

MBAT 2019

OFFICIAL RULEBOOK

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Preface

This rule book provides a comprehensive list of rules and procedures for the various sporting competitions during MBAT 2019. Tournament structure and rules may change due to participation levels amongst the schools, as well as other unforeseen circumstances.

To keep the MBAT's focus on MBA participants and programs, we feel it is important to set a percentage-based rule to control the number of non-MBA students (MSc, PHD, etc.). For this year's tournament, a *maximum quota of 35% non-MBA students* will be in place. Details of this rule include:

- For each sport, the team should have a minimum 65% (round-up) MBA participants.
- No athletes are allowed to play for different teams within one sport.
- No athletes are allowed to play for a different school within the MBA Tournament.
- A sport must have a minimum of 3 teams registered for the competition to be held.
- For sports that allow multiple teams per school, two teams from the same school cannot compete in the finals. Points for each event are awarded on a per school basis. Schools that finish with more than one team in the top 3 will only receive the point total of the highest placed team.
- For sports where there is an inconsistency between the rules mentioned by the executive committee of MBAT in writing in this rule book and the link provided in the rule book, the rules mentioned by the executive committee shall prevail.

For all sports, the HEC MBAT Committee shall publish the schedule of fixtures for matches after details of participating teams have been submitted by all visiting universities. The HEC MBAT Committee has final say and must approve any changes to such fixtures.

Disclaimer | The format and rules as hereby established in this rulebook are not definite. The MBAT 2019 organization committee reserve the right to change any of these regulations should the following occur; changes in the number of participating teams, time and/or weather constraints.

Code of conduct

The Executive Committee of MBAT 2019 has designed the Code of Conduct ("Code") with the safety and enjoyment of MBAT participants in mind. Each participating school will designate one representative, a manager, to serve on a Jury, which will handle all disputes of infractions of the Code at the discretion of the Executive Committee. Failure to comply with the Code will result in immediate expulsion from the HEC Paris campus and possible disqualification of the entire team. Each school should choose one manager for each sport for communicating with respective sport manager of HEC. Contact information such as name, phone and email of sport manager should be provided beforehand.

No Manager, Participant, or Spectator shall:

- Damage school facilities, equipment, hotel rooms or buses.

- Engage in rowdy behavior, including “trash talking” or taunting any official, participant or spectator.
- Appear visibly intoxicated during matches and events. Visibly intoxicated participants and spectators will be escorted from the HEC Paris campus.
- Provoke a physical attack, etc. on an official, participant or spectator.
- Incite verbal or physical confrontation on or off field/court
- Engage in deliberate rough tactics against the body and person of an opposing participant.
- Refuse to abide by an Official’s decision or be guilty of verbal or forceful demonstrations of dissent to an Official’s decision.
- Intentionally misuse of equipment (e.g., throwing a bat, etc.).
- Engage in physical aggression upon each other or another team, spectators, or officials
- Engage in fraudulent acts or use of illegal equipment.
- Utilize non-roster or ineligible participants or falsify the identification of a participant.

The Executive Committee shall have the power and full discretion of imposing penalties on any and all violations of the Code. In any violation not included in the said Code, the penalty shall be at the discretion of the Executive Committee.

Managers are responsible for the actions of their participants and spectators at all times.

The Executive Committee appreciates your understanding and cooperation in making MBAT 2019 an enjoyable experience for all involved.

Team registration

Please speak to your university administrator in charge of the MBAT regarding team registration.

Rules about tardiness

As a courtesy to other teams and players, tardiness will not be accepted. We highly encourage all teams and athletes to be ready 45 minutes before the start of their game. Should a team be 10 minutes late to the start of their game, this will lead to an automatic forfeit of the team.

Equipment

Please note that the MBAT Committee will NOT be providing the following equipment to participants:

- Badminton rackets
- Tennis rackets
- Table Tennis rackets
- Golf clubs

Participants will need to bring their own rackets & clubs as well as any sporting accessory they require (i.e. wrist band, appropriate footwear, appropriate sportswear).

Points allocation

Scoring for individual sports and the overall MBAT winner are determined by a points system. Winners will be determined for each sport based on the sport's evaluation system.

Standard Score System

The winner of each of the competitions, either individually or as a team (please refer to the particular score system of each sport) will be awarded 20 points; second place will be awarded 15 points; third place will be awarded 10 points and all other participating schools will earn 2 points.

If a school has entered two teams for a particular sport, only one team will get points for example: If HEC1 comes first, HEC2 comes second in a sport and NLS comes third in a sport, HEC1 will get 20 points, HEC 2 will get no points, and NLS will get 10 points).

Scoring is equally weighted across all sports, **EXCEPT FOR SPORTS THAT HAVE 6 OR LESS PARTICIPATING SCHOOLS**. For such sports, the school that wins the sport will be awarded 15 points; second place will be awarded 10 points; third place will be awarded 5 points and all other participating schools will earn 2 points.

Customized Score System

Some activities will have customized point systems so please refer to these particular score systems for the respective sports listed below.

Men's vs Women's vs Co-Ed Sporting events

While some sports will have separate Men's and Women's competitions, women are free to compete on teams in Men's competitions. Co-ed teams will be allowed to compete in Men's competitions, but not Women's.

The following sports will have separate competitions:

- Basketball
- Cross Country
- Football
- Rowing
- Rugby (if there's enough demand)
- Track

Unless otherwise stated, competitions will have Co-Ed teams - please see each sports' rules for more information.

Babyfoot

BASIC RULES

- Maximum of 2 teams of 2 players per school, although schools may register 3 players per team to allow greater participation throughout the event.
- Games will be played until one side scores 10 goals (no margin necessary)

- Games will last a maximum of 10 minutes. If at that time both schools have an equal number of goals, they will continue to play until the first goal is scored in a sudden death contest.
- Before each game starts a choice of balls between hard cork/plastic and natural cork will be given in case both teams agree the game will be played by that ball. In case of disagreement there will be a toss made by a third party and the winner gets to choose the ball.
- International Rules will be applied (<https://www.table-soccer.org/rules/documents/ITSFRulesEnglish.pdf>). In case of disagreement between teams on a rule not specified in the present document, the English version of the rules will be used as reference. In particular:
 - Spinning of the rods is illegal: spinning is defined as the rotation of any soccer figure more than 360 degrees before or after striking the ball. If the player spins the rods, it will be considered a technical foul.
 - Goals may be scored from anywhere;
 - A ball entering the goal shall count as a point, as long as it was legally scored;
 - A ball which enters the goal but returns to the playing surface and/or leaves the table still counts as a goal;
 - Once a team has chosen either the table side or the first serve, they may not change their decision; following the first serve of a match, subsequent serves shall be made by the team last scored upon;
 - A serve is defined as putting the ball into play at the middle player figure of the five-man rod; the player in possession of the ball shall use the “Ready” protocol, then he has three seconds to begin to put the ball into play. The player must move the ball from one player figure to another and then wait at least one second before advancing the ball;
 - If the ball is declared dead anywhere between the five-man rods, it shall be put back into play at the five-man rod by the team who originally served the ball. Play shall resume using the “Ready” Protocol;
 - If the ball is declared dead between the goal and five-man rods, it shall be put back into play at the two-man rod nearest the spot of the dead ball. Play shall resume using the “Ready” Protocol;
 - Either team may switch positions during a time out, between points, between games, or before and/or after a technical foul shot;
 - Calling the attention of the opposing team away from the game is not allowed (see Rule 20). Any shouts or sounds made during a match, even if of an enthusiastic nature, may be grounds for a technical foul; the penalty for cursing is a technical foul;

When a technical foul is called, play shall stop and the opponent will be awarded the ball on the three-man rod. Only the player shooting and the player blocking are allowed to stay at the table. One shot will be taken and then play shall stop. If a goal was scored, the team who was scored on serves the ball. If no goal was scored, play shall resume from where the ball was prior to the technical shot or where specified by rules; For the technical fouls which are not stated in this document, International rules will be applied.

TOURNAMENT FORMAT

The participant teams will be divided in groups. Depending on the number of teams, the 1st and 2nd teams with the most wins of each group will advance to the next round. In case of a tie, the team with more goals will pass to the next round. The semi-finals and finals will be played using a simple elimination until we can determine an overall winner.

