



MBAT 2023 RULE BOOK

HEC Paris



Disclaimer | The format and rules as hereby established in this rulebook are not definite. The MBAT organization committee reserves the right to change any of these regulations should the following occur: changes in the number of participating teams, time and/or weather constraints and/or any other reason as deemed valid by the HEC MBAT Committee.

Preface

This rule book provides a comprehensive list of rules and procedures for the various sporting competitions during MBAT 2023. 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 20% non-MBA students will be in place. Details of this rule include:

- For each sport, the team should have a minimum 80% (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.

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 any 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 by submitted by all visiting universities. The HEC MBAT Committee has final say and must approve any changes to such fixtures.

Code of conduct

The MBAT Executive Committee has designed the Code of Conduct ("Code") with the safety and enjoyment of MBAT participants in mind. Each participating school will designate one representative, 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 representative for communicating with respective representatives of HEC. Contact information such as name, phone and email of the representatives should be provided beforehand.

No Representative, 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 the 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.
- Intentional 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.

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

The Executive Committee appreciates your understanding and cooperation in making MBAT 2023 an enjoyable experience for all involved.

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 30 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. Any exceptions are at the discretion of the MBAT Committee.



Gender identity

People of any gender identify are welcome to participate and compete at MBAT. For the sex-separated sports (male and female teams), participants can play for whatever team they best identify with. Additional exceptions are made available by the MBAT Core Team on a case-by-case basis. If you have any questions, please reach out to mbat@hec.fr.

Points allocation

Scoring for individual sports and the overall MBAT winner is 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 respective 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). HEC2 will not even receive the 2 points of participation.

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.

VERY IMPORTANTLY – HAVE FUN!!!!!!!

SPORTS COMPETITIONS

1. BADMINTON (Men, Women & Mixed Doubles)

Registration -

All rules apart from those stated below are as per IBF standards. Please visit the IBF website for detailed information: <http://www.worldbadminton.com/rules>

Teams will contest for shuttlecock glory in 3 categories: Men's Singles, Women's Singles, Mixed Doubles (2 vs 2). Each school can register up to 2 participants per individual category and a single team for the mixed doubles category.

If one or more players are not available to play when called, the team will forfeit the match against that opponent.

Equipment – We will only provide shuttlecocks, court + nets.

Referees – An MBAT volunteer will be present to referee.

Format – Direct Knockout format for each category.

Rules – Best of 3 set formats. 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. The quarter / semi / final 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 25 points, whichever comes first.

- If shuttlecock crosses onto to another court and play is disrupted, point will be replayed.
- Feather shuttlecock will be used only in semi-final and final if both players agree.

2. **BASKETBALL (Men / Women)**

Registration – Schools can register 1 men’s team and 1 women’s team consisting of up to 12 players each. Only the registered players will be allowed to play. No last-minute exceptions will be allowed.

Equipment – We will only provide basketballs, referee, scoreboard and the court.

Format – 5 v/s 5 Format with 7 subs maximum. The competition will be based on a direct knockout format. The schedule will be defined by lottery before the event and disclosed to the participants.

Rules -

- Length of matches: 2 halves of 12 minutes each, plus a 5-minute break.
- Time permitting, the semifinals and the finals will be longer than the preliminary matches.
- Independent referees will be present for all games.
- Official FIBA rules will be applied: <https://www.fiba.basketball/documents/official-basketball-rules/current.pdf>
- Rolling subs will be allowed.

3. **BEACH VOLLEYBALL (Mixed)**

Registration – Each school can register up to 2 teams of 6 players maximum (minimum 2 of each gender per team). Teams will be always co-ed with 4 people on the sand (1 of each gender minimum per team on sand).

Equipment – We will provide bibs and volleyballs.

Format –

- Teams will be placed into pools (determined by overall number of teams). Each team will play 2-3 games within its own pool to find out who will proceed to the next round.
- 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 during games.
 - Total number of points conceded during games.
 - After pool play, the winners will play the semifinals and finals to determine the overall winner of the tournament.

Note: In case of rain or extreme weather conditions games could be played indoors, postponed or cancelled, time permitting.

Rules –

- 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).
- The game will be best 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 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 wins (at least 2 points of difference to apply this).
- Please be at the court 15 minutes before your start time to keep to the schedule.
- A win is 3 points, 0 for a loss.
- If the ball crosses onto another volleyball court, the point will be replayed.
- If the 45-minute time is up and 2nd set is not complete – 2 scenarios are possible –
 - The leader in the 2nd set is the loser of the 1st set, we will provide extra time to continue the 2nd set. Winner of the match will be the one with the most accumulated points across the 2 sets (No 3rd set will be played).
 - The leader of the 2nd set is the 1st set winner and has margin of points which cannot be surpassed by the other team cumulatively. (Example – Group A won 1st 15 -10.)

4. BILLIARDS (Mixed)

Registration – Maximum 2 teams per school and 2 players per team, which can be mixed (men and women).

Equipment – We will provide the tables, triangles, complete set of pool balls, chucks, and cues.

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.

Format – Team vs. Team: Each member of the team will play alone against a member of the opponent team for each game set. No substitution will be allowed during a game. 3 frames will be played in each match. Each member must play at least once and players must change for the 2nd match. The team to win 2 games will be declared the winner of the match.

