

HEC Paris MBAT 2021

Rules and Regulations



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1 Introduction and Purpose

The purpose of this document is to serve as a rulebook for MBAT 2021 edition, and to ensure the fairness, professionalism, transparency and sportsmanship are practiced among organizers, participants and supporters throughout the tournament.

This MBAT 2021 Rules and Regulations document is to be reviewed by the MBAT Organizer and revised periodically as needed to accommodate for the changing needs of sanitary and social distancing requirements, ensuring MBAT 2021 tournament is being carried out in the safest manner whilst exceeding the participants' experiences and expectations.

This document consists of general conditions and official rules for games that are to be applied throughout the MBAT. These official rules are designed solely to ensure the integrity of games and a competitive balance among the participating teams.

2 Global Rules

2.1 General

It is the responsibility of the MBAT Organizer (“**MBAT Admin**”) to ensure that all the rules are interpreted and executed fairly. All of the rules in this MBAT 2021 Rules and Regulations may be changed without prior notice during any events if tournament circumstances change and require such rule changes to be made. Any changes made shall be in effect from the moment such changes were communicated to the participants. Participants are not permitted to alter the contents of the rulebook and are not allowed to add any additional clauses in addition to the tournament parameters set by MBAT Admin.

All referee decisions are final except where the possibility for a protest is explicitly allowed. Therefore, any dispute that a participant may have must be made as soon as possible by contacting MBAT Admin at the earliest opportunity. Failure to do so may result in a dispute being rejected.

The MBAT Admin has the right to decide outside or even against the rulebook in special cases to guarantee fairplay.

By signing up to the games, participants give consent to MBAT admin to record, stream and share their images on the days of MBAT and in any MBAT promotional activities.

2.2 Code of Conduct

Every participant has to behave with respect towards the organizers, teammates, supporters, viewers, and other players. The participants are requested to represent the business schools honorably. This applies to behaviour in-game and also in chats, messengers, comments and other media. We expect players to conduct themselves according to but not limited to the following values:

- Compassion: treat others as you would be treated;
- Integrity: be honest be committed, play fair;
- Respect: show respect to everyone; teammates, competitors, and event staffs; and
- Courage: be courageous in competition and in standing up for what is right.

Participants must not engage in harassment or hate speech in any form. This includes but is not limited to:

- Hate speech, offensive behaviour, or verbal abuse related to sex, gender identity and expression, sexual orientation, race, ethnicity, disability, physical appearance, body size, age, or religion;
- Spamming, raiding, hijacking, or inciting disruption of streams or social medias;
- Posting or threatening to post other people’s personal information;
- Stalking or intimidating (physically or online);
- Unwelcome sexual attention, that includes unwelcome sexualized comments, jokes, and sexual advances; or
- Advocating for, or encouraging, any of the above behaviour.

Violation of this Code of Conduct will result in penalty points, and may include disqualification from MBAT.

2.3 Matches, competitions and meetings

In all competitions there should be a fair playing field for all players. Every competition, whether in round-robin or knockout rounds, must be played according to the rules until it is complete and the result sheet is submitted.

2.4 Communication

All tournament communication is handled only using official pre-determined channels such as website, email, instant messaging, and in person. Any communication occurring outside of the official channels is not considered valid or relevant for tournament operations. It is the responsibility of the participants to be aware of what these official channels are in the event guide. All communication done using the official channels is deemed confidential and not to be shared outside of the tournament unless specific permission is obtained from the MBAT Admin.

3 Tournament Operations

3.1 Eligibility Requirements

To be eligible to participate and compete in MBAT 2021, each player must satisfy one of the following:

1. Player must be a student who is currently undertaking postgraduate degree program in the participating school;
2. Player must be a student who is currently undertaking undergraduate degree program in the participating school; or
3. Player must be an alumnus or an alumna of the participating school.

3.2 Registration

Upon payment, participant will receive registration form to select the e-games and/or challenges that he/she wants to participate. For team-based tournament, participant is required to indicate his/her team members on the registration form.