POINTS

Points to the 1st, 2nd and 3rd place will be allocated based on the Standard Score System (Please refer to **Points Allocation** section)

Badminton

BASIC RULES

The following details the rules and regulations for Badminton in MBAT 2019. For detailed information about IBF rules, please visit: <http://www.worldbadminton.com/rules>

All rules apart from those stated below are as per IBF standards.

Each registered team will comprise a minimum of 4 players (with minimum 2 men and 2 women), and a maximum of 10 players. Teams will contest for shuttlecock glory in five events:

Men's Singles, Women's Singles, Men's Doubles, Women's Doubles and Mixed Doubles. One person can only play maximum 2 events (i.e. Men's Singles and Men's Doubles or Men's Singles and Mixed Doubles).

Schools can register a maximum of 2 teams. If one or more players are not available for play when called, the team will forfeit the match against that opponent.

TOURNAMENT FORMAT

All teams will be allocated into groups for initial qualification round with winner(s) advancing to the knockout rounds. Matches will be a best of three sets going to 11 points in the qualification stages. If a set reaches 10-10, the set must be won by a margin of two points or the first to 15 points, whichever comes first. A match between two teams will comprise of five different matches (men's singles, women's singles, mixed doubles, men's doubles, and women's doubles). All five matches will be played in group round, the winning team will be the team who wins the best of five matches mentioned above, in the event of a tie the winner will be determined by the number of sets played. The winner(s) of each group will advance into the next round which will operate under a knock-out format.

In the knockout stages, if the winner emerges after the first three matches, then the remaining two matches will not be played. In case of an odd number of teams, we will play a round robin format with all three teams playing each other once to determine the winner, second place and third place. With an even number of teams, we will continue with knockouts. The final stages will be a best of three sets going to 21 points. If a set reaches 20-20, the set must be won by a margin of two points, or the first to 30 points.

Criteria for determining the final winners after round robin stage:

- Most matches won during round robin stage
- In the event of a tie between two or three teams, the total points garnered in the round robin stage will be used to determine the winners. Towards this end, all five games will be played (irrespective of the results) in the round robin final stage
- Points allocated in each game will be on the following basis: win = 1, loss = 0
- If a tie persists, then the team which has won more sets during the round robin stage will be declared the winner

Basketball

BASIC RULES

- One team of minimum 5 players, maximum 10 players per team.
- Length of matches: 2 halves of 10 minutes each, plus a 5-minute break.
- Time permitting, the semifinals and the finals will be longer than the preliminary matches with 2 halves of 12 minutes each and plus 5-min break.
- Independent referees will be present for all games.
- Official FIBA rules will be applied.
- Maximum of 2 Teams per school
- There will be two separate tournaments - one for women's basketball and one for men's basketball

TOURNAMENT FORMAT

- The competition will be based on knock out format. Depending on the number of the teams, repechage will be applied for teams that have been eliminated in the first rounds. The knock out matches will be defined by lottery before the event and disclosed to the participants.

POINTS

Points to the 1st, 2nd and 3rd place will be allocated based on the Standard Score System (Please refer to **Points Allocation** section) separately for Men and Women.

Beach volleyball

NOTE: In case of rain or extreme weather conditions games will be played indoors, time permitting

BASIC RULES

- There can be up to 2 teams per University.
- Teams will be co-ed with 4 people on the sand (1 female minimum per team on sand at all times)
- Total of 6 players per team with 4 substitutions per game at server position.
- A win is 3 points, 0 for a loss
- 1 timeout (30 secs) allowed per team per game
- Side-outs (The team that wins any given point gets to serve on the next point)
Finals - 2 timeouts (30 secs) allowed per team per game
- Game best of out of 3 sets (including semi and finals), in each set the first to reach 15 points wins. In case teams are tied at 14 the game continues until the difference is of 2 points
- Time is limited to 45 minutes, therefore if a third set needs to be played and time is up then the team with the highest points win.
- Please be at the court 15 minutes before your start time in order to keep to the schedule.

TOURNAMENT FORMAT

- Teams will be assigned random numbers and placed into pools (will be determined by overall number of entrants). Each team will play 2-3 games within its own pool to find out who will proceed to the next round.
The 1 or 2 teams (depending on the number of teams) of each pool with the most wins will pass to the next round. If there is a tie between two teams as to who passes to the next round the winner will be decided on the following criteria (in order of importance):
 - Head to head record
 - Total number of points scored
 - Total number of points conceded
- After pool play, the winners will play the semifinals and finals to determine the overall winner of the tournament.

POINTS

Points to the 1st, 2nd and 3rd place will be allocated based on the Standard Score System (Please refer to **Points Allocation** section).

Billiards

The main rules are those edited by the World Pool Association (WPA) for Blackball. This set is to summarize those rules and point out the exceptions to those.

RULES

Maximum 4 players per team.

You have the option of having male and/or female members.

Blackball pool is played with:

- Two groups of balls consisting of: seven red (or blue) balls and seven yellow balls (or solid balls numbered from 1 to 7 and striped balls numbered from 9 to 15), which are called the 'object balls'.
- A white ball that is called the 'cue ball'.
- A blackball. (8 ball.)

The shooter's group of seven balls must all be off the table before he attempts to pocket the eight ball to win. No shots are to be called at any time, including on the eight ball. The eight ball can be pocketed directly without going to a rail.

FREE SHOT

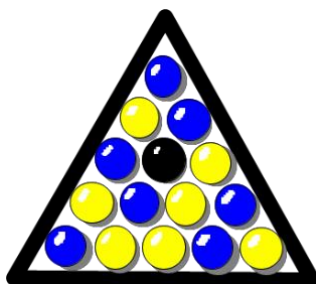
After a foul has been committed the incoming player is awarded a free shot. On a free shot the player may take the cue ball in position or in hand in baulk, and play any ball on the table, blackball included.

DETERMINING FIRST BREAK

The first break will be decided by tossing the coin. The break for the next game will be decided by the winner of the last game.

RACK

The balls are racked as illustrated with the blackball on the black spot, which is at the intersection of the center and corner pockets.



BREAK SHOT

The following rules apply to the break shot.

- (a) The cue ball begins in hand in baulk.
- (b) At least one ball must be pocketed or at least two object balls must cross the center string or the break shot is a foul.
- (c) If the black ball is pocketed on the break, all the balls are re-racked and the same player breaks again.

No ball is called, and the cue ball is not required to hit any particular object ball first.

OPEN TABLE / CHOOSING GROUPS

The table is said to be “open” when the players’ groups have not been decided. The table is open after the break shot and remains open until the shooter pockets balls from only one group on a legal normal shot, which means not a break shot and not a free shot. The shooter is then assigned that group of balls to pocket and the opponent is assigned the other group.

CONTINUING PLAY

The shooter remains at the table as long as he continues to legally pocket balls or the rack ends. If he fails to legally pocket a ball but commits no foul, the opponent shoots from the position left.

SPOTTING BALLS

Object balls driven off the table are spotted on the long string (center line from the black ball spot). If several balls are to be spotted, they are spotted in the following order: (1) the black ball, (2) balls from the group of the next shooter, or balls from the red, blue or solid group if the table is open, (3) other balls.

LOSING THE RACK

The player loses the rack if he:

- (a) pockets the black ball on an illegal shot;
- (b) pockets the black ball on a shot that leaves any of his group of balls on the table

STANDARD FOULS

If the shooter commits a foul, play passes to his opponent. The opponent in case of foul gets 2 shots by placing the cue ball on the head string.

The following, in particular, are considered fouls:

- Pocketing Opponent’s Ball – It is a foul to pocket an opponent’s ball without also pocketing a ball from your own group.
- Jump Shot. – Causing the cue ball to jump over any ball is a foul. (If the cue ball leaves the bed of the table and misses an object ball that would have been struck had the cue ball not left the table on an otherwise identical shot, the cue ball is deemed to have jumped over that object ball.)
- No Foot on Floor - If the shooter does not have at least one foot touching the floor at the instant the tip contacts the cue ball, the shot is a foul.

- No Rail after Contact - If no ball is pocketed on a shot, the cue ball must contact an object ball, and after that contact at least one ball (cue ball or any object ball) must be driven to a rail, or the shot is a foul.

Please refer to the official WPA rule for the list of fouls. The only exception will be:

- Miscue: This foul will not be considered for the MBAT tournament.