The tournament will be in direct knockout format.

Rules –

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.

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 or she 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:

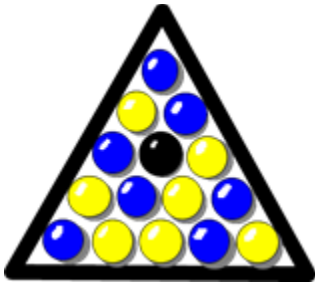
After a foul has been committed the incoming player is awarded a free shot. On a free shot the player may take the cue ball in position or in hand in baulk, and play any ball on the table, blackball included.

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.

1. The cue ball begins in hand in baulk.
2. 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.
3. 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:

- pockets the black ball on an illegal shot;
- 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 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.
- Any miscued shot will be considered a foul.

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.

5. CATAN (Mixed)

Registration -

- Maximum of 2 players per school.

Format -

- Individual player v player tournament format consisting of 3 rounds: Preliminary round, Semi-Final and Final.

Rules –

- Standard single tournament format rules will apply: <https://www.catanstudio.com/wp-content/uploads/2019/09/Catan-Championship-Kit-Instructions-2020-Tournament-Rules-Web.pdf>

Points – Each game ends when 1 player reaches 10 victory points.

6. CHES (Mixed)

Registration -

- Maximum of 2 players per school
- The event consists of an individual chess tournament

Format -

- Tournament format will be confirmed based on number of available players

Rules -

- 7min/player - 14min/game max.

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 – Points system to be confirmed upon confirmation of tournament format

7. **COUNTER-STRIKE 1.6 (Mixed)**

Registration

Each participating school can register a maximum of 1 team of 4 players.

Format

- The CS Tournament will be played via LAN and multiple PCs.
- The tournament will include a group stage, followed by an elimination bracket.
- A referee will be available for glitches and to clear disputes. The referee's decisions are final.
- The format will be 4v4 for this game.
- **NOTE** - Game Version - V1.6

Rules

- **GAME SETTINGS:**
 - Round length: 45 min (Standard CS round time)
 - Music Volume: 0
 - Time/Score display: On
 - Camera: Team spectating allowed
 - Custom tactics are allowed
 - The map that will be played is "De-Dust".
- **GAME Rules:**
 - **Bunny hops/long jumps** are **not** allowed, and teams caught using them will be disqualified.
 - **Flashbangs** are **not** allowed to be used "through" walls in order to blind all five enemy players.
 - Downloading of **aimbots** will lead to straight disqualification. Strictly prohibited.
 - Coin flip will determine which team will play as "Counter terrorist" or "Terrorist" for the first game.
- **PAUSES AND INTERRUPTIONS**
 - Each team will elect a "Captain" to represent their team during the game to pause/resume the game only in case of technical/IT related issues (participant kicked out randomly from game, screen freezes, etc.).
 - Resuming the game will only occur after a "3,2,1" countdown performed by the referee.
- **FAIRPLAY**

Player behavior: 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 always adhere to the standards of good sportsmanship.

- Players will refrain from using vulgar or offensive language.
- Abusive behavior, 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.

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 up for any reason
 - Playing on behalf of another competitor.
 - Any form of match-fixing.
 - Allowing an opponent to score more or less points than they normally would in order to impact the knockout match ups.

8. CRICKET (Mixed)

REGISTRATION

- Each school can register up to 2 teams with a minimum of 11 and maximum of 15 players per team.
- Teams must always include a minimum of 3 of each gender on the team and 2 of each gender on the playing field.
- Playing a non-registered player may result in the deduction of points and/or cancellation of the team's registration.

Tournament format

1. Final tournament format will be confirmed once number of teams has been finalized. There will be a third-place play-off.
2. In certain situations, net run-rate may be required to determine placements in semi-finals round.
3. The schedule of fixtures for matches shall be published and communicated prior to MBAT.
4. 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, whose decision shall be final.
5. **In the event of teams arriving late for their scheduled game, the umpire will have discretion to determine if game can continue or be forfeited.**

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

Rules

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.
- All present ICC rules are prevalent, **however in cases of adverse weather conditions some amendments may be made** to the following rules:
 - LBW
 - Leg Byes
- Teams are also urged to note that ICC does not allow runners for batsmen in any conditions at present. MBAT will uphold this rule.

HOURS OF PLAY & INTERVAL

- All matches shall be over a maximum duration of 110 minutes including a 10-minute break between innings.
- Games are to commence as per the schedules but may commence earlier, should both captains and umpires agree.

THE BALL

1. Play will commence with a hard tennis ball (Tennex) or an indoor practice seam ball (Wind ball).
 - a. Both options will be available with decisions to be left to the captains and the umpire prior to match
2. No ball tampering will be allowed.

OVERS RESTRICTION

- Maximum of 2 overs per bowler.
- It shall be the responsibility of the captain of the fielding side to ensure that no bowler exceeds the permitted number of overs.
- 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.
- Penalty - Batting teams will be awarded 2x the run rate for the number of overs remaining.
- 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., the total number of overs bowled by the team, statistical purposes, etc.).