3.3 Limitation on Liability

Administration accepts no responsibility for any damage, loss, liabilities, injury or disappointment incurred or suffered by a participant as a result of participating in MBAT 2021. MBAT Admin further disclaims any liability for any injury or damage to a participant or any other person's possessions relating to or resulting from a participation in or downloading any materials in connection with the MBAT 2021.

3.4 Tardiness

All matches should start as scheduled, and no changes to the time can be requested. All players in a match should be on the server or in the game lobby and ready to go at the latest 10 minutes before the match is scheduled to start.

Teams must report game/server issues no later than five (5) minutes before the scheduled start time of the match. Failure to do so will forfeit a team's right to request a game server change at the MBAT Admin's discretion.

If a team is not ready to play 10 minutes after the official match starting time, the team will be considered as no show and will receive a default loss.

4 Integrity

4.1 Naming and mature content

All participants shall provide in-game names without mature content. All naming must adhere to the limitations set in Article 1.2 herein. If a participant has used an offensive or inappropriate in-game name in the past, he/she is required to change it to a new one that is neither. If a participant is unable to change his/her in-game name, then he/she must play with a separate account that conforms to the said limitations.

4.2 Team exclusivity

A participant is not permitted to play for more than one team in one e-game tournament. If a participant has, for example, taken part in a qualifier and qualified for one e-game tournament, he/she may not be recruited to another team playing in the same e-game tournament. A participant shall only represent one e-game tournament roster at any given time.

4.3 Cheating

No forms of cheating are allowed within the tournament. This includes but is not limited to macros, wallhacks, maphacks, aimbots, auto-firing, automatic input hacks, speed hacking, and clipping. Any participant found using cheats during the tournament will be immediately disqualified from the tournament.

4.4 Disconnects

Any intentional disconnects during a game will be penalized with a minimum of a match series loss.

4.5 Bug abuse

Any participant found abusing bugs within a game may be sanctioned an automatic match series loss. Failure to disclose the said bugs to the MBAT Admin may result in disqualification.

4.6 Drugs

Participants are not allowed to take part in MBAT tournament under the influence of non-prescribed drugs. If a participant has a prescription, they make the MBAT Admin aware of the substance before the start of the tournament. Depending on the substance being used, participants caught using them may be reported to local law enforcement.

4.7 Collusion

Any agreement among two (2) or more participants and/or other person to affect or manipulate any competition will be immediately disqualified from the tournament.

5 Competition format

All activities in MBAT 2021 will be divided in three (3) categories: Pre-recorded, Live online or Group challenge.

5.1 Recorded

Recorded activities are activities that are going to be shown on stream during MBAT 2021, with live commentators, but they will be recorded and edited prior to the event.

Every participant in a recorded activity needs to send a video recording of their performance by the deadline of 27th April 2021.

At the start of the video participants must identify themselves and show to the camera at least one (1) student ID or other recent official document (student card is allowed). The MBAT Admin will edit this part out of the video before showing it online.

The recorded video must be uncut and not edited in any way.

Participants who do not follow the specified rules will have their videos disqualified.

5.2 Live online

Live online challenges are activities that will happen simultaneously for everyone but online because of the current pandemic. Unless otherwise specified, activities will be monitored via zoom. Participants are required to log in 30 mins in advance. Participants will be required to show a recent ID or other recent official document (i.e. student card is allowed). Zoom links will be shared with registered participants. Please respect the time allocated for each challenge, late arrival might lead to disqualification. Participant's zoom name should be the same as the name on their ID and the name used for registration.

Cameras filming the participants should be clear all throughout the challenge. Blocked vision, even for a little time, will result in disqualification of participant. Participants are responsible for their internet connection reliability. For games monitored by Zoom only, two (2) cameras per participant might be required in case the progress and the participant are not clearly visible on one (1) cam. The visibility requirement will be specified in each game. Any suspicious act that the MBAT Admin deemed as cheating can lead to disqualification of the participant.