SERIOUS FOULS

The fouls listed are penalized by the loss of the current rack. For unsportsmanlike conduct, the referee will choose a penalty appropriate given the nature of the offense.

STALEMATE

If a stalemate occurs, the original breaker of the rack will break again.

TEAM vs TEAM FORMAT

Each member of the team will play alone against members of the opponent team for each game set. No substitution will be allowed during a game.

For 4-player team vs 4-player team, 4 games will be played. Each member must play at least once. The team to win 3 games will be declared the winner of the match. If there is a draw after the 4th game, a 5th game will be played with a player selected by each team.

In the event a team comprises less than 4 players (i.e.: 3, 2 or 1), three (3) games will be played – regardless of the outcome of the first two games. The team winning 2 games out of 3 will win the match.

The teams have the choice of changing or keeping their player after every game, however the team with less than 4 players has to ensure that every member plays at least once.

TOURNAMENT FORMAT

The tournament will be in two stages: group stage followed by knockout stage

In the group stage:

The teams will be playing round robin, with other teams in their respective group.

In the knockout stage

The best team of each group will go in a direct elimination tournament.

- 1st and 2nd place will be decided at the final

- 3rd place will be decided by a third-place match between the losing semi-finalists

The format may be amended depending on the number of teams participating.

POINTS

Points to the 1st, 2nd and 3rd place will be allocated based on the Standard Score System (Please refer to Points Allocation section).

Chess

BASIC RULES

- There will be both an individual and team event
- Individual event:
 - Maximum of 2 players per university yet only the best result for each university will score points.
 - There will be 7 rounds (everybody will play 7 games, with computer pairing). 10min/player - 20min/game max.
- Team event:
 - 4 players per team, Maximum 2 teams per school
 - Round numbers: The number of schools entered will determine the number of rounds played. The system is: every team assigns a player for table 1, a player for table 2 and so on.
 - Time per game: 15 min/player - 30min/game max (can be adjust with regard team number)

FIDE Laws of Chess cover over-the-board play.

The MBAT chess competition rules will follow the FIDE rule as follow:

<https://www.fide.com/fide/handbook.html?id=20&view=article>

<https://www.fide.com/fide/handbook.html?id=83&view=article>

POINTS

Victory 1 point, draw 0.5 points per match. For each of the two competitions the scoring system will be 5 points for first place down to 1 point for 5th place. Points will be added with 50% weight for both individual and team performances to determine the overall winner. The 3 teams with the higher score will obtained their respective points based on the Standard Score System (Please refer to Points Allocation section).

Cricket

PLAYING CONDITIONS

1. General

All matches shall be played according to the rules illustrated below. Each match is a 11-a-side game and will comprise of a maximum of 10 overs.

2. Registration and Eligibility of Players

- i. Prior to the start of the tournament, each team is required to register a minimum of 11 and maximum of 15 players per team
- ii. Playing a non-registered player may result in the deduction of points and/or cancellation of the team's registration
- iii. Visiting B-Schools will need to submit their roster on the day of their arrival to HEC
- iv. All present ICC rules are prevalent except for two major deviation
 - there are no leg-before-wicket dismissals
 - There are no leg byes.
- v. Teams are also urged to note that ICC does not allow runners for batsmen in any conditions at present. MBAT will uphold this rule.

3. Format of the Tournament:

- i. For MBAT 2019, the tournament will be a knock-out tournament.
- ii. There will be 9 teams participating in 4 rounds; Pre-selection, Quarterfinals, Semifinals and Final. However, given odd number of teams, 2 teams will be selected through draw to play a pre-selection to qualify for Quarterfinals. The winner of the pre-selection will join the remaining 7 teams for the Quarterfinals.
- iii. There will also be a 3rd place play-off, played between two teams that lose the Semifinals.

4. Overs Restrictions

- i. Maximum of 3 overs per bowler.
- ii. It shall be the responsibility of the Captain of the fielding side to ensure that no bowler exceeds the permitted number of overs.
- iii. All teams are required to bowl at an average minimum rate of 10 overs per 50 minutes. In the event of a slower over rate without a good cause, the team bowling slow will be liable for a penalty. The exact nature of penalty will be communicated in the rule book Addendum to be shared closer to MBAT dates.
- iv. Should a bowler become incapacitated, another bowler may complete the over. A part of an over counts as a completed over for the purpose of calculating how many overs a bowler has bowled in matches where restrictions on the number of overs per bowler apply. A part of an over does not count as a completed over for any other purposes (e.g. total number of overs bowled by the team, statistical purposes, etc.).

5. Fielding Restrictions:

- i. At no point during the game can the teams have more than 5 fielders outside the inner circle.
- ii. The first 4 over period of the match is considered mandatory Power play. During the Powerplay, only 2 fielders are allowed outside the inner circle
- iii. At no time are more than 5 fielders permitted to field on the leg side during a match.

6. Fixtures

The schedule of fixtures for matches shall be published by the HEC MBAT Office and communicated prior to MBAT. The MBAT Sports Captain and the HEC MBAT Cricket Captains must approve any changes to such fixtures.

7. Postponement of Matches

Postponements of matches and changes of venue will not be permitted under normal circumstances. In exceptional circumstances, requests may be made to the MBAT Committee and HEC MBAT Cricket Captain (HEC MCC), whose decision shall be final.

8. Match Result

- i. If any match is adversely affected by weather or ground conditions to the extent that a result cannot be achieved, the match will be played with reduced no. overs. The no. of overs will be decided at the discretion of the umpires.
- ii. Both teams will have to bat a minimum of 5 Overs for a match to be deemed completed.
- iii. In the event of any team being unable to raise a side (11 players on a team), a walkover shall be awarded to the opposition with 'win' points earned. A side shall be of no less than eleven players.

9. Ground, Weather and Light

Before the Toss has taken place, the decision with regard to the fitness of the ground will rest

with the authority responsible for the maintenance of the ground, or in the absence of the ground authority, umpires appointed by, or in their absence, the team captains. After the toss has taken place, the Umpires appointed by the HEC MCC or, in their absence the Captains, shall be the sole judges as to whether conditions are fit for play. If both Captains cannot agree, both teams shall remain at the ground for one hour after the scheduled start time at which time the HEC MCC shall decide whether or not play is to commence.

10. Disputes

The Umpires appointed by HEC MCC shall determine all disputes during a match.

MBAT Disciplinary Committee

The MBAT Committee shall be the authority with the HEC MCC for all decisions regarding the playing of a match. The MBAT Committee is empowered to make retrospective decisions on any issue and impose whatever sanctions it deems appropriate.

11. The Ball

i. Play will commence with a hard tennis ball (Tennex) or an indoor practice seam ball (Windball).

ii. No ball tampering will be allowed, and if ball tampering has been found, the matter will be presented to the HEC MDC.

12. Match Result Sheets – Team Captains’ Responsibilities

The full names of all players taking part in a match must be entered on the match result card. This includes any match abandoned as No Result. Matches started count as a game for registration purposes.

13. Dangerous & Unfair Bowling (ICC ODI Interpretation)

i. A bowler shall be limited to one bouncer per over. A bouncer is defined as a ball that passes, or would have passed, above the shoulder height of the striker standing upright at the crease. In the event of a bowler bowling more than one bouncer in an over as defined above, the umpire at the bowler’s end shall call and signal No ball on each occasion.

ii. Any delivery, other than a slow paced one, which passes or would have passed on the full above waist height of the striker standing upright at the crease is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker. This shall be called as ‘NO-BALL’ by the umpire.

iii. Should there be any further instance by the same bowler in that inning, the umpire shall call and signal No ball and, when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof. The bowler thus taken off shall not be allowed to bowl again in that innings.

14. Hours of Play & Intervals

i. All matches shall be over a maximum duration of 110 minutes including a 10 minute break between innings.

ii. Games are to commence as per the schedules but may commence earlier, should both captains and umpires agree.

15. Tied Matches

i. A tie occurs when the scores are level at the conclusion of the game. At this point, to break the tie, the teams will play a Super Over. This will comprise one over each and the winner is the team that scores more runs. Batting team will be allowed to bat either till 6 legal deliveries are bowled or 2 wickets are taken by the bowling team. Whichever occurs earlier.

ii. PowerPlay Over Rule will apply during Super over.

iii. In case the Super Over also ends in a tie, another Super-over will be played. This will

continue till a winner emerges.