MATCH RESULT

- 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.
- Both teams will have to bat a minimum of 5 overs for a match to be deemed completed.
- In the event of any team being unable to raise a full roster (11 players on a team), a walkover shall be awarded to the opposition with 'win' points earned. A team shall be of no less than eleven players.

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 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 MBAT Committee shall decide whether or not play is to commence.

DISPUTES

- The Umpires appointed shall determine all disputes during a match.
- The MBAT Committee shall be the authority 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.

RESULT SHEETS – Team Captains' Responsibilities

- The full names of all players taking part in a match must be confirmed to the MBAT monitor prior to the game. This includes any match abandoned as No Result. Matches started count as a game for registration purposes.

DANGEROUS & UNFAIR BOWLING (ICC ODI Interpretation)

- 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.

- 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.
- 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.

TIED MATCHES

- 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.
- In case the Super Over also ends in a tie, another Super-over will be played. This will continue till a winner emerges.



9. CROSS COUNTRY (Men / Women)

Registration - Participants will compete in 2 categories: Men and Women.

Each school may register up to 1 men's team and 1 women's team for each race.

Each team (men's or women's) must have at least 3 participants with a maximum of 5 participants.

Format - The competition consists of a single race of 7 km approximately.

Each participant must complete a designed course within the HEC campus (to be communicated), which may include dirt roads and hills.

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 marshals located at multiple points throughout the race.

Rules - 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).

10. CROSS FIT / CROSS TRAINING (2 Categories – Men & Women) (2 levels – Beginner & Intermediate)

Registration –

- 2 categories: men and women and 2 levels of competition: beginner and intermediate.
- The beginner level will not require much previous experience in Cross-fit and will be mainly exercises of agility and cardio (light weight).
- The intermediate level will include exercises with weight (only dumbbells and kettlebells) and some specific Cross-fit exercises.
- Each school can register up to 2 participants per category per level of competition.
 - 1 participant can only participate in one level of competition.
 - The maximum participants per school would be 8 in case they submit 2 participants for each category and level.

Equipment – We will provide all the equipment needed for the defined routines: dumbbells, boxes, yoga mats, etc. All participants must have their own sports wears, shoes, gloves, etc.

Format –

- 2 phases of competition (general and finals). The general phase will be in the 1st day and the finals will take place on the 2nd day.
- The general phase will comprise 2 events and the points are cumulative to decide who advances to the finals.
- 10 participants will advance to the finals per category per level.
- The finals will also comprise 2 events with a rest time of few minutes in between. Points are cumulative with the first phase to determine the winners.
- The movements and weights are the following (Competition Standards) for each category and level:

	Begginer	Intermediate
Dumbbell	15kg/10kg	22.5kg/17.5kg
KettleBell	16kg/12kg	24.0kg/16.0kg
Push-Ups	✓	✓
AirSquats	✓	✓
Lunges	✓	✓
Burpees	✓	✓
Box Jumps	✓	✓
Snatch	✓	✓
Thrusters	✓	✓
Knee-Raises		✓
Single Jumps	✓	
Double-Unders		✓

- The slash (“/”) represents the different weights for men and women. The left weights are for men and the right weights are for women.
- The routine and type of exercises for each category and level will be released maximum 2 weeks before the competition and could comprise some or all of the exercises present in the above list.

Rules –

- Participants will participate in different heats and there will be referees validating that the moves were correctly done and counting each series of movements.
- Points will be distributed across all participants per category and level after all heats are finished (not at heats level because that could be unfair). To clarify, once all participants have performed the specified routine, results will be ranked, and points awarded according to that.
- The best performer will get 1 point, the 2nd best performer 2 points and so on... The maximum number of points will be equal to the number of participants in the category and level and this number of points will be awarded to the worst performer.
- Points from the 1st phase are cumulative for the 2nd phase (finals). The winner will be the one who accumulated the least points throughout the whole competition.
- When a competition is based on Time Cap it means that it will last maximum that amount of time. The first to finish the routine is the winner and in case no one could finish, the winner will be the participant who did the most repetitions in the allocated time.
- When a competition is based on AMRAP (as many reps as possible), the participants must do as many reps as possible in the allocated time and the winner will be the one who did most repetitions.

11. **DODGEBALL (Mixed)**

Registration – Schools can register up to 2 teams consisting of up to 8 players. Teams must comprise of minimum 2 of each gender. Only the registered players will be allowed to play. No last-minute exceptions will be allowed.

Equipment – We will provide dodgeballs, referee, scoreboard and the court.

Format – 6 v/s 6 Format. 1 of each gender on the playing field at all times. The competition will be based on a group stage followed by a knockout stage. Group Stage of 6 groups. **6 winners qualify and 2 teams that come 2nd in the groups** with the highest average of the combined points scored in all games played will qualify.

For knockout stage, where teams need to be selected by tiebreaker, the selection will be based on:

- Number of wins
- Lowest cumulative number of opposition players on playing field at time of loss.

The schedule will be defined by lottery before the event and disclosed to the participants.

Please note: If we provide foam balls, all body parts will be counted. If we provide leather balls, hits only below the waistline will be counted.

