

ACCADEMICS

MBA GAMES 2020
RULEBOOK

RON JOYCE CENTRE

1. Introduction

The Academic Competition (“the Competition”) of the 2020 MBA Games (“the Games”), hosted by the DeGroot School of Business, has been organized by a team of MBA Students from the DeGroot School of Business (“the Organizers”) and is being executed with the support of a team of student volunteers from various schools as well as a number of business and community leaders from across Southern Ontario. The 2020 MBA Games will play host to Students (“Competitors”) from 17 MBA schools (“Schools”) across Canada.

1.1 The Academic Competition

1. The Competition consists of four case competitions (finance, marketing, strategy, and wildcard; collectively, “the cases”) hosted by the Organizers.
2. The competition takes place over Saturday, January 4th, 2020 and Sunday, January 5th, 2020, with two case competitions scheduled for each day of competition.
 - a. January 4th, 2020: Finance and Marketing
 - b. January 5th, 2020: Strategy and Wildcard

1.2 Eligibility

1. The Academic Competition is open to all graduate students attending a Canadian post-secondary institution that offers the Master of Business Administration (MBA).
2. Student competitors must have been enrolled in the minimum number of courses required by their school that grants them student status.

1.3 Teams

1. Each school has the opportunity to participate in any and all of the cases being presented at the Games.
2. Each case team must consist of no more than four students (“Team”) and at most, a single coach (“Coach” or “Coaches”).
 - a. One additional student team member – an alternate competitor (“Alternate”) – may be registered for the competition and will only be permitted to participate under extenuating circumstances, and with the approval of the Organizers.
 - i. Once an alternate member steps in, the outgoing team member is no longer eligible to participate in that particular case.
3. Schools may choose to submit the same team to several cases, provided that team schedules do not overlap.

1.4 The Cases

1. The cases used for the Competition will, to the best of the Organizers’ knowledge, be unpublished and untested.

2. The Academic Competition

2.1 Competition Format

1. The competing teams will be split into four pools for the preliminary round of each case.
2. Where possible, each pool will consist of the same number of teams. Pool listings will be released on December 27th, 2019.
3. Pools will be assigned randomly, and the process will be documented. This process will be shared upon request by any Competitor or School.
4. Based on point totals, one team from each pool will proceed to the finals round.
 - a. A fifth “Wildcard” team may be selected based on the next highest point total (5th overall within the case) and may proceed to the finals round.
5. The preliminary round will culminate with lunch, after which finalists will be announced randomly.

2.2 Preliminary Round

2.2.1 Preliminaries – Preparation

1. Teams will have three hours to read and analyze the case presented to them.
 - a. Volunteers will begin timekeeping from the moment the door to the preparation room is opened.
 - i. This actual time will be noted on the room’s placard
 - b. The three-hour preparation period will begin from this moment
2. Teams are required to prepare exhibits to support a fifteen (15) minute oral presentation to a panel of Judges. No written analysis or report is required.
3. Preparation rooms will be equipped with:
 - a. USB drive to submit presentation
 - i. USBs will be standard USB 2.0 devices.
 - ii. Please note: additional adaptors to connect with non-traditional USB 2.0 ports **will not** be provided.
 - b. 4 pens
 - c. 2 highlighters
 - d. 3 whiteboard markers
 - i. Mindful of the theme for the 2020 MBA Games, the Organizers have moved towards sustainable practices. As such, **pads of paper will not be provided** to competitors during their preparation period.
 - e. Whiteboard eraser
 - f. Internet Access
 - i. The Eduroam network is available at the Ron Joyce Centre.
 1. Competitors are required to ensure that they will be able to connect to the Eduroam network.
 2. Most schools offer instructions regarding connecting to the Eduroam network on their IT Services websites.

- ii. The Organizers are not liable for connection issues during the Competition.
4. There are no limitations as to what teams may bring into their preparation rooms with them.
5. Teams will be permitted to bring prepared materials, including, but not limited to: presentation templates, Excel Templates, and prepared analysis frameworks.
6. Teams **will not** be provided with laptops for use during the competition. Competitors are required to bring their own devices, and ensure that connectivity to the wireless Internet at the venue (Ron Joyce Centre)
 - a. IT Support will not be available, and Organizers will provide support within their means
7. Teams **are not permitted** to identify their school. Contravention of this rule will result in **immediate** disqualification. Examples include, but are not limited to:
 - a. Wear pins, clothing, or markers identifying their home school.
 - b. Include any school branding on their presentations
8. Teams will only be permitted to leave the room during the preparation period to visit the restroom.
 - a. Competitors looking to use the facilities must inform their volunteer and will be escorted to the restroom.
9. Teams are not permitted to consult with any external contacts during their preparation time.
10. Teams are expected to use Microsoft PowerPoint in to prepare their slide presentations.
 - a. The presentation rooms run Microsoft Office Suite 2016 on Windows machines. It is highly recommended that teams save their presentations in compatible formats.
11. The following time warnings will be provided to teams:
 - a. 2 hours remaining
 - b. 1 hour remaining
 - c. 30 minutes remaining
 - d. 15 minutes remaining
 - e. 5 minutes remaining
 - f. 1 minute remaining
12. The room to the team preparation room will left open for the last one minute of preparation time.
13. By the end of the three-hour preparation period (as calculated in Rule 1 of this section), teams will be required to hand over their presentation on the provided USB to their designated volunteer, outside their preparation rooms.
 - a. Late drop-offs **will not** be accepted
14. At the end of the three-hour preparation period, teams will be escorted to their presentation rooms.