For any other points not covered by this document, ICC rules and standards will be applicable.

Cross Country

BASIC RULES

There will be a single race of 7 km approximately. Each school may enter up to one men's team and one women's team for each race.

Each team (men's or women's) must have at least 3 participants with a maximum of 10 participants. Each participant has to complete a designed course within HEC which includes dirt road and hills.

Electronic aids are not allowed to be used during the course.

A course map will be posted on the MBAT website before the event. Please review the map before the start of the race. The course will be marked in detail, with marshalls located at multiple points along the course.

POINTS

The finishing participant will be assigned the score for his/her placing, for example, the 1st finisher scores 1, 2nd finisher scores 2, 3rd finisher 3, etc. Accordingly, the team with the lowest total score wins – ex. a team with finishers at 3rd, 8th and 10th would score 21 (3+8+10). Once the top three MBA programs have been identified, points will be allocated on the following basis: 20 for the first place, 15 for second place and 10 for third place. No on-course water, etc. will be provided. All participants must complete the 7 km within 1 hour.

The 3 teams with the lowest score will obtain their respective points based on the Standard Score System (Please refer to **Points Allocation** section).

Extreme Dodgeball

BASIC RULES

- Teams will be made up of 6 to 8 players.
- 6 players, including at least one of women, will compete on a side; others will be available as substitutions.
- At least one woman player must be on the court at all times.
- Substitutions may enter the game only in case of injury.
- **Games may be played outdoors on the flattened dirt surface, so be prepared!**

Section 1: Boundaries

- During play, all live players must remain inside boundary lines
- Players may pass through their end line only to retrieve stray balls. A stray ball is one that has not been picked up and is lying on the ground.
- When retrieving a ball, the player must also immediately re-enter the playing field, going only through their end line. Note: A player not immediately re-entering the

playing area may be declared out.

- A player shall not:
 - Have any part of their body in contact with the surface on or over the side-line.
 - Enter or re-enter the field through their side-line.
 - Leave the playing field to avoid being hit by, or to catch a ball.
 - Have any part of their body cross the centerline and contact ground on their opponents' side of the court.
 - Exception to the preceding: during the opening rush, many players cross the centerline.
 - Officials should refrain from calling players out unless a definite advantage is gained by the action.

Section 2: The Game

- The object of the game is to eliminate all opposing players by getting them out. An out is scored by:
 - Hitting an opposing player with a live thrown ball below the shoulders. Note: If a player ducks, and this clearly is the cause for the player being hit above the shoulders, the player is out and the throw is legal.
 - Catching a live ball thrown by an opponent.
 - Causing an opponent to drop a blocking ball as a result of contact by another thrown live ball.
 - An opposing player stepping out of bounds.

Live (defined) - A thrown ball that strikes, or is caught by an opposing player before contacting the ground, another player or ball.

- A player may block a thrown ball with another ball being held. This is a blocking ball. The ball that bounces off as a result of this action is considered live.
- Upon catching of a live ball by an opposing team, the thrower is declared out. In addition, a player previously declared out on the team that caught the ball can return to the game.

Note: Returning players must return to the game in the same order as they were eliminated.

Section 3: Timing, Outs, and Substitutions

- A 6-minute time limit has been established for each game during the round robin match play. A 10-minute time limit has been set up for semi and final games. However, all games are played as “elimination games”. If the game does not finish within the time limit, the victor will be the team with the highest number of remaining players. If there is a draw again, the game keeps going until the first player is out.
- Only the court judge's whistle starts and stops the clock.
- All players are in jeopardy until the court judge recognizes and signals the beginning of a time out or end of regulation time.

Exception: All live balls in flight at the time of an official's signal to end regulation time or begin a time out remain live, and may eliminate an opponent, until they become dead.

Section 4: Beginning the Game

- Prior to beginning a game, an equal number of balls are placed along the centerline. A standard game consists of 6 balls, separated in half by a H-mark.
- Players take a position behind their end line.
- Following a signal by the official, teams may approach the centrelines to retrieve the

balls. Teams may only retrieve balls placed to the right (as they face the center line) of the H-mark. If balls remain on the centreline after a team has retrieved and moved their balls beyond the attack line, either team may retrieve those balls.

Section 5: Opening Rush Rule

- Each and every ball retrieved at the opening rush must first be taken or pass beyond the attack line and into the team's backcourt before it may be legally thrown at an opponent. Example: Following the opening whistle, a player rushes and is the first to secure a ball from the centreline. That player must then carry or pass the ball into their backcourt before it may be legally thrown at an opponent.

Section 6: Declaring a Winner

- The first team to legally eliminate all opposing players will be declared the winner. (Elimination game)
- If neither team has been eliminated at the end of time limit, the team with the greater number of remaining players will be declared the winner.
- In all overtime periods, the first team to legally eliminate any one opponent will be declared the winner.

Section 7: Overtime (semi and final)

- If an equal number of players remain after regulation play, a 3-minute sudden death overtime period will be played.
- To reduce time required to finish an overtime game, team captains may choose to add an equal number of players prior to the start of the first overtime. Sudden death still applies. Both captains must agree to the number of players added. If not, overtime will begin with the number of players left standing at the end of regulation time.
- All overtime periods will begin with an equal number of "balls in hand" behind a team's end line. The first team to legally eliminate any one opposing player will be declared the winner.
- Substitutions and/or additions are permitted only prior to the start of any overtime period.
- At the end of each overtime period, if no players have been eliminated, an additional player from each team – to a maximum of 6 – will be placed back into play.
- The sudden death format continues through all extra periods.

Section 8: Stalling and 5-second violation

- A team trailing during a regulation game must be given the opportunity to eliminate an opposing player. This requires a ball to be at the disposal of the trailing team.
- It is illegal for the leading team to control all the balls for more than 5 seconds. If the leading team controls all the balls they must make a legitimate effort to get at least one ball across the attack line and into the opponent's backcourt. If this is not done within 5 seconds, a violation will be called. A team may avoid a 5 second violation by throwing or rolling a ball into the opponent's backcourt. This does not mean throwing the ball over and through an opponent's end line.

Note: Only a court judge or official may call a 5 second violation. Penalty for a 5 second violation: Stoppage of play and the balls evenly divided between the teams. Play continues with "balls in hand".

TOURNAMENT FORMAT

- Teams will be assigned to group in which they will play 2 to 3 games (depending on the

number of teams). Each contest will consist of a 6-minute game. If there is the same number of remaining players, there will be a draw.

- During pool play, or round robin play, all games will be played regardless of the results of preceding games.
- Depending on the number of teams, the teams with the highest score will advance in a particular division. This decision will be decided on the following basis (in the following order of importance):
 - Highest number of victories
 - Head to head match record
 - Highest number of players remaining on the court at the end of all the matches
 - The actual duration of the game (how long it takes to actually eliminate all members of a team)
- Semi and final will be elimination games with a time limit of 10 minutes.

POINTS

The 3 teams with the highest score will obtain their respective points based on the Standard Score System (Please refer to **Points Allocation** section).

E-SPORT - FIFA 2018

REGISTRATION

Every player must download the “Tournament App” and register for the MBAT eSport Tournament.

<https://itunes.apple.com/us/app/toornament-esports/id974719460>

<https://play.google.com/store/apps/details?id=com.oxent.toornamentapp>

The App will be used for score self-reporting.

Registration can be done on the website as well

<https://www.toornament.com/tournaments/1112314871050256384/information>

Please use the following nickname format *SchoolName_Firstname* (e.g. **HEC_John**) when registering.

The FIFA 18 Tournament will be played on multiple platforms (PC, XBOX, PS4). It involves a mixture of round-robin group matches as well as the traditional knockout phase.

A referee will be available for glitches and to clear disputes. The referee’s decisions are final.

Official FIFA 18 tournament rules by EA will be applied to the extent that it is possible.

PLAYING RULES

Game settings: The below match rules apply to every match. Some of these rules are defined by the game mode “Friendly Match”, and some are user definable. MBAT reserves the right to modify these settings at any time for any reason.