5.3 Group Challenge

Group challenges are activities that will not be shown on the MBAT 2021 live stream, the results may be disclosed during the live stream, but no recording will be needed.

All participation on the group challenges will be handled by third party apps and will be detailed in each activity description.

Participants will receive detailed instructions on how to record their performance on the apps when the challenge begins.

6 Events

6.1 Battle of the Bands

The format of this challenge will be judged based on pre-recorded shows. The band must consist of a minimum of two (2) person and maximum eight (8) members in order to qualify. Single-person performance is strongly encouraged to join MBAT's Got Talent. Each band is open to choose the genre of the performance. Instrumental performance is mandatory, and vocal performance is not mandatory. Bands are allowed to submit a performance with a maximum clip of 10 mins per audition tape. Performances with the contents that are deemed to be: unlawful, threatening; harmful; abusive; pornographic or include nudity; offensive; harassing; excessively violent; defamatory; vulgar; libelous; hateful; or discriminatory, shall be led to automatic dismissal.

The criterion for the scoring system:

- Aesthetic, based on the overall look and personality of the band; and
- Performance and presentation.

If a school has three (3) submissions or more, only two (2) performances will be selected to advance to final round. The selection of the bands in qualifying round is based on the aforementioned criteria.

All the schools' best band performances will be shown on MBAT 2021 online stream, where the winner of MBAT's Got Talent will be chosen via online voting. The winner, 1st runner-up, 2nd runner-up, and so forth will be based on the number of votes garnered through online voting platform.

6.2 MBAT's Got Talent

The format of this challenge will be judged based on pre-recorded shows. Any talent shows (other than group band singing) will fall under this event category. Participants are allowed to record at free-will to showcase talents with a maximum clip of 10 mins per audition tape. Participants are strongly prohibited to submit recorded shows that the contents are deemed to be: unlawful; threatening; harmful; abusive; pornographic or include nudity; offensive; harassing; excessively violent; defamatory; vulgar; libellous; hateful; or discriminatory. Violation of any of such act shall lead to immediate dismissal.

The criterion for the scoring system:

- Ingenuity; and
- Entertaining;

If a school has three (3) submissions or more, only two (2) performances will be selected to advance to final round. The selection of the performances in qualifying round is based on the aforementioned criteria.

All the schools' top shows will be shown on MBAT 2021 online stream, where the winner of MBAT's Got Talent will be chosen via online voting. The winner, 1st runner-up, 2nd runner-up, and so forth will be based on the number of votes garnered through online voting platform.

6.3 Basketball Skills Competition

The Basketball Skills Competition will be conducted in a recorded format.

The competition is individual and will be divided into male and female categories, and each one will count as one (1) sport in the total scoring of MBAT.

The competition will consist of a single elimination bracket, whoever has the shortest time to complete the circuit successfully is the winner of the match. The 1st runner-up and so forth will be decided by the second, third and so forth shortest time to complete the circuit.

Materials and preparation:

To participate in the competition, the athletes will need:

- Basketball court of official size as regulated by FIBA;
- At least one official basketball ball, based on size for specific gender;
- Ten tall cones; and
- Ruler or metric tape

During the recording the court must be cleaned of any object or people other than the ones described on this regulation.

The skills competition has 4 stations:

- Dribbling between the cones (“Station 1”)
- Layup (“Station 2”)
- Spinning on the cones (“Station 3”)
- 3-point shot (“Station 4”)

Each station should be positioned as shown in the following figure:

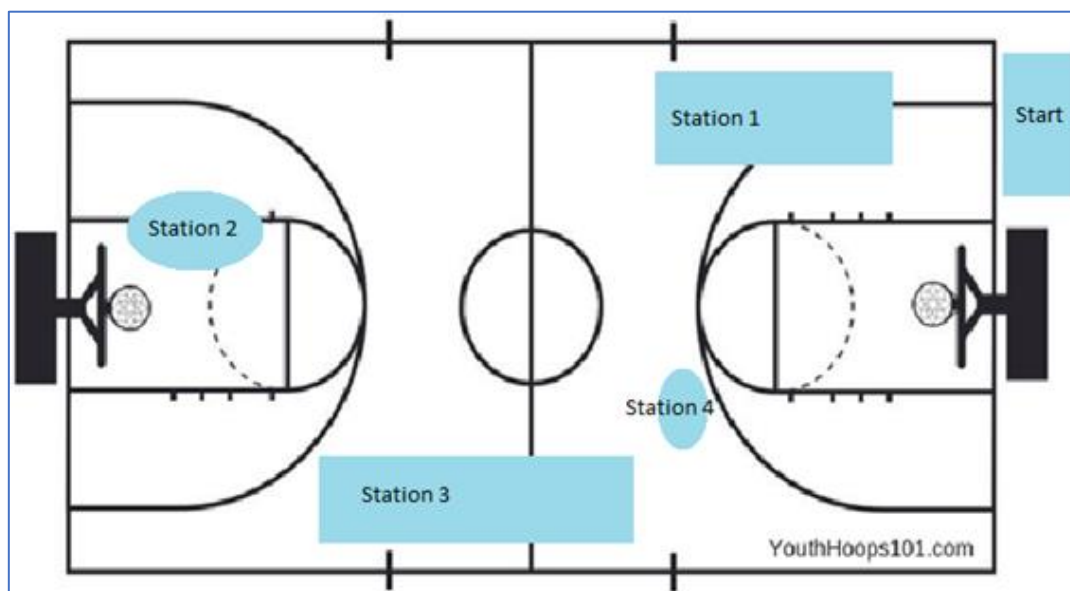


Figure 1: Basketball skills competition court layout

At Station 1, five (5) cones will be positioned in a straight line parallel to the sideline of the court, they must not be farther than 50cm between each other.

At Station 2 no material is needed.

At Station 3, five (5) cones will be positioned in a straight line parallel to the sideline of the court, they must have between 1m and 2m of distance between each other.

At Station 4, no material is needed. Extra balls can be positioned, either along the 3-point line or near the basket.

At the beginning of each recording the competing school must go through a procedure to prove that the rules are being followed.

The procedure consists of

- Proving that the distance between the cones at Station 2 is at most 50 cm.
- Proving that the distance between cone at Station 3 is between 1m and 2m.
- Proving that the rim height is 3.05m.
- Proving that every ball used in the recording is the same and official size.

The recording can be made using a fixed camera and tripod, or can be recorded by someone holding the camera, with either option the competing player must be always present in the image.

The player and/or school can opt to send to the MBAT team a second live feed of the competition, focused on entertainment purposes to be used on the live coverage, the choice to send this video does not substitute the original video described in the recording section.

Competition:

The goal of the competition is to finish all four (4) stations of the circuit as fast as possible.

The clock starts when a voice or sound signal is given to the player.

The clock stops when the ball goes in the basket for the 3-point shot.

Before the start of the timer, the player must be positioned behind the baseline, no other players or extra material can be inside the court.

The presence of people outside the limits of the court is allowed and encouraged, only being limited by sanitary conditions on each location.

At Station 1, the player must dribble between the cones with the ball, if a cone is knocked down, the run is invalidated

At Station 2, the player must do a layup, if the player misses the shot he will need to get the ball by himself/herself and do the layup again, until the ball goes in.

At Station 3, the player must do a spin dribble at each cone, alternating the orientation of the rotation in each move.

At Station 4, the player must make a 3-point shot, a helper can be inside the court to help retrieve the ball if the player misses and extra balls can be positioned along the baseline and the 3-point line.

While moving from one (1) station to the other, the player must be constantly dribbling, if the player stops dribbling while walking or performs a double dribble, the attempt is invalidated.