Rules -

- Length of matches: 2 halves of 10 minutes each, plus a 8-minute break.
- Time permitting, the semifinals and the finals will be longer than the preliminary matches.
- Independent referees will be present for all games.
- Rolling subs will be allowed.
- Games may be played outdoors on the flattened dirt surface, so be prepared!
- Apart from the rules mentioned above, all other general rules will be followed as per the World Dodgeball Federation – foam rules. Please refer to the links below for more info.

<https://worlddodgeballfederation.com/rules/foam-rules/>

<https://www.youtube.com/watch?v=rpnZvh8ginY>

12. FIFA (Mixed)

Registration

Format

- The FIFA Tournament will be played on one platform (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 tournament rules by EA will be applied to the extent that it is possible.
- There will be two formats for the tournament:
 - 1v1: A maximum of 4 players can compete per participating school

1v1: Group Stage. **All group winners and a certain # of 2nd placed teams with the highest points** scored in all games played will qualify. If there is a tie, goals for and against system will take place. If still there is a tie, we will do a coin toss

- 2v2: A maximum of 2 teams of 2 players each can compete per participating school

2v2: Group Stage. **All teams group winners plus a certain # of 2nd placed teams with the highest points** scored in all games played will qualify. If there is a tie, goals for and against system will take place. If still there is a tie, we will do a coin toss.

- In cases where the knockout bracket involves an incomplete number of teams from a certain group position, the tie break will be as follows:
 1. Points
 2. Goals Scored
 3. Goals Conceded

The below mentioned rules apply universally to both the formats.

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. The MBAT Committee reserves the right to modify these settings at any time.

- Difficulty Level: Legendary
- Using World XI or Classic XI teams is prohibited
- Half Length: 6 minutes
- Specific Controller Setting Exceptions: Legacy Defense prohibited
- Music Volume: 0
- Time/Score display: On
- Camera: Tele
- 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.

PAUSES AND INTERRUPTIONS

1. 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.
2. 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.
3. If a game is paused or interrupted intentionally while the ball is in play by any Player, the MBAT Committee has the right to immediately disqualify that Player.
4. 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 the MBAT Committee.
5. Notwithstanding the above, a Player can pause the game to change strategy and/or formation in the event that
 - i. player of his team is sent off.
 - ii. player of his team is injured.

RULES FOR THE ROUND ROBIN STAGE (Only for 1v1 format)

- 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.

FAIRPLAY

- **Player behavior:** 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 always adhere to the standards of good sportsmanship.
- Players will refrain from using vulgar or offensive language.
- Abusive behavior, 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

- All Players must not disclose any confidential information provided by EA

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.

13. **FOOSBALL (Mixed)**

Registration - Each school can register a maximum of 2 teams of 2 players regardless of gender, although schools may register 3 players per team to allow greater participation throughout the event. In this case, rolling subs rules apply. But you can only sub after a game is over not during the game unless there is an injury.

Equipment – We will provide the foosball tables and balls.

Format – Tournament format will consist of group stage + knockout rounds. Games will last a maximum of 15 minutes in all scenarios. Games will be played until one side scores 10 goals (no margin necessary). If after 15 minutes both teams 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.

Rules- International Rules will be applied.

(<https://www.tablesoccer.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 against
- 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. 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, the game 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.

14. a) **FOOTBALL (Men)**

Registration – Schools can register up to 2 teams consisting of up to 16 players. Only the registered players will be allowed to play. No last-minute exceptions will be allowed.

Equipment – We will only provide footballs, bibs (if jersey colour of two teams is clashing), referee, scoreboard and the field.

Format – 11 v/s 11 with 5 subs. The competition will be based on a group and knockout format. The schedule will be defined by lottery before the event and disclosed to the participants.

Rules -

- Length of matches: 2 halves of 20 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 25 minutes each and plus 5-min break.
- Independent referees will be present for all games.
- 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.
- Official FIFA rules will be applied.
- Rolling subs will be allowed.
- Group stage winners will be decided on the following criteria in the same preference order -
 1. Highest number of points
 2. Best goal difference
 3. Highest number of goals scored
 4. Lowest number of red cards
 5. Lowest number of yellow cards
 6. In case there is still a tie, there will be a penalty shootout
 7. Points are given as follows: victory = 3, tie = 1, loss = 0,

Walkover - If any team does not show up OR arrives late for a match, the team that is present will be awarded a 3-0 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.

Note - 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.

b) FOOTBALL (Women)

Registration – Schools can register 2 teams consisting of up to 12 players. Only the registered players will be allowed to play. No last-minute exceptions will be allowed.

Equipment – We will only provide footballs, bibs (if jersey colour of two teams is clashing), referee, scoreboard and the field.

Format – 7 v/s 7 with 5 subs. The competition will be based on a group & knockout format. The schedule will be defined by lottery before the event and disclosed to the participants.

Rules -

- Length of matches: 2 halves of 20 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 25 minutes each and plus 5-min break.
- Independent referees will be present for all games.
- 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.
- Official FIFA rules will be applied.
- Rolling subs will be allowed.
- Group stage winners will be decided on the following criteria in the same preference order -
 - Highest number of points
 - 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,

Walkover - If any team does not show up OR arrives late for a match, the team that is present will be awarded a 3-0 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.