- Difficulty Level: World Class
- Half Length: 6 minutes
- **Specific Controller Setting Exceptions: Legacy Defense prohibited**
- Commentary Volume: 0
- Music Volume: 0
- Time/Score display: On
- Camera: Tele Broadcast
- Radar: 2D
- HUD: Indicator
- Custom tactics are allowed

- Custom formations are disallowed
- Extra Time:
 - In Group Play: No Extra Time
 - In Playoffs Play: Extra Time rules as follows: extra time of two (2) minute halves will be played in the event of a draw after regulation time. Penalties will decide the winner if after extra time the scores are level.
- Custom formations are not permitted. Custom tactics and set pieces are available, however, MBAT can decide to turn them off at any point in its absolute discretion.

Pauses and Interruptions

Each Player can pause the game up to five times. If a Player pauses the game, it must be to make a tactical change to their squad, which can include substitutions, formation changes, or tactic adjustments.

Players are only allowed to pause the game when the ball is not in play, meaning it has left the field of play or a foul has been committed and it's a dead ball situation, or if the Player holds possession of their ball in their half of the field.

If a game is paused or interrupted intentionally while the ball is in play by any Player, MBAT has the right to immediately disqualify that Player.

If a game interruption is caused by outside circumstances such as a machine error or loss of power, the game shall be continued from a point determined by MBAT Team.

Notwithstanding the above, a Player can pause the game to change strategy and/or formation in the event that

- i) a player of his team is sent off
- ii) a player of his team is injured.

Rules for the Round Robin Stage

The teams will be divided in groups. Each winner will advance to the quarter final stage. Depending on the number of participants, up to three of the best second placed teams could also advance to the playoffs. The three best second placed teams will be decided on the following criteria (in order of importance):

- Highest number of points won
- Best goal difference
- Highest number of goals scored
- In case there is still a tie, there will be a game replay.

Points are given as follows: victory = 3, tie = 1, loss = 0

If any team does not show up for a match at the round robin stage, the team that is present will be awarded a 3-0 victory.

Important Note: After every match, participant MUST log their scores using the Tournament App.

FAIRPLAY

Player behaviour

Players must conduct themselves in a reasonable manner, maintaining an appropriate demeanor to spectators, members of the press, tournament administrators, and to other Players. All players are expected to adhere to the standards of good sportsmanship at all times.

- Players will refrain from using vulgar or offensive language.
- Abusive behaviour, including harassment and threats is prohibited.
- Physical abuse, fighting or any threatening action or threatening language, directed at

- any Player, spectator, official or any other person is prohibited.
- Damage and/or abuse to game consoles, controllers, or any tournament equipment is prohibited.
- Any action that interferes with play of a game, including but not limited to purposely breaking a game station, interfering with power, and abuse of in-game pausing, is prohibited and can result in match forfeiture and/or disqualification from the competition
- Gambling, including betting on the outcome of games, is prohibited.
- All Players must not disclose any confidential information provided by EA or any of its

Collusion

Collusion is defined as any agreement among two or more Players to disadvantage other Players in the Competition. Collusion between Players is strictly prohibited. **Any Players determined to be engaging in Collusion will be removed from the competition.**

Examples of collusion include, but are not limited to:

- Intentionally losing a match for any reason,
- Playing on behalf of another competitor.
- Any form of match-fixing.
- Soft play, defined as a player not trying their hardest in an attempt to allow an opponent to run up the score and gain a Goal Differential advantage.
- Allowing an opponent to score more or less goals than they normally would in order to impact the Goal Differential tiebreaker.

POINTS

Points for the 1st, 2nd and 3rd place will be allocated based on the Standard Score System (Please refer to **Points Allocation** section).

Football

BASIC RULES

The Men's Football Tournament involves a mixture of round-robin group matches as well as the traditional knockout phase. Contests will involve teams of 11 players per side, with 6 substitutes, making it a maximum squad of 20

Referees for the game consist of 1 licensed official referee and 2 linesmen provided by the teams participating in the tournament. Each team will provide linesmen for the game following theirs in accordance with the instruction of staff.

The Women's Football Tournament will play by the same tournament structure and rules, the difference will be that they will play 7 vs 7 with a maximum of 15 women per team (one team per university).

The Men's Football Tournament will be conducted on a full pitch. The Women's Football Tournament will be conducted on a half pitch.

Shin guards are recommended, but they are not mandatory and will not be provided. Offsides will be called and all fouls will result in kicks (direct or indirect at the referee's discretion).

Football boots are mandatory to play (i.e. shoes with cleats).

PLAYING RULES

Men's Football: Each game consists of two halves of 20 minutes with a 5 minutes break at

half time. (The duration may be changed depending on the number of teams participating in the tournament.)

Rules for the Round Robin Stage

The teams will be divided in groups. Each winner will advance to the quarter final stage. Depending on the number of participants, up to three of the best second placed teams could also advance to the quarter finals. The three best second placed teams will be decided on the following criteria (in order of importance):

- Highest number of points won
- Best goal difference
- Highest number of goals scored
- Lowest number of red cards
- Lowest number of yellow cards
- In case there is still a tie, there will be a penalty shootout

Points are given as follows: victory = 3, tie = 1, loss = 0,

Women's Football: Each game consists of two halves of 15 minutes with a 5 minutes break at half time. The format will be similar to the Men's.

Important Note: If any team does not show up for a match at the round robin stage, the team that is present will be awarded a 2-0 victory.

Yellow/Red Cards

Any player that receives a red card will not be able to play in the next game (no matter what game that is). Any player that receives two yellow cards cannot play in the following game; however, yellow cards are erased after the round-robin.

Knock-out Round

If tied, penalty kicks will determine the winner.

All half-times will be 5 minutes long. (The duration may be changed depending on the number of teams participating the tournament.)

Substitutions

During the whole tournament substitutions are limited to five per game. If the player substitutes the game, he cannot come back. Substitutions can only be made while the game is stopped and after the referee's authorization. Licensed officials from a local federation will referee all matches.

It is *fully* expected that every team plays fair and remember that this is a fun and friendly competition! Then, every team is also expected to provide linesmen for next game promptly after its own game.

POINTS

Points for the 1st, 2nd and 3rd place will be allocated based on the Standard Score System (Please refer to **Points Allocation** section), separately for Men and Women.

Golf

TOURNAMENT FORMAT

The MBAT Golf tournament is a one-day 18 Holes STABLEFORD.

PLAYERS

Mixed gender competition. Each school can have a maximum of 6 players and a minimum of 2. A team may be comprised of only men, only women, or both. Men will tee off from the Yellow and Ladies from the Red.

ATTENTION

The allowed maximum Handicap is 24,4.

Handicaps will be self-reported in advance. Please bring your official index transcript/handicap card for verification on tournament day.

ORGANIZATIONAL DETAILS

All players must arrive at the Golf course at least 30 minutes before tee time to check in. Total number of players: +/-30. Caddies are allowed and welcome.

RULES

The rules of Golf apply as stated by the R&A (The Royal and Ancient Golf Club of St Andrews). It is recommended that all players have a rulebook with them.

ETIQUETTE

Proper golf etiquette is expected. Any player will be disqualified from the competition for serious breach of etiquette (screaming, excessive hitting of clubs etc).

ATTIRE

Golf appropriate attire is necessary: collared top (polo or shirt) with trousers or knee-length shorts for both men and women. It is recommended to bring your own golf shoes. If unsure, please ask since we comply with the rules of the Club.

EQUIPMENT

It is strongly recommended that you bring your own clubs. A limited number of club rentals can be organized but the quality of and lack of familiarity with this set could confer a disadvantage.

INSURANCE

All European Union zone players with golf license for 2019 will have free insurance during the golf competition, provided by the golf course. Please do not forget to bring your documents.

For non-EU zone players and for players without a national golf license for 2019, the golf course may charge a fee for the insurance. The best procedure is to make individual contracts for injuries and the 3rd party risk insurance. Please note that these risks are based on self-responsibilities.

SLOW PLAY

Slow play will harm everyone's enjoyment of the day. This is the reason why we decided upon a stableford format, as once it is no longer possible to score a point, a player does not have to complete the hole but can simply pick up his/her ball and proceed to the next hole.

POINTS

Points awarded in relation to a fixed score (Par) at each hole as follows make the scoring in Stableford competitions:

Hole Played In Points

More than one over fixed score or no score returned..... 0

One over fixed score 1

Fixed score 2

One under fixed score 3

Two under fixed score..... 4

Three under fixed score..... 5

Four under fixed score 6

EXTRA POINTS LONGEST DRIVE

Will take place on a designated hole. Small signs will be used to record the ball position and the player name. The ball must be on the fairway to be taken into consideration. The player with the longest drive will be awarded 2 extra point.

