 pm at Campus Rec

## Tournament Schedule

- Thursday, January 30<sup>th</sup>
- 5-5:30pm: Player Check-in
- 5:30pm: Mandatory Player Meeting
- 6:00pm: Tournament Start Time

Friday, January 31<sup>st</sup>

## FINAL FOUR TEAMS

- 5:30pm: Player Check-in
- 6:00pm: Tournament Start Time

**TEAM REGISTRATION:** Team members must be currently enrolled in at least 3 credits at the University of Idaho. Only one member may be a graduate or law student. Groups may receive Intramural Points for participating in College Bowl.

TEAM NAME: \_\_\_\_\_

Captain: \_\_\_\_\_

Address: \_\_\_\_\_

Phone: \_\_\_\_\_ E-Mail: \_\_\_\_\_

Vandal ID#: \_\_\_\_\_

Player Name: \_\_\_\_\_

Address: \_\_\_\_\_

Phone: \_\_\_\_\_ E-Mail: \_\_\_\_\_

Vandal ID#: \_\_\_\_\_

Player Name: \_\_\_\_\_

Address: \_\_\_\_\_

Phone: \_\_\_\_\_ E-Mail: \_\_\_\_\_

Vandal ID#: \_\_\_\_\_

Player Name: \_\_\_\_\_

Address: \_\_\_\_\_

Phone: \_\_\_\_\_ E-Mail: \_\_\_\_\_

Vandal ID#: \_\_\_\_\_

Alternate Player Name: \_\_\_\_\_

Address: \_\_\_\_\_

Phone: \_\_\_\_\_ E-Mail: \_\_\_\_\_

Vandal ID#: \_\_\_\_\_

INDIVIDUAL REGISTRATION: We will make every attempt to place registered individuals into teams for College Bowl play, however, we cannot guarantee placement.

NAME: \_\_\_\_\_

ADDRESS: \_\_\_\_\_

PHONE: \_\_\_\_\_ E-MAIL \_\_\_\_\_

Vandal ID # \_\_\_\_\_

**Entries limited to ONE TEAM per organization.  
A maximum of 32 teams may be accepted into the tournament.**

**All Individual and Team Registrations are due to the  
The Department of Student Involvement Office or Campus Recreation by  
Tuesday January 28<sup>th</sup> 2020**

**Please contact the Department of Student Involvement (Commons 302) with questions: 885-1020 or  
Intramural Sports at 885-8979.**