Note - 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 the next game promptly after its own game.

15. FORMULA 1 (Co-ed)

Registration

Maximum of 2 players per university.

Format/Rules

GAME SETTINGS:

- Race consists of 5 laps per person and placement will be based on best scoring times of participants
- Top 8 fastest racers will go onto final round on a separate track
- Final placement will again be based on fastest times
- Music Volume: 0
- Time/Score display: On
- Event will be played on PS4 using HEC driving seat and week set up

FAIRPLAY

Player behavior: 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 always adhere to the standards of good sportsmanship.

- Players will refrain from using vulgar or offensive language.
- Abusive behavior, 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

16. GOLF (Men / Women)

Registration -

- Each school can register a maximum of 2 players per category.

Format

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

Rules

1. Men will tee off from the Yellow and women from the Red, unless course rules on the day prevent this.
2. The rules of Golf apply as stated by the R&A (The Royal and Ancient Golf Club of St Andrews).
3. All players must arrive at the Golf course at least 30 minutes before tee time to check in. HEC will provide transport to and from venue once during the day.
4. Caddies are allowed and welcome.
5. 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.
6. The allowed maximum Handicap is 24,4.
7. An official handicap is not required but preferable. Please bring your official index transcript/handicap card for verification on tournament day. Handicaps will be self-reported in advance. If no handicap is provided, it will be calculated based on the MBAT tournament's raw score.

Etiquette & Attire

- Proper golf etiquette is expected. Any player will be disqualified from the competition for serious breach of etiquette (screaming, excessive hitting of clubs etc.).
- 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 required that you bring your own clubs, balls and shoes. The golf course does not provide rental clubs.
- HEC will provide transportation to and from the golf course.

Insurance

- All European Union zone players with golf license for 2023 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, in case of emergency, your travel insurance will suffice.

Points

- Players only need to write down the gross score, members of the golf course will do the calculation of stableford points.
- The 3 players with the highest score will be crowned winners.



- Points awarded in relation to a fixed score (Par) at each hole as follows make the scoring in Stableford competitions:
- Extra Points **Longest Drive** will take place on a designated hole. Small signs will be used to record the ball position and the player's 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's name. The Ball must be on the green. The player closest to the pin will be awarded 2 extra point.

17. LEAGUE OF LEGENDS (Mixed)

Registration -

- Each school can register 1 team of minimum 5 players and up to 6 players.

Format -

- Team vs team knockout format. Best of three.

Rules -

- Games will last on average 30-40 minutes.
- Standard LoL tournament rules will apply:
 - Before each match, the team captains and the referee will hold a coin toss. The winner of the coin toss will choose which side of the map his team will defend (along with “first pick” or “last pick” as that entails). The exception would be in the final; in that case, no coin toss will be held after the first game and the teams will simply switch sides each subsequent game.
 - All games will be contested on Summoner’s Rift, 5v5, Tournament Draft.
 - After log-ins are complete, each team may select their player order (for purposes of picks and bans) in whatever order they like.
 - The tournament will be played on the most recent live patch.
 - In the event of a problem, a player may pause the game for any reason. They must then immediately report to the referee and explain the issue.
 - All referee decisions are final.

18. MARIO SUPER SMASH BROS (Mixed)

Registration -

- Each school can register 1 team of minimum 5 players and up to 6 players.

Format -

- Individual best of 3 matches.

Rules –

- Standard tournament rules will apply: <https://www.fanime.com/super-smash-bros-ultimate-tournament-official-rules/>

19. PADEL (Mixed)

Registration -

- Each school can register 2 teams consisting of minimum 2 and maximum 4 players (2 players being on stand-by if needed).

Format -

- Tournament format will be either direct knockouts or with a group stage depending on # of participating teams.
- There will be 3 categories: men / women / mixed, with 2 players playing on a team at a time.

Rules –

- Best of 3 sets. First two sets will be played on a best of 4 games format. Only decisive points, no deuces.
- Standard rules stipulated by the International Federation of Padel (FIP) will apply: <https://padelmania.ro/wp-content/uploads/2017/03/Official-Padel-Rules.pdf>
- Any changes or modifications to these rules for the MBAT tournament will be communicated in advance to the participating teams.

20. PETANQUE (Mixed)

Registration – Each team consists of 3 people and schools can register a maximum of 2 teams.

Equipment – We will provide all the equipment necessary to play the game.

Format – The competition will progress in 4 stages: group stage, quarterfinals, semifinals and finals.

- The participating teams will be divided into groups. Depending on the number of teams, the 1-2 teams with the highest number of victories will advance to the knockout stage. In case of a tie, the team with the highest accumulated points will advance.

Rules –

Basic rules:

- 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 in 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:

- 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 and 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 case 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 1 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 considered and the team with the highest points difference will qualify for the next round.

21. **POKER (Mixed)**

Registration – Schools can register up to 3 participants regardless of gender. Only the registered players will be allowed to play. No last-minute exceptions will be allowed.

Equipment – We will only provide cards, tables, chairs and the poker chips.