CLOSEST TO THE PIN

Will take place on a designated hole (par 3). The nearest ball to the pin in one shot will be recorded. Small signs will be used to record the ball position and the player name. The Ball must be on the green. The player closest to the pin will be awarded 2 extra point.

WINNING TEAM

Irrespective of total players per school, the scores that will count will be the 2 best individual scores per school. Players only need to write down the gross score, members of the golf course will do the calculation of stableford points.

The 3 teams with the highest score will obtained points based on the Standard Score System (Please refer to **Points Allocation** section).

Petanque

The highlight of the sport is that it is divided into two parts: Leisure and competition. For the leisure part, it is for the participant to get a French experience associated to petanque. This section is for people who want to learn about the sport and for other team to practice before competition. Beginners are welcome to participate to have a taste of the sport.

BASIC RULES

The competition will progress in 4 stages: playoffs, quarterfinals, semifinals and finals.

Each team consists of 3 people. Schools can register a maximum of 2 teams.

For the playoffs, the teams will be divided in 4 pools and will randomly play games between different pairings within each pool. The top 2 teams in each pool qualify for quarterfinals.

The objective of any team on each match in the preliminary stage is to score 7 points before its opponent.

In the knockout stage, the objective of any team on each match is to score 13 points before its opponent.

A game is a single encounter with each team playing 6 balls. A match is a series of games played until the winning score.

SPECIFIC RULES OF THE GAME

Players in each team use a set of six metal balls (2 balls per player). The target ball is known as "but" or "cochonnet".

The first team to play is determined by the toss of a coin.

A player of the first team then tosses the target ball.

The game starts when a player of the first team, throws his ball and attempts to place it as near as possible to the target ball. The opposing team then begins to play until at least one of its balls is closer to the target ball than those of the opposing team.

Should the target ball be hit, the game continues unless the target ball cannot be seen. In the event that the target ball cannot be seen, the round is begun again.

When either team has thrown all its balls, the players of the other team throw their balls, seeking to increase the number of their balls that are closer to the target ball than those of the opposing team. When teams have thrown all their balls, the round is complete and the points are determined.

The winning team receives one point for each ball closer than any ball of the opposing team. A player of the team winning the round again throws the target ball and another round begins. The game continues, until one team has 7 points.

At the end of a match, if a ball is withdrawn before all the points are counted, the score from that ball shall be null.

All players are required to be present at the start of the games, but if a team is missing one player it can start the game with only 2 players. However, if 2 or the entire team is missing, the team is disqualified.

In case of a tie between two teams when establishing which teams will qualify for the knockout rounds, the following procedure will be followed in determining the qualifying team:

The point difference in each game will be taken into account and the team with the highest points difference will qualify for the next round.

TOURNAMENT FORMAT

The participant teams will be divided in groups. Depending on the number of teams, the 2 teams with the highest amount of victories will advance to the semifinals and finals. In case of a tie, the team with the highest accumulated points will advance. The semi and final will follow the single elimination format.

POINTS

The 3 teams with the highest score will obtained be awarded with points based on the Standard Score System (Please refer to **Points Allocation** section).

Poker

BASIC RULES

- Texas Hold-em (No limit)
- Total estimated time for tournament: 4.5 hrs
- Total estimated time for 1st round: 1 hr
- Total estimated time for 2nd round: 1.5 hrs
- Total estimated time for Final Table: 2 hrs
- Blinds will increase for the first time after 15 min, then every 10 min.
- There is no limit on participants per school

TOURNAMENT FORMAT

- 10 tables for 1st round.
- Total number of players at each table will depend on number of participants that register for the event (approx. 10) (around 100 players)
- 1st Round: Top 2 players at each table advance. Winnings do NOT carry over.
- 2nd Round: Top 4 players at each table advance. Winnings carry over to Final.
- Final Round: 1 Final Table with 8 players.

MATERIALS PROVIDED

- Cards: 2 decks provided per table (20 total)
- Chips: 20 chips per player
- # Tables: 9-10
- # Chairs: Depending on number of participants

POINTS

Standard Score System (Please refer to Points Allocation section)

Rock climbing

BASIC RULES

TEAMS

- Teams are made of 3 to 6 people. A school can enter a maximum of 2 teams. Only the best 3 scores among members will be considered for ranking purposes.
- It is compulsory to have a female team member, and at least one female team member's score has to be included in the best 3 scores that are chosen for the record of each route.
- The team ranking for each route is determined by the sum of points for the top 3 participants of each team.
- Climbers have to choose 2 technical routes out of 3 (may be different among climbers in a same team).
- All climbers have to climb the 3 chosen routes (2 technical + 1 speed).
- Each team climbs each route as a team, one after the other.
- **HEC team will first start** on the speed climb because the team members will have to help with taking down the results afterwards. The order of climbing of the other schools will be decided by lottery before the competition starts.

ROUTES

- There will be 4 routes: 3 Technical and 1 Speed.
- Difficulty level of speed route: 5a; technical routes: 5a, 5b+, 6a.
- Each of the 4 routes will be in utilization at a given time, by a given team.

SPECIFIC RULES

Speed Climb

- Time is what matters. Once the climber touches the bell at the end of the route the referee will record the time.
- What counts in the speed climb is reaching the top. If a climber falls, he/she must restart but the time will not be stopped.
- Among two same technical climb scores, the team with the speed climb best time wins.
- Each team must perform the speed climb.
- There will be top rope for the speed climbing

Technical Climbs

In Technical, height is what matters.

The highest “hold” touched by the climber (he/she must be actually holding it) is the one considered for scoring purposes. Once the climber falls, the referee will record the height reached. There will be a maximum time of 5 minutes to complete each technical route. Among two same technical climb scores, the team with the speed climb best time wins.

- Easier technical climb: level 5 range; harder climb: level 6 range.
- Each team must perform at least two technical climbs.
- In the technical climb, once the climber falls, he/she cannot restart, the highest attained height/hold will be recorded.
- Technical climbing for 5a and 5b+ are top rope, whereas 6a should be completed on lead, without top rope.
- Climber (and belayer) have to safely complete 5b+ route to access 6a route.
- The points in the technical climb will be recorded in the following way:
 - 5a route: attainment of each carabiner (= each 100cm hold) = 8 points, for a maximum total of 40 points.
 - 5b+ route: attainment of each carabiner (= each 100cm hold) = 8 1/3 points, for a maximum total of 50 points.
 - 6a route: attainment of each carabiner (= each 100cm hold) = 10 points, for a maximum total of 80 points.

SAFETY

Climbing competition open to beginners.

Certified equipment (harness, shoes, ropes, carabiners...) is provided.

A safety briefing and level assessment for each athlete will be performed before the competition starts.

Any dangerous behaviour will lead to team disqualification.

POINTS

For Rock Climbing, scores will be counted for each route. The winner, losing finalist, third place and fourth place players will get 20 points, 15 points, 10 points and 10 points respectively. Each of the other losing quarterfinalists (teams that placed 5th to 8th) will get 5 points each. The points accumulated by each MBA program for each sport will be used to

determine which MBA program wins the overall competition.

Accordingly, points will be allocated to the overall top 3 MBA programs in each sport 20 points, 15 points and 10 points. It is only this final set of points, which will be considered towards determining the winning team of MBAT.

Rowing

BASIC RULES

This will be an ergometer competition that will be held on campus

Each team must be constituted of 4 people, each school can have up to two teams for both Men's rowing and Women's rowing. The format of the competition will be 4x500m in a relay style. Each team will be given one ergometer and each member of the team will have to complete 500m in the shortest time possible and return to the starting point (10m away from the ergometer) in order to let his next teammate start. The winner of the competition will be the first team to complete the 2000m (4x500m) and successfully comeback the starting point.

EQUIPMENT

The MBAT will provide 4 ergometers. Teams must be equipped with the same suit in order to be recognizable for the public.

TOURNAMENT FORMAT

The participant teams will be divided in groups. Depending on the number of teams, the 1st and 2nd fastest teams of each group to complete the 2000m will go to the finals. The finals will follow the same 2000m format.

POINTS

Accordingly, points will be allocated to the top 3 MBA programs according to the Standard Score System (20 points 1st, 15 points 2nd and 10 points for 3rd).