The player must go through Station 1 to 3 without help from anyone else, and if the player loses control of the ball he needs to go after it and start from where he/she stopped.

6.4 Basketball Shooting Competition

The Basketball Shooting Competition will be conducted in a recorded format.

The competition is individual and will be divided into male and female categories, and each one will count as one (1) sport in the total scoring of MBAT.

Materials and Preparation:

To participate in the competition, the competitors will need:

- Basketball court of official size as regulated by FIBA.
- At least one (1) official basketball ball, based on size for specific gender.

During the recording the court must be cleaned of any object or people other than the ones described in this regulation.

The shooting competition preparation consists of five (5) stations, positioned along the three (3) point line as shown on the following figure:

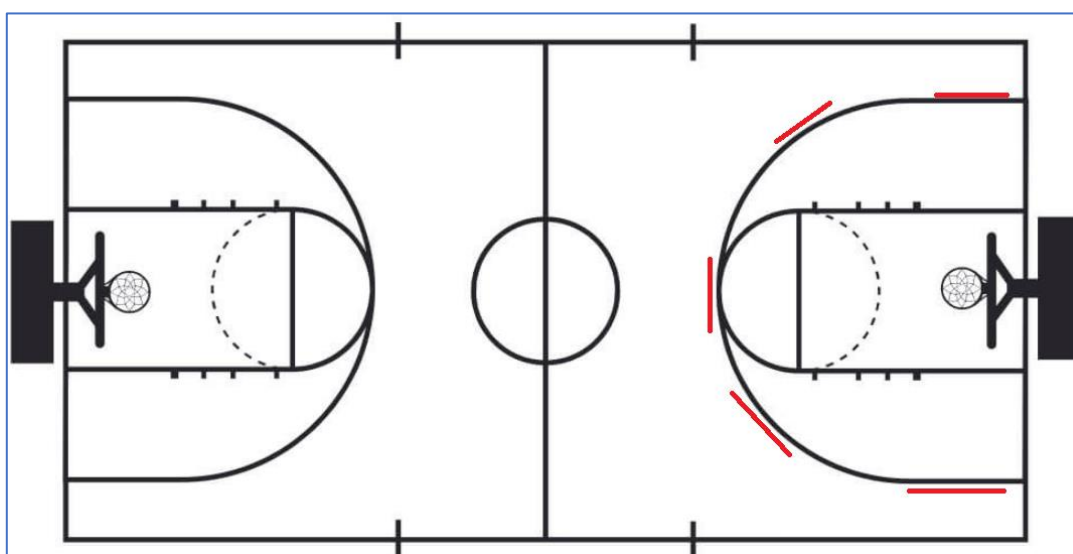


Figure 2: Basketball shooting competition court layout

Every station needs to be highlighted in some way, either by a cone or by tape on the floor.

At the beginning of each recording the competing school must go through a procedure to prove that the rules are being followed.

The procedure consists of

- Proving that the rim height is 3.05m.
- Proving that every ball used in the recording is the same and official size.
- Showing that the position of each station corresponds to the ones pointed in the Figure 2.
- Showing that there is a line draw on the court limiting the shooting distance of each station.

The recording can be made using a fixed camera and tripod, or can be recorded by someone holding the camera, with either option the competing player must be always present in the image.

Competition:

The clock starts when a voice or sound signal is given to the player.

The clock stops when the ball goes in the basket for the last shot.

The player must start from one (1) station closest to the side-line and move clockwise or counter-clockwise until the last station.

At all times during competition the player can have the help of up to three (3) other people to gather and pass balls to him/her.

Cones and balls can be positioned at each station, based on the preferences of the players.

For each station, the player will shoot the ball three (3) times, every basket made counts as one (1) point.

After three (3) shots in one (1) station, the player moves on to the next station.

The player has up to five (5) minutes to finish all the stations, if by the end of five (5) minutes the player has still not finished, he/she must stop, and no further basket will be counted.