Format – Only one category – Texas Hold'em (No Limit). Straight forward knockouts. No Re-buy-in allowed.

Rules -

- Number of tables and number of players per table to determined based on # of participating players.
- All chips have equal value. Each player will start will 400 chips.
- The whole tournament will last for 8 hours split into 2 days. 4 hours each day.
- Blinds will increase every hour. There will be a 10-minute break after every hour for toilet or refreshment.
- Tables will be reshuffled once any table has small number of players to make all tables have equal number of players.
- To decide the dealer, there will be a high card done at the beginning of the game and whenever a table is reshuffled, high card will be done again to determine the dealer.
- The blinds will increase hourly in the following way -

Hour	Blinds (Small/Big)
0-1	2/4 chips
1-2	4/8 chips
2-3	8/16 chips
3-4	16/32 chips
4-5	32/64 chips
5-6	64/128 chips
6-7	150/300 chips
7-8	150/300 chips

22. RISK (Mixed)

Registration – Each school can register up to 2 players.

Format – Preliminary heats and finals. Either 4 or 5 player games will be held depending on the number of participating players.

Rules –

- All games will be Global Domination Games (World Conquest).
- All games must be played to completion; World Conquest by one player. Players may NOT forfeit or concede their position, except when the game involves only two players.
- Turn Order. Highest die roll goes first. Play proceeds around the table clockwise.
- Initial placement of armies will take place by one player dealing out the entire deck of cards to all players. Each player will then place one army on each territory listed on each card in their hand. After all territories are claimed, players continue to place two armies on their turn on any territory(ies) they control. If ALL players at the table agree; the initial placement of armies may take place by each player in turn, ordered by high to low die roll, strategically choosing one territory per turn on which to place one army.
- All combat die rolls are simultaneous. If players roll less than the maximum number of dice allowed for combat resolution, they must announce the number of dice being used prior to any dice being thrown.
- Players will be required to count their armies in any given territory when any other player requests the information during their turn. The same applies to the number of cards any player holds in their hand.
- Turning in card sets: Players receive a maximum two extra armies PER TURN, if they turn in a card with a territory pictured on the card that they currently control. Armies received increase as follows: 4, 6, 8, 10, 12, 15, 20, 25, 30 and increasing by five from that point forward. You must turn in a set of cards, if you have five cards at the beginning of your turn. You must immediately turn in a set of cards, if you have six or more cards at any time during your turn. If you have five cards, but draw up to six at the end of your turn, you must turn in one matched set at the beginning of your next turn; and you may turn in two matched sets if you have them.
- Diplomacy and negotiations are encouraged and are an integral part of most games. All negotiations MUST take place at the table for all players to hear. "Secret" negotiations amongst two players or away from the table are NOT permitted.

23. ROCK CLIMBING (Mixed)

Basic Rules -

- Teams are made of 3 to 6 people.
- A school can enter a maximum of 1 team. Only the best 3 scores among members in each team 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 (maybe different among climbers in the 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.
- **The 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 -

A) 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

B) 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

24. ROPE PULL (Men/Women)

Registration – Schools can register up to 1 team in each category, consisting of up to 12 players each. Only the registered players will be allowed to participate. No last-minute exceptions will be allowed. This will be a traditional rope pull (tug-o-war) in a mud pit 1 meter deep, 1 meter wide, with about 20-30cm of water. Cleats are therefore necessary to avoid slippage.

Equipment – We will provide the rope. Players are responsible for bringing their own cleats (necessary to compete in the mud pit) and towels (if players decide to wrap a towel around the rope before the start of the pull).

Format – 12 v/s 12 Format, no substitutions once the pull has started. Competition will be a knockout format. The schedule will be defined by lottery before the event and disclosed to the participants.

Rules -

- Each team will have up to 11 players pulling and 1 anchor
- Length of matches: 7-minute pull, or first team to have a player pass the center line
- Matches will be refereed
- Each match will start after the referee blows the whistle
- Players must remain standing for the entire pull
- Players can move to the front or the back of their teams rope, if space permits
- Teams lose when their front player crosses the middle line entirely

Substitutions: No substitutions during the pull, no extra players outside the 12 max registered

25. ROWING (Men / Women)

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

Registration – Each team must be constituted of 4 people; each school can have up to 2 teams for both Men’s rowing and Women’s rowing.

Equipment – We will provide 4 rowing machines each with an ergometer.

Format – The participating teams will be divided into groups for qualifiers. Depending on the number of teams that schools register, we will define the number of teams that will advance to the final round. The finals will follow the same 2000m format.

Rules – 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 or her next teammate start. The winner of the competition will be the first team to complete the 2000m (4x500m) and successfully return to the starting point.

26. RUGBY 7s (Men / Women)

Registration

Schools may submit up to 2 teams into the tournament, with each team having a maximum of 12 players per match (7 on field and 5 substitutes).

Format

1. The MBAT rugby tournament will be a 7-a-side format, played on full pitches.
2. Rules not mentioned in this document will be based on World Rugby laws and refereed by fully licensed local officials.
3. 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.
4. Each game will consist of two halves of 7 minutes with a 5-minutes break for half-time.
5. The team with the highest score will be the winner. There will be no overtime until the knockout stage.
6. 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.
- In knock-out stage, a third-place play-off will occur to determine final MBAT points allocation

27. SPIKEBALL (Mixed)

Registration –

- Each school can register up to 2 teams (maximum of 4 players per team with at least 1 of each gender).