7s Rugby

BASIC RULES

The MBAT rugby tournament will be a 7-a-side format, played on full pitches. Rules not mentioned in this document will be based on World Rugby laws and refereed by fully licensed local officials.

Each school will play against every other team. If there are more than 8 teams registered, the teams will be allocated into 2 pools, and will play in a knock-out tournament. Each game will consist of two halves of 7 minutes with a 2-minutes break for half-time. The team with the highest score will be the winner. There will be no overtime until the knockout stage.

SQUADS AND SUBSTITUTION

Schools may submit up to 2 teams into the tournament, with each team having a maximum of 12 players per match. Players can only be substituted once per game for tactical or injury reasons.

POINTS

The group rankings are established according to the following criteria, listed in decreasing order of importance:

Number of points (victory = 3, tie = 1, loss = 0,)

- Highest points secured depending on number of victories, losses, ties
- Points differential (Total number of points scored – Total number of points conceded)
- Number of points scored
- Number of points conceded

If none of these criteria enable two or more teams to be separated, a member of the MBAT staff will draw random lots to determine who advances to the next round. The best second placed team will also be determined on the same criteria.

Swimming

BASIC RULES

These rules will apply to all swimming events at the MBAT. Some events were adapted so as to increase competitiveness between the participants and to allow better enjoyment of the swimming contest. The most important rules of the competition are that all participants and spectators must act with utmost respect for others, be cooperative... and have fun!

PARTICIPATION IN EVENTS

An authorized participant may compete in a maximum of four swimming individual events. Each MBA program is allowed to have a maximum of two participants in each individual event and a maximum of one team in each medley event.

EVENTS CURRENTLY SCHEDULED FOR THE MBAT

Warm-up

- 1. Men's Freestyle 50m*
- 2. Women's Freestyle 50m*
- 3. Men's Freestyle 100m*
- 4. Women's Freestyle 100m*
- 5. Men's Butterfly 50m*
- 6. Women's Butterfly 50m*
- 7. Men's Breaststroke 50m*
- 8. Women's Breaststroke 50m*
- 9. Men's Backstroke 50m*
- 10. Women's Backstroke 50m*
- 11. Men's 200m Individual Medley**
- 12. Women's 200m Individual Medley**
- 13. Men's 4X50m Freestyle*
- 14. Women's 4X50m Freestyle*

** The sequence of individual medley is butterfly, backstroke, breaststroke, freestyle*

OTHER RULES

No false start is allowed. The swimmer will be automatically disqualified.

Each team is required to name a captain that will be responsible for communication with the organization committee. Results will be taken by referees on paper sheets that will be sealed in envelopes and checked for point counting after the competition in the presence of captains.

The above races will happen in the order issued prior to the MBAT swimming event, and not the order provided in this document.

Races will be held simultaneously in 2 pools at the designated location and swimmers would be designated points according to the following table. The School with maximum number of points would be declared as winner.

Points will be awarded for 1st to 5th place finishes in individual and relays. Finishes are based on the time taken to complete the event.

The top 3 teams will get 20 points, 15 points and 10 points respectively. It is only this final set of points, which will be considered towards determining the winning team of MBAT.

In case of tie in swimming after all mini-tournaments have been completed, we will see which team a higher number of had 1st place finishes in each of the races to determine the winner. If there is still a tie, we will see which team has had a higher number of second place finishes and so on.

Ranking	Individual	Relay
1	20	30
2	17	25
3	15	20
4	12	15
5	10	10

Table Tennis

BASIC RULES

The following details the rules and regulations for Table Tennis in MBAT 2019. International Table Tennis Federation (ITTF) rules will be applied with respect to umpiring, serving and time-out.

- All rules apart from those stated below are as per ITTF standards.
- Each registered team will comprise a minimum of 4 players (with minimum 2 men & 2 women), and a maximum of 10 players. Teams will contest in five events: Men's Singles, Women's Singles, Men's Doubles, Women's Doubles and Mixed Doubles. One person can play all three events (i.e. Men's Singles, Men's Doubles and Mixed Doubles) however we would advise you to play not more than 2 events to help ease scheduling conflicts.
- Schools can register a maximum of 2 teams.
- If one or more players are not available for play when called, the team will forfeit the match against that opponent. A maximum of 10 minutes leeway will be permitted. This rule will be strictly enforced.
- Postponement of matches and changes of venue will not be permitted under normal circumstances. In exceptional circumstances, requests may be made to the HEC MBAT Sports Manager, whose decision shall be final.

- Prior to the start of the tournament, each team is required to register a minimum of 4 and maximum of 10 players per team. Playing a non-registered player may result in the deduction of points and/or forfeiture of the team's registration. Visiting B-Schools will need to submit their roster on the day of their arrival to HEC.
- Each singles match consists of five 11-point games, and the first person that wins three games will be the winner of the match.
- Each doubles match consists of five 11-point games, and the first team that wins three games will be the winner of the match.
- If a contest reaches the score of 10-10, the first player/team to create a difference of 2 points (e.g.: 12-10, 12-14) will be awarded the set.
- The HEC MBAT Committee shall publish the schedule of fixtures for matches after details of participating teams have been by all visiting universities. The HEC MBAT Committee must approve any changes to such fixtures.

GAME SYSTEM AND SCORING

To decide the final winner of the competition, there will be a group stage followed by knockout rounds. If a team forfeits more than once, the team would automatically drop out from the league.

TOURNAMENT FORMAT

There are 4 groups with 4 teams each. The winning team from each group will progress to the semifinals. Criteria for determining the winner of each group will be (in decreasing order of importance):

- Overall number of points acquired over the course of all matches. Each match consists of 5 sets - one in each of men's singles, men's doubles, women's singles, women's doubles and mixed doubles. Points for matches will be allocated on the following basis: victory = 3, tie = 1, loss = 0,
- Overall number of games won
- Overall number of points won

In the tournament, the winning team of one group will compete with the winning team of another group. The team that makes it to the final knock out round and wins the final match will be crowned champion of the event.

Please note: Participants will need to bring their own racquets and accessories, (i.e. wrist bands, proper attire, and footwear) to participate in the tournament. The HEC MBAT team will take care of all table tennis balls.

Tennis

BASIC RULES

Each school may be represented by a maximum of 2 teams, and they can also select a squad of a maximum of 6 participants for each team. Each team is composed of a minimum 2

participants, and should have a minimum of 1 woman and 1 man playing. Players are not allowed to play on more than 1 team. All participants have to be accredited by name to the MBAT Tennis Coordinator the latest before the tournament starts.

STRUCTURE AND SCORING

We will have a basic bracket with single elimination. Each match comprises 3 sets, each of a different category: Men's Singles, Women's Singles and Open Doubles. The winner of a set will be decided on the basis of which team is the first to win a set (No-Ad). In case scores are tied at 6-6, tie-breaker would be played. The winner of a match will be the team with the higher number of sets won.

HOW TO PLAY EACH ENCOUNTER

Each team will have a maximum of 5 minutes to warm up before each set. There will be no breaks between games.

Each team is required to show up at the tennis courts half an hour before their respective games are scheduled to begin. Some matches may begin a little earlier than scheduled if previous matches get over before the scheduled time.

Due to the tight schedule, the time table will be back and forth. Please understand the timetable is just a rough indication. You can check the latest status (result, time, court) at the Coordinators' Desk.

NOTE: All matches are played under fair-play rules (no umpire, no linesman and no ball-kids). Every player is responsible for the judgment on her/his side of the court and has to count scores audibly while serving

PENALTIES

Walkovers are announced automatically if (the case for all encounters):

- Teams not showing up at the officially announced time on the schedule
- Players participate which haven't been mentioned on the players list

No exception will be considered.

NOTE: The MBAT Tennis Coordinator will adjudicate Disputes or complaints between two teams over any of the above outlines.

CLOTHING AND EQUIPMENT

There is no official dress code required for the tennis tournament.

NOTE: Tennis balls are supplied by the MBAT but rackets are not provided, so all participants must find room in their luggage for their rackets.

Touch Rugby

TOURNAMENT FORMAT

The MBAT touch rugby tournament will be a 6-a-side format, played on half pitches. All matches will be played in six-touch format. All other rules will be according to international regulations and refereed by designated officials.

