



# **Stonewall Sports National Tournament Official Rulebook: Trivia for Charity**

*(Last Updated: June 12, 2026)*

## Stonewall Sports is For All

Stonewall Sports is dedicated to creating a community of diverse participants via organized sports and activities that take place in inclusive spaces. We are founded on the pillars of respect, holistic wellness, open-mindedness, and the appreciation of diverse backgrounds.

Our shared responsibility is to bring our community together, empower individuals, and provide a safe, welcoming, and supportive environment to learn and grow, thus uplifting those who are part of the Stonewall community and beyond.

We believe in uplifting and celebrating all individuals within the LGBTQIA+ community — including lesbian, gay, bisexual, transgender, non-binary, Two-Spirit, and queer people, among others — and we welcome friends and allies into these spaces with open arms.

In pursuit of these values, we encourage each of our participating teams to embrace these principles with representation from members of the LGBTQIA+ community. Our Sports and Event Operations team are empowered and encouraged to open a dialogue with teams when they see an opportunity to promote diversity and inclusivity within our spaces.

Please review and abide by the following throughout the tournament:

- **Stonewall Sports Player Code of Conduct:**  
<https://stonewallsports.org/wp-content/uploads/2026/04/National-Code-of-Conduct-Tournament.pdf>
- **Stonewall Sports National Tournament Uniform Policy:**  
<https://stonewallsports.org/wp-content/uploads/2026/05/2026-Uniform-Policy.pdf>



## **Stonewall Sports Tournament Background**

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## **Trivia for Charity**

### **Overview**

Trivia for Charity is a general knowledge trivia competition. There are five rounds, each with nine questions. Rounds may be thematic, but they do not necessarily get harder.

At the 12th Annual Stonewall National Tournament in Virginia Beach, the Trivia for Charity event will take place on Friday, October 23, at 6:00 p.m. local time at the Smartmouth Brewing Pilot House (313 32nd St, Virginia Beach, VA 23451)

The participation fee will be \$100 per Team. Teams must consist of at least 4 participants and no more than 6 participants.

### **Fundraising**

Trivia for Charity operates as a fundraising event. All Teams must designate a charity of choice at the time of registration. Teams are encouraged to designate a charity that aligns with the values of Stonewall Sports, and charities are subject to approval by the Tournament Committee. The Tournament Committee reserves the right to



verify the status of charitable organizations and ensure compliance with applicable guidelines prior to distributing funds.

All proceeds from team entry fees will be allocated to charitable causes. No cash prizes will be awarded to participating teams or individuals. All winnings are distributed as charitable donations. At the conclusion of the event, total proceeds will be split evenly as follows:

- 50% will be donated to the official philanthropic benefiting partner of the 12th Annual Stonewall National Tournament in Virginia Beach.
- 30% will be donated to the selected charity of the First Place finishing team.
- 15% will be donated to the selected charity of the Second Place finishing team.
- 5% will be donated to the selected charity of the Third Place finishing team.

## Gameplay Format

Trivia for Charity is a written test, not an oral exam. Participants may confer only with their own team and should not communicate with other teams during gameplay. Any collaboration between teams may result in a team receiving a zero for that round.

The Hosting Committee will consist of the Trivia Host and Proctors. The Trivia Host will serve as the final umpire, governing gameplay, issuing all final rulings (including but not limited to those described below), and holding final authority on issues that arise. Proctors assist the Trivia Host. The Hosting Committee reserves the right to make final determinations on any situation not explicitly covered in these rules.

The Hosting Committee will set up the room in advance. All registered participants will be assigned a seat in their designated spot. Teams will be provided with answer sheets, writing implements, scratch paper, and other tools in advance needed to participate.

Repeated rule violations or instances of poor decorum may result in participant removal or team disqualification from the Trivia for Charity event.

## Team Composition

Each team will designate one participant as their Team Captain.

Teams are between four (4) and six (6) players.

Participants may not be added after the event begins without approval from the Hosting Committee.



## Scoring

For every answer teams write down correctly, teams score one point. There is no guessing penalty; teams score zero points for incorrect answers written down. The Team Captain will have final authority over which answer a team selects to submit to the Hosting Committee.

Answers must be legible and clearly written. Illegible or ambiguous answers may be marked incorrect at the discretion of the Trivia Host. Exact correct spelling is not required unless specifically noted in the question.

If a team feels confident in their performance in any of the five rounds, the team may Joker that round! Teams can Joker any of the five gameplay rounds to double that round's score. Teams may only Joker once per game and must do so before turning in their answer sheet by checking the appropriate box. Jokers may not be assigned retroactively. The Team Captain will have final authority on whether their team will Joker a round.

Teams that forget to put their team name at the top of their answer sheet will have that round's score cut in half (reduced by 50%).

The highest possible score is a 54. Each correct answer is worth 1 point (45 total possible). One round may be Joked to double that round's score (up to +9), bringing the maximum possible score to 54. The closer teams get to that 54, the more likely they'll win.

## Devices & Conduct

During rounds, all participants must store their phones, beepers, Kindles, iPads, Walkie-Talkies, Tablets, Laptops, Smart Speakers, Connected Watches away in the provided container. As a rule of thumb, if it has a battery and can reach the outside world, it should be stored away. The use of notes, books, or any external reference materials is also prohibited. Participants seen with devices risk receiving a zero for the current round. Participants may use their phones during intermissions. Should a participant need to be "on call" for an emergency, they should proactively alert a member of the Hosting Committee, who will offer an accommodation.

To prevent cheating, participants must remain seated with their assigned team during each round. Participants who leave the playing area during a round will be barred from rejoining their team until all teams have turned in their answer sheets for that round. Participants are encouraged to use the restrooms during intermissions.

Each round will have a fixed time limit. The Trivia Host will announce when time ends. Questions may be repeated at the discretion of the Hosting Committee, but



will not be clarified beyond the original wording. Answer sheets not submitted when time is called may not be accepted at the Hosting Committee's discretion.

## Challenges

Team Captains may challenge an answer on behalf of their team, but must do so by alerting a member of the Hosting Committee before their team turns in the answer sheet for the subsequent round. If a team wishes to challenge the answer to a question in the final round, the Team Captain must do so before final scores are announced. Teams are allowed unlimited successful challenges. However, after one unsuccessful challenge, no further challenges may be made. A team that challenges an answer that is overturned in their favor retains the right to future challenges. All rulings by the Hosting Committee after a challenge are final for that challenge and do not create precedent for future challenges.

## Tie-Breakers

In the event of a tie, a final number-based tie-breaker question will be used. Teams will select one representative to answer the tie-breaker question. The Team Captain does not need to be the representative, but will have final authority over which participant represents the Team. The Team whose representative submits the closest correct answer, regardless of whether the guess is above or below the correct value (aka, not "The Price is Right" rules) will be declared the winner. Should a tie persist, the same representatives will be asked additional number-based questions until the tie is broken and one team can be declared the winner of the tiebreaker.