Format –

- Direct knockout format.

Rules –

- Each match is best two out of three games to 21 points, win by 2 using rally scoring OR the team with the most points total overall after 30 minutes.
- Rest periods between games should be no longer than two minutes.
- One 60-second timeout permitted during match (only one timeout for all three games).
- There are no referees; players are responsible for making their own infraction and scoring calls.
- Choice of first serve or side is determined by a coin toss.

28. SQUASH (Men / Women)

Registration –

- Each school can register a maximum of 2 players in each category.

Format –

- Tournament format will be either direct knockouts or with a group stage depending on # of participating teams.

Rules –

- Best of 3 games format, with each game ending with one player reaching 11 points.
- Only decisive points, no deuces.
- Standard squash protocols as stipulated by the World Squash Federation shall be followed:
https://www.worldsquash.org/wp-content/uploads/2018/11/190101_Rules-of-Singles-Squash-2019-V1-1.pdf



29. SWIMMING (Men / Women)

Registration - Swimmers are not capped on the number of events they are allowed to swim. However, a school may only enter a maximum of 2 swimmers per event and 1 team per relay.

Example: a school may have one swimmer doing 4 events but there may only be one additional swimmer from their school in each of those events.

Equipment – Transport to and from off-campus swimming location & lifeguard.

Format -

Individual events:

1. Women 100m Individual Medley (25 fly, 25 back, 25 breast ,25 free)
2. Men 100m Individual Medley (25 fly, 25 back, 25 breast ,25 free)
3. Woman 50m Butterfly
4. Men 50m Butterfly
5. Woman 50m Backstroke
6. Men 50m Backstroke
7. Woman 50m Breaststroke
8. Men 50m Breaststroke
9. Woman 50m Freestyle
10. Men 50m Freestyle
11. Woman 400 Freestyle
12. Men 400m Freestyle

Relays

13. 4x50m mixed medley relay (must have 2 men and 2 woman per race - participants will choose which stroke to swim)
14. Woman 4x50m freestyle relay
15. Men 4x 50m freestyle relay



Rules -

No false start is allowed. In case of a false start, the swimmer will be automatically disqualified.

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.

The school with the highest number of points will be declared as the winner.

Finishes are based on the time taken to complete the race.

Please be on time for the bus. Since the pool is off campus.

30. TABLE TENNIS (Men, Women & Mixed Doubles)

Registration – Each school can register up to 2 participants for each category: Men’s singles / Women’s singles / Mixed doubles (2v2). Playing a non-registered player may result in the deduction of points and/or forfeiture of the team’s registration.

Equipment – Participants will need to bring their own racquets and accessories, (i.e. wrist bands, proper attire, and footwear) to participate in the tournament. We will take care of all table tennis balls.

Format – There will be direct knockout rounds.

Quarter finals, Semifinals and Finals will be played for 21 points per set.

Earlier rounds will be played for 11 points per set.

Rules – International Table Tennis Federation (ITTF) rules will be applied with respect to umpiring, serving and time-out. The following details the rules and regulations for Table Tennis in MBAT 2023:

- All rules apart from those stated below are as per ITTF standards.
- If one or more players are not available for play when called, the team will forfeit the match against that opponent.
- 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.
- Each singles match consists of three 11-point games, and the first person that wins two games will be the winner of the match.
- Each doubles match consists of three 11-point games, and the first team that wins two 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.

31. TENNIS (Men, Women & Mixed Doubles)

Registration - Participants will compete in 3 categories: Men's Singles, Women's Singles, Mixed Doubles (2 vs 2).

Each school can register up to 2 participants per individual category and a single team for the mixed doubles category.

One player can play in both the single and double categories if needed.

Equipment - There is no official dress code required for the tennis tournament. Tennis balls are supplied by the MBAT Committee. Tennis rackets are not provided, and all participants must find room in their luggage for their rackets.

Format – The tournament will be a direct knockout format. Format – Best of 3 sets. First two sets will be played on a best of 4 games format. Only decisive points, no deuces. The 3rd set, if happens, will be a tiebreaker of 7 points.

Rules - Each participant is required to show up at the tennis courts 15 minutes before his/her game is scheduled to start. Some matches may begin a little earlier than scheduled if previous matches get over before the scheduled time. Same rules will apply for single and double players.

Due to the tight schedule, the timetable will be back and forth. Participants are expected to understand that the timetable is subject to change.

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 must count scores audibly while serving.

32. TICKET TO RIDE (Mixed)

Registration –

- Each school can register up to 2 players.

Format –

- Tournament format will consist of a preliminary round, semi-finals and final.
- Each game will consist of 4 players.

32. TRACK EVENTS (Men / Women)

Registration - Participants will compete in 2 categories: Men and Women.

For individual races, a maximum of 2 runners per school per individual event will be allowed.

For relay events, a maximum of 2 teams (2 teams of 4 runners – 2 Men and 2 Women per team) per relay per school will be allowed.