Each school will play against every other team. Each game consists of two halves of 7 minutes with a 2-minute break for half-time. The winning team will be the one that scores the highest number of points (tries). There are no conversion kicks.

BASIC RULES

- Play starts and restarts at the centre with a "tap". Moving the ball on the ground with the foot, free from the hands, and then picking it up perform this. Penalties are performed by the same procedure. On both a re-start and penalty the defending team must retreat at least 10 metres.
- Grounding the ball on, or behind, the try-line scores a try. One point is awarded for each try.
- When touched, the player in possession must place the ball on the ground at the exact point of the touch. Play is re-started by stepping over the ball. It can be controlled with a hand or foot. This is known as a ROLLBALL. The ball may not roll more than a metre. A player may not perform roll ball unless touched.
- The player picking up the ball (the acting half) may run, but if touched a changeover occurs. The acting half may not score and a changeover (roll ball) will be awarded if this occurs.
- After 6 touches possession changes automatically. The attacking team begins play on the "first down", starting with a "roll ball".
- All defending players must retire more than 5 metres in line with the mark of touch. The defending team cannot move forward until play restarts, nor interfere with play whilst retreating.
- If the attacking player, when making a quick start, is touched by an off-side defender, play can continue. If an attacking side gains no advantage, a penalty tap for the first down will be given.
- When a roll ball is taken within 5 metres of the score line the defending players must retreat with both feet to behind their score line before they can make the touch. If a player is touched in the touchdown zone before grounding the ball the touch counts and play is restarted on the 5-metre line. At all times no team may delay the game by deliberately delaying a roll ball.
- If the ball is dropped or if a player crosses the sideline before being touched, change of possession will occur. This is by means of a Rollball.
- A penalty is awarded for the following infringements; a forward pass, offside play, performing a roll ball over the mark, claiming a Touch when none was made, interfering with the roll ball (running around the ruck) and passing the ball once touched. When a penalty is awarded, the referee will advance 10 metres from where the infringement occurred. The referee must give the exact mark from where the Tap Ball must be taken. The defending team must retire 10 metres from the mark or behind the try-line.
- If the defending team unsuccessfully intercepts the ball or it is intentionally knocked down, the attacking team starts from a "first down" roll ball.
- Players of both defending and attacking teams are to use the minimum force necessary to effect touches.

- After a touch has been effected, the player in possession is required to stop, return to the mark where the touch occurred if the mark has been over-run, and perform a Rollball without delay.
- A player is not to pass or otherwise deliver the ball after a touch has been effected
 - Penalty to DEFENDING team where the touch occurred
- No obstruction, excessive contact, verbal abuse or foul play will be tolerated – the referee is sole judge. A penalty will be awarded in such cases and a player can receive 2 minutes in the SIN BIN. Serious or continual foul play of any nature will result in the player being sent off without a replacement.
- A Player who continually breaches the playing rules is liable for dismissal
 - Period of time dismissal
 - Remainder of match: Player is sent off and is NOT to return to field, cannot be substituted

SQUADS AND SUBSTITUTION

Schools may submit up to 2 teams into the tournament, with each team having a maximum of 10 players per match (6 on field and 4 substitutes). Rolling substitutes will be allowed and there is no restriction on the number of times a player may interchange.

POINTS

The group rankings are established according to the following criteria, listed in decreasing order of importance:

- Number of points (victory = 3, tie = 1, loss = 0,)
- Highest points secured depending on number of victories, losses, ties
- Points differential (Total number of points scored – Total number of points conceded)
- Number of points scored
- Number of points conceded

If none of these criteria enable two or more teams to be separated, a member of the MBAT staff will draw random lots to determine who advances to the next round. The best second placed team will also be determined on the same criteria.

Track

BASIC RULES

Separate competitions will be had for both Male and Female runners.

Individual races

Individual events for 100m, 400m, and 1,500m will be held. The number of participants will determine the format of each event, though runners should expect to run each event at least twice.

Maximum 2 runners per university per individual event.

Relays

There will be two relay events: 4x100m and 4x400m between teams from different schools. Each team consists of 4 runners, each running only one distance (leg) of either 100m or 400m.

Except for the 4th runner, an individual leg of the race is finished when an incoming runner passes the baton to the succeeding runner of his or her team.

During each race there will be up to 4 teams competing against each other so that up to 4 runners are running on the track at one time; each individual runner in the lane designated to his or her team.

The same track is used for both races. The length of the track is 400m and is subdivided into legs of 100m. For 4x100m, every runner must complete his or her lap only in the lane designated to his or her team.

For 4x400m, the first runner must complete his or her lap only in the lane designated to his or her team. However, teams are free to run in any lane thereafter, i.e. runners 2, 3 and 4 can run in any lane (only for 4x400m).

Each runner shall carry the baton by hand throughout the race and shall pass it to the succeeding runner of his or her team. The first runner shall start with the baton, and the last runner shall carry the baton until he/she has finished the race. The baton must be handed from the incoming runner to the outgoing runner within the exchange zone (20 meters) only. If the baton is exchanged outside the exchange zone, the team will be disqualified. A baton that inadvertently leaves a runner's hand must be retrieved immediately without interference to runners of other teams or outsiders. If the baton is dropped in the exchange zone, in a legitimate attempt to hand it, either runner of the same team may retrieve it, even from another lane, without interfering runners from other teams. After passing the baton, the relieved runner must step off the track without interfering with other runners. For 4x100m, the baton must be exchanged only in designated lane and exchange zone. For 4x400m, the first runner must exchange the baton only in designated lane and exchange zone. However, thereafter, the runners (runners 2 and 3) can exchange batons in any lane as long as it is done within the exchange zone.

Universities can have a maximum of 2 teams (8 runners) per relay.

POINTS

The runners with the shortest time will receive the respective points based on the Standard Score System (Please refer to **Points Allocation** section).

Ultimate Frisbee

Tournament Format

- One team of minimum 5 players, maximum 10 players per team (Minimum 1 Women/Men on the field at all times)
- Length of matches: 2 halves of 10 minutes each (or first to reach 9 pts in first half, then first to 19 pts wins), plus a 5-minute break.
- Games are self-refereed
- Official USA Ultimate Rules
(http://www.usultimate.org/resources/officiating/rules/11th_edition_rules.aspx)
- Maximum of 2 Teams per school

Specific changes to the USA Ultimate rules for MBAT will be as follows:

Initiate Play: Each point begins with both teams lining up on the front of their respective end zone line. The defence throws ("pulls") the disc to the offense. A regulation game has seven players per team.

Scoring: Each time the offense completes a pass in the defence's end zone, the offense scores a point. Play is initiated after each score. Both feet must be in the end zone. And the player cannot run into the end zone even if they cannot stop. If they run into the end zone they must step back on to the line and check the disc.

Movement of the Disc: The disc may be advanced in any direction by completing a pass to a teammate. Players may not run with the disc. The person with the disc ("thrower") has ten seconds to throw the disc. The defender guarding the thrower ("marker") counts out the stall count.

Catcher **MUST** stop as soon as they can.

Change of Possession: When a pass is not completed (e.g. out of bounds, drop, block, interception), the defence immediately takes possession of the disc and becomes the offense. (Disc must be checked in by A) touching the ground B) opponent touches the disc at the same time they must yell "DISC IN!")

Substitutions: Players not in the game may replace players in the game after a score and during an injury timeout.

Non-contact: No physical contact is allowed between players. Picks and screens are also prohibited. A foul occurs when contact is made.

Fouls: When a player initiates contact on another player a foul occurs. When a foul disrupts possession, the play resumes as if the possession was retained. If the player committing the foul disagrees with the foul call, the play is redone.

Self-Officiating: Players are responsible for their own foul and line calls. Players resolve their own disputes.

FOULS

Before Act of Throwing:

Thrower - incomplete pass - play on, complete pass - goes back to thrower

Offence calls foul - play stops disc goes back to thrower

Defence Calls Foul - if infraction effects play (ie. picks) then play stops disc goes back to thrower Otherwise you will Play On

During Act of Throwing

Thrower calls foul - completed pass play on, Incomplete disc goes back to thrower

Offence calls foul - Play On if foul did not affect play, if affected play disc goes back to thrower

Defence Calls Foul - Play on if foul did not effect play, if affected play disc goes back to thrower

POINTS

Standard Score System (Please refer to **Points Allocation** section)