Each player will do one (1) round and whoever scores the most points will be crowned as the champion of this event.

If there is a draw on baskets made, whoever finished faster wins.

6.5 Counter Strike: Global Offensive

A. Player Settings

CS GO will be conducted in a live online format. Every participant is responsible for his/her own licence of the game, and the MBAT Admin will not provide either computers or licences to participants.

Illegal scripts

In general, all scripts are illegal except for buy, toggle and demo scripts, and the examples of illegals scripts are:

- Stop shoot scripts (Use or AWP scrips);
- Center view scripts;
- Turn scripts (180° or similar);
- No recoil scripts;
- Burst fire scripts;
- Rate changers (Lag scripts);
- FPS scripts;
- Anti-flash scripts or binding;
- Bunny hop scripts; or
- Stop sound scripts.

Violations of this rule will lead to immediate dismissal.

B. Match Rules

Nickname and clan tag

Each player has to use a nickname that is similar to the nickname entered in the registration player sheet. Player is not allowed to change the nickname in-game. In the event that the MBAT Admin's job is hindered because of mismatch or different nicknames and/or clan tags than the registered ones, penalty points can be given to the players and teams.

Warm up

In order to start the match, all contestants have to type .ready in the chat.

Number of players

A match can only start when the following minimum number of players are available, and all matches must be played with a complete line-up:

- 5 vs 5: only 5on5 is allowed

The maximum number of players in a team is six (6), in which five (5) core players + two (2) substitutes. Only players who are in the team roster prior to match confirmation are allowed to play in the match.

C. Match Procedure

CSGO Map Pool

The map pool includes the following maps:

- Assault
- Italy

- Train
- Inferno
- Nuke
- Mirage
- Vertigo
- Dust 2
- Overpass

Best-of-One Matches and Best-of-Three Matches

In early rounds (including qualifying rounds) until quarter-final, all matches will be based on best-of-one matches. Semi-final and final rounds will be played on best-on-three matches. The map selection processes are as follows:

Step	Best-of-One Matches	Best-of-Three Matches
1	Team A will ban a map	Team A will ban a map
2	Team B will ban a map	Team B will ban a map
3	Team A will ban a map	Team A will pick a map
4	Team B will ban a map	Team B will pick a map
5	Team A will ban a map	Team A will ban a map
6	Team B will ban a map	Team B will ban a map
7	The remaining map will be used as the map for the game	The remaining map will be used as the 3 rd map if the series goes three (3) games

When Team A picks a map, Team B will decide sides. When Team B picks a map, Team A will decide sides.

Match Settings and Information

The following match settings will be used during the tournament:

- Competitive mode pitting two (2) teams of 5 against each other in a 30-round match;
- The first team to score 16 points wins the map;
- The two (2) teams will switch sides at halftime (after the first 15 rounds);
- If both teams score a total of 15 points by the end of the 30th round, the match will go into an overtime. The winner of the match is the first team to win two (2) consecutive rounds in an overtime;
- During the start of the overtime, teams will maintain on the same side which they played in the 30th round. Both teams will continue to play until a winner is determined;
- The round time is 1 minute 55 seconds;
- The bomb timer is 40 seconds;
- The buy time is 20 seconds;
- The break during half-time is 2 mins 30 seconds;
- The start money is \$800; and
- The overtime start money is \$16,000.

6.6 Dota 2

Dota 2 will be conducted in a live online format.

Every participant is responsible for his/her own licence of the game, and the MBAT Admin will not provide either computers or licences to participants.

The competition will be between teams of five (5) participants. Each team can have up to two (2) reserves.

The tournament will be conducted in a bracket format, in which each round will be a best of 1 match before semi-final rounds. Semi-finals and final will be based on best-of-3 matches.

There will be a 5-minute interval between matches.

The ranked battle system will be applied to each match.

Each team is allowed to substitute their players with reserves between matches, and the team needs to communicate such change to MBAT Admin before the next match starts.