- a. Given that the first team presenting in each pool will be preparing in their presentation room, they will be escorted out of their preparation room while the judges enter.
15. Competitors **will not be** permitted to bring their belongings into the presentation rooms.
- a. Belongings may be left in their preparation rooms during their presentation time.
 - b. The only exception to this rule will be the first team presenting in each pool, as they will be preparing in their presentation room.

2.2.2 Preliminaries – Presentations

1. Teams will be guided to their presentation rooms, per the schedule released on December 27th.
2. Teams' presentations will be transferred to the Windows machine located in each of the presentation rooms.
3. Each presentation room will be provided with a USB slide clicker that will remain in the room.
4. Teams will present to a panel of judges with their prepared exhibits for a maximum of fifteen (15) minutes.
5. Teams will be provided time warnings as they present:
 - a. 5 minutes remaining
 - b. 2 minutes remaining
6. Teams will not be permitted to present past their fifteen (15) minute limit.
7. A question and answer period will immediately follow the presentation, lasting no longer than 10 (ten) minutes.

2.3 Finals Round

2.3.1 Finals – Selection and Isolation

1. The top-scoring team from each pool will advance to the finals round.
2. A fifth team may also advance as a Wildcard team. If a wildcard team advances, the selected team will be the next highest-scoring team across all pools.
3. Finalists will be announced together, with teams being sequestered to a single location.
4. Teams will be selected at random for presentation order in the finals round.

2.3.2 Finals – Presentations

1. Teams will be guided to the final presentation location by a volunteer.
2. Teams will present to a panel of judges and other competitors (including finalists yet to be announced) for a maximum of fifteen (15) minutes.
3. Teams will be provided time warnings as they present:
 - a. 5 minutes remaining
 - b. 2 minutes remaining

4. Teams will not be permitted to present past their fifteen (15) minute limit.
5. A question and answer period will immediately follow the presentation, lasting no longer than 10 (ten) minutes.

3. Judges

1. Judges selected to oversee the Competition are members of the business community in Southern Ontario.
2. Judges have been selected and included in the competition at the discretion of the Organizers.
3. Best efforts have been made to ensure that judges do not oversee their teams presenting from their *alma mater(s)*
4. Decisions of the Judging Panel are final.

4. Coaches

1. Coaches **are not permitted** to identify their school. Contravention of this rule will result in **immediate** disqualification. Examples include, but are not limited to:
 - c. Wear pins, clothing, or markers identifying their home school.
 - d. Include any school branding on their presentations
2. Coaches **will not be** permitted to enter their competitors' preparation room.
3. Team coaches will be permitted to watch presentations.
 - a. Coaches looking to watch presentations must be present in the room from the start of the pool.
 - i. For example, even if a school is slated to present third in their pool, their coach must be present for every single presentation for that pool.
4. Coaches **will not be** permitted to interact with their team throughout the competition.
5. Throughout the competition, all coaches will be sequestered to the Coach's Area.
 - a. Coaches will only be permitted to leave the Coach's Area to watch presentations:
 - i. Preliminary Round
 - ii. Finals Round
 - b. Should a coach require access to the facilities, they will be escorted out of the Coach's Area by a volunteer.
6. Coaches **will not be** permitted to have any contact with Judges under any circumstances.

5. Scoring

1. Judges will be briefed and provided a standardized guideline of what to look for in case presentations.
 - a. This briefing will include standard case competition evaluation expectations, as well as messages from the case sponsor.
2. Scores will be tallied and the highest-scoring team from each pool will automatically advance to finals.
3. The 5th-highest overall scoring team will also advance to finals as the Wildcard.
4. In the case of a tie between teams, the Judging Panel will make the final decision and will inform the Organizers of their decision.

6. General Guidelines

In the spirit of the MBA Games, the rules and guidelines in this document do not cover every aspect of the competition. The expectation is that Every competitor will act in the spirit of the Games. Cheating of any manner will be investigated and dealt with immediately. Decisions surrounding allegations of cheating will be made by the MBA Games Commissioners and the Director of the Academic Competition. Any decisions regarding cheating will be final, not subject to negotiation or review.

For any questions regarding the Academic Competition at the 2020 MBA Games, please contact the Academic Director (academic.mbagames2020@gmail.com) and the MBA Games Commissioners (mbagames2020@gmail.com).

