



RULES

Objective of the Game

Make a connected path of same coloured hexagons across the board by correctly answering questions. The first team to create a joined path of hexagons wins the game.

Buzzers

During a game, each team competing will be given buzzers, the first team to “buzz-in” will be given the question. If the team answers correctly, they will receive the selected hexagon.

Note: The teams must wait for the host to announce the team who buzzed in first before answering the given question.

If they answer incorrectly, the other team will receive an opportunity to answer the question and receive the hexagon (also known as a steal). If both teams fail to answer the question correctly, the hexagon will become neutral and playable again.

Note: The host will read each question in its entirety, unless a buzz-in has occurred during the host’s reading. If a team buzzes in, the host will stop and will not repeat the question unless a steal has occurred. Teams are advised to select one “spokesperson” and one “buzzer person” who will be responsible for communicating their team’s final answer and buzzing in respectively.

Time Limit

There is a 10-second time limit within which a team must answer the given question. If the time limit expires, the opposing team will receive an opportunity to answer the given question and receive that block. Each game will have a maximum time limit of 8 minutes.

Discipline & Conduct

All teams will be allowed to change members up until the start of the competition. If you wish to change a team member on your team, please notify us at info@blockbusterstrivia.com

Team member changes will not be accepted at the start of the competition on March 7.

Once the competition commences, teams will not be allowed to change their members even if a team member is absent during any round of the competition. Teams short of members will be required to continue playing with any remaining members, or otherwise forfeit from the competition.

Schedules for matches will be made available in advance of each Night. Please note that schedules will not be changed to accommodate personal requests. BlockBusters participants are expected to prepare for their match at their scheduled time. We ask you to respect the time frame of the competition and be fair to all other teams with regards to playing your match at the designated time slot. The schedule may be subject to change at the sole discretion of the BlockBusters team.

All competitors are not allowed to use aids of any kind, whether electronic or otherwise, during this competition. This includes cell phones, computers, tablets, encyclopaedias, newspapers, etc.

All competitors and audience members must refrain from exhibiting any sort of unsportsmanlike behaviour during the competition. If any behaviour of this kind is shown, a team or any member of a team or any audience member may be removed from the competition at the host's discretion.

All competitors must hold all concerns, issues and disputes until the end of the competition, or send your feedback to info@blockbusterstrivia.com. Requests will be taken under consideration and will be evaluated on a case by case basis after the competition. We apologise in advance for any adverse consequences that may arise as a result of this policy and we ask for your support to keep a healthy competitive environment throughout the competition.

Tournament Format - Men

This year BlockBusters will have two tiers (age brackets) for the competition:

Tier 1: Adults over the age of 15

Tier 2: Youth age 15 and under

The competition will take place across ONE night of BlockBusters - March 7.

Tier 1 - Adults

Round Robin

All teams have been randomly assigned into **6 pools with 3 teams each**. Each team will play the other two teams in their pool. At the conclusion of these matches, teams will be ranked within their pool from **1st to 3rd place** based on match performance.

Teams that place **1st or 2nd in their pool** will advance to the Elimination Rounds. Teams that place **3rd in their pool** will be eliminated. A total of **12 teams** will advance to the next stage.

The 12 advancing teams will also be ranked from **#1 to #12** based on their overall Round Robin performance.

Elimination Rounds

Based on the Round Robin rankings, the **top 4 ranked teams** will receive a **direct bye to the Quarterfinals**.

The remaining **8 teams (ranked #5 to #12)** will compete in an elimination match. These matches will be played in **inverse ranking order** (for example: **#5 vs #12, #6 vs #11, #7 vs #10, and #8 vs #9**).

The **winning teams** from these matches will advance to the **Quarterfinals** to face the top 4 seeded teams.

A total of **8 teams** will then compete in the Quarterfinals, after which all rounds will proceed in a **single-elimination format** until a final winner is determined.

Tier 2 - Youth

All teams have been randomly assigned into **4 pools with 3 teams each**. Each team will play the other two teams in their pool. At the conclusion of these matches, teams will be ranked within their pool from **1st to 3rd place** based on match performance.

Teams that place **1st or 2nd in their pool** will advance to the Elimination Rounds. Teams that place **3rd in their pool** will be eliminated. A total of **8 teams** will advance to the next stage.

The 8 advancing teams will also be ranked from **#1 to #8** based on their overall Round Robin performance.

Elimination Rounds

The **top 8 teams** based on Round Robin performance will advance to the Elimination Rounds. Teams ranked **#9 to #12** will be eliminated.

The **8 advancing teams** will compete in the **Quarterfinals**, with matchups determined in **inverse ranking order** (for example: **#1 vs #8, #2 vs #7, #3 vs #6, and #4 vs #5**).

From this stage onward, the tournament will proceed in a **single-elimination format** until a final winner is determined.

Tournament Integrity Notes

All pools and matchups outside of Round Robin play are determined randomly.

Advancement is based strictly on match results and official rankings.

Match schedules and progression cannot be modified to accommodate personal requests.

All tournament decisions made by the BlockBusters team are final.

Tiebreakers

The following tiebreaker rules apply to both competitions (Men's — Tiers 1 & 2) whenever teams are tied in ranking or advancement position:

Completion Method — Teams that complete a line will be ranked higher than teams that win by time limit.

Efficiency — Teams that required fewer total questions to win their match will be ranked higher.

If teams remain tied after applying the above criteria, a Sudden Death Round will be conducted consisting of a single-question match to determine the winner.