Players need to be logged in a zoom meeting with their cameras on throughout match in order for the camera feed to be used in the MBAT 2021 live stream.

In the event that there are more than 32 participating teams, there will be a need for qualifying rounds and rules will be communicated to the participants after the registration deadline of 27th April 2021.

6.7 Formula 1 2020

The Formula 1 2020 will be conducted in a live online format.

The competition will be held only on PCs.

The tournament is individual based. Every participant is responsible for his/her own licence of the game, and the MBAT Admin will not provide either consoles or licences to participants.

The competition will be held during the three (3) days of MBAT, and in each day the participants will go through the training sessions in the first hour and the run on the second one.

The training sessions will be divided in three (3) parts with 20 minutes each. In the first set, every player will race. Only the top-14 fastest racer will proceed to the second set. In the second set, the 14 players will race and only the top-8 racers with the fastest lap time will advance to the third set. In third set, the 8 players will race for the best lap time to compete for pole positions.

The grid positioning will be determined with the fastest qualifying lap of the circuit, ranking from first pole position to twentieth pole position.

The tournament is limited to 20 participants, and in the event that there are more than 20 participants, there will be a need for qualifying rounds and rules will be communicated to the participants after the registration deadline of 27th April 2021.

The circuits will be communicated to participants closer to the tournament.

Players need to be logged in a Zoom meeting with their cameras on during competition as the camera feed would be used for the MBAT 2021 live stream.

6.8 FIFA 2020

The FIFA 2020 competition will be conducted in a live online format.

The competition will be held on multiple platforms: PlayStation, Xbox and PCs, and points will be awarded for each competition as if they are different sports.

The tournament is individual, and the participants can be either male or female.

Every participant is responsible for his own licence of the game, the MBAT Admin will not provide either consoles or licences to participants.

Participants will be required to indicate their player account name in the registration form and submit to MBAT Admin before the tournament begins.

The tournament will be held on a double elimination bracket and knock-out format, in which the participant that loses the first game will still be able to play the second game until he/she loses for a second time, unless the first loss is in the final.

It is allowed to play with club and national teams. It is also allowed to change teams during the tournament.

Settings : Standard settings

Match duration : 12 minutes (6 minutes per half)

Game speed : Normal

Level : Legendary

All matches shall be played in 'Friendly Match' and with the online squads. Only tactical defence is allowed. The winner of a knockout round will be the player with the highest aggregated score between the 2 matches. In case of draw, the winner will be decided with golden goal. In the event that a tie still persists after extra time, winner will be decided in a best of five (5) penalty kicks. If tie persists after five (5) penalty kicks, there will be alternated penalty kicks until one player misses and the other scores a goal.

Players need to be logged in a zoom meeting with their cameras on during all the length of their matches, the feed of the camera can be used during the MBAT 2021 live stream.

6.9 Fitness Challenge

The Fitness Challenge competition will be conducted in a live online format.

The competition is individual and will be divided into male and female categories, and each one will count as one (1) sport in the total scoring of MBAT.

In general, the fitness challenge is separated into the following categories, that will happen without interruption from the moment the competition starts:

Exercise	How to	Duration
Burpee Rep 1	Do as many burpees as you can	1 min
	Rest	30 sec
Push Up Rep 1	Do as many push-ups as you can	1 min
	Rest	30 sec
Sit Up Rep 1	Do as many sit-ups as you can	1 min
	Rest	30 sec

Squat Rep 1	Do as many squats as you can	1 min
	Rest	30 sec
Plank It Rep 1	Do a plank exercise for 1 min	1 min
	Rest	30 sec
Burpee Rep 2	Do as many burpees as you can	1 min
	Rest	30 sec
Push Up Rep 2	Do as many push-ups as you can	1 min
	Rest	30 sec
Sit Up Rep 2	Do as many sit-ups as you can	1 min
	Rest	30 sec
Squat Rep 2	Do as many squats as you can	1 min
	Rest	30 sec
Plank It Rep 2	Do a plank exercise for as long as you can	Time-based
	Finish	