Equipment – Relay whistles will be provided. Baton for relay.

Format -

INDIVIDUAL RACES

Individual races will be held according to this format:

- 100m
- 400m
- 1,500m

The number of participants will determine the format of each event, though runners should expect to run each event at least twice.

RELAY EVENTS

Relay events will be held according to this format:

- 4x100m
- 4x400m

Each runner in a team will run 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.

Rules - 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 will run 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 interfering with runners of other teams, or outsiders.



If the baton is dropped in the exchange zone, in a legitimate attempt to hand it, one runner in the same team may retrieve it, even from another lane, without interfering with 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 the designated lane and exchange zone.

For 4x400m, the first runner must exchange the baton only in the designated lane and exchange zone. However, thereafter, runners 2 and 3 can exchange batons in any lane as long as it is done within the exchange zone.

- The top 4 OR 5 fastest runners across ALL heats will qualify for finals in each category.
- ONLY for 1500m Women category there will be the final race (Direct winners will be chosen).



33. ULTIMATE FRISBEE (Mixed)

Registration – Schools can register up to 2 teams consisting of up to 12 players. Teams must comprise of minimum 3 women. Only the registered players will be allowed to play. No last-minute exceptions will be allowed.

Equipment – We will only provide frisbees, scoreboard and the field.

Format – 7 v/s 7 Format. 2 women on the playing field at all times. On a base of 32 teams, the competition will be based on a knockout format. The schedule will be defined by lottery before the event and disclosed to the participants.

Rules -

- Length of matches: 2 halves of 12 minutes each, plus a 5-minute break.
- Games are self-refereed; however, a volunteer will be present to moderate if incase any issue arises.
- Official USA Ultimate Frisbee rules to be followed.
- (http://www.usultimate.org/resources/officiating/rules/11th_edition_rules.aspx)
- Rolling subs will be allowed.

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 defense throws ("pulls") the disc to the offense.

Scoring: Each time the offense completes a pass in the defense'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 onto 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.

Distance between defender and offence player: 1 arm distance minimum.

Change of Possession: When a pass is not completed (e.g., out of bounds, drop, block, interception), the defense immediately takes possession of the disc and becomes the offense.

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 with 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.

Size of the field: It is half of a football field.

NON-SPORTING

COMPETITIONS

1. DANCE COMPETITION – 04.05.2023

Registration – Each school can have maximum 1 team with no restrictions on the gender ratio or the number of participants per team (maximum 16 participants can be on the dance floor at a time).

Equipment – Dance floor will be 8m x 8m in size

Format – Performance should be min. 2.5 minutes to max. 4 minutes in duration **Rules** –

- The theme of the competition is **WORLD OF DANCE!**
- Audio file to be shared by 2nd May 2023 1200 CET
- There are no maximum number of songs to be used during your performance
- Different styles/dance forms can be incorporated (for instance salsa, merengue, bachata, samba, Bollywood, hip hop, street jazz, etc.)
- While there are no restrictions on the total number of participants and no restrictions on the change in participants for different songs of the performance, at any point in time a maximum of 16 dancers can only be on the dance floor
- Dance teams have the option to conduct a technical check at the venue on Thursday 4 May before 16:00 CET
- Order of performance will be at the discretion of the organizers and communicated to participants in advance

Judging – Each participating school for this competition will nominate 1 member from their school on the jury. Each member of the jury will score all participating teams except their own school's team. Jury will be briefed prior to the event regarding the judging criteria and the scoring system.

2. BATTLE OF THE BANDS – MBATpalooza – 05.05.2023

Registration – Each school can have max. 1 team with no restrictions on gender ratio or the number of participants. Generally, the number of participants is restricted by the number of instruments and the maximum stage capacity which is 16 persons.

Equipment –

- A limited number of musical instruments covering all basics such as guitars, drums, electric piano/keyboard, microphones, etc. will be provided
- A technical rider with the exact specifications of the instruments and the sound system will be made available by early April
- Teams can bring their own instruments if required, provided they meet the technical guidelines and only if communicated by 23 April 2023

Format –

- Mandatory pre-event technical check
- Setup time during the event max. 5 mins
- Performance time should be between 10 mins and a maximum of 15 mins

Rules –

- Theme is **MBATpalooza!**; no specific genre or limit on no. of songs
- Change of band members during the performance is permitted however there will be no change in

technical setup during the performance (e.g. if a team is performing multiple songs, the vocals or the guitars for the next song can be different as far as that has been configured and setup before the start of the performance)

- Only teams which have completed the mandatory technical check at the venue on Friday 5 May afternoon before 16:00 CET will be permitted to perform at the final event
- Order of performance will be at the discretion of the organizers and communicated to participants in advance

Judging – Each participating school for this competition will nominate 1 member from their school on the jury. Each member of the jury will score all participating teams except their own school's team. Jury will be briefed prior to the event regarding the judging criteria and scoring system.

3. TRIVIA COMPETITION

Registration –

- Each team can have min. of 2 and max. of 4 participants
- Each school can have up to 3 teams
- Mixed teams with no restriction on number of males or females per team

Rules – The rules and details about the points structure for each round will be communicated on the day during the event.