The acceptable forms of exercises are as follows:

Burpee	Male	Hop Squat Burpees
	Female	https://www.youtube.com/watch?v=mUYJqe_sJFE Min 2:35 – 3:02
Push Up	Male	https://www.youtube.com/watch?v=t0s5FHbdBmA Min 0:37 – 0:50
	Female	https://www.youtube.com/watch?v=EgIMk-PZwo0 Min 0:26 – 0:52
Plank It	Male	Forearm Plank
	Female	https://www.youtube.com/watch?v=ASdvN_XEI_c Min 0:47 – 1:11
Sit Up	Male	https://www.youtube.com/watch?v=jDwoBqPH0jk
	Female	Min 0:44 – 1:00
Squat	Male	https://www.youtube.com/watch?v=acIHkVaku9U
	Female	

Any movement not performed according to the above shown videos will not be counted, for e.g. a half push-up counts as 0. MBAT Admin has the full discretion of what completed moves are counted.

The scoring system is as follows, and all the points will be aggregated from burpee rep 1 workout to plank it rep 2 workout. The winner of fitness challenge will be determined based on the highest accumulated points in all the below-mentioned exercises. Timing is crucial in this challenge and in any such event that any participant is deemed to take longer rest than the allotted time, MBAT Admin has the right to deduct points from relevant participant.

Exercise	Scoring Format
Burpee Rep 1	The most numbers of completed burpees in 1 min: <ul style="list-style-type: none"> • Winner: 10 points • 1st runner-up: 6 points • 2nd runner-up: 4 points • 3rd runner-up: 3 points • 4th runner-up: 2 points
Push Up Rep 1	The most numbers of completed push ups in 1 min: <ul style="list-style-type: none"> • Winner: 10 points • 1st runner-up: 6 points

	<ul style="list-style-type: none"> • 2nd runner-up: 4 points • 3rd runner-up: 3 points • 4th runner-up: 2 points
Sit Up Rep 1	<p>The most numbers of completed sit ups in 1 min:</p> <ul style="list-style-type: none"> • Winner: 10 points • 1st runner-up: 6 points • 2nd runner-up: 4 points • 3rd runner-up: 3 points • 4th runner-up: 2 points
Squat Rep 1	<p>The most numbers of completed squats in 1 min:</p> <ul style="list-style-type: none"> • Winner: 10 points • 1st runner-up: 6 points • 2nd runner-up: 4 points • 3rd runner-up: 3 points • 4th runner-up: 2 points
Plank It Rep 1	<p>Successful plank for 1 min</p> <ul style="list-style-type: none"> • 10 points
Burpee Rep 2	<p>The most numbers of completed burpees in 1 min:</p> <ul style="list-style-type: none"> • Winner: 10 points • 1st runner-up: 6 points • 2nd runner-up: 4 points • 3rd runner-up: 3 points • 4th runner-up: 2 points
Push Up Rep 2	<p>The most numbers of completed push ups in 1 min:</p> <ul style="list-style-type: none"> • Winner: 10 points • 1st runner-up: 6 points • 2nd runner-up: 4 points • 3rd runner-up: 3 points • 4th runner-up: 2 points
Sit Up Rep 2	<p>The most numbers of completed sit ups in 1 min:</p> <ul style="list-style-type: none"> • Winner: 10 points • 1st runner-up: 6 points • 2nd runner-up: 4 points • 3rd runner-up: 3 points • 4th runner-up: 2 points
Squat Rep 2	<p>The most numbers of completed squats in 1 min:</p> <ul style="list-style-type: none"> • Winner: 10 points • 1st runner-up: 6 points • 2nd runner-up: 4 points • 3rd runner-up: 3 points • 4th runner-up: 2 points
Plank It Rep 2	<p>The longest plank:</p> <ul style="list-style-type: none"> • Winner: 20 points • 1st runner-up: 12 points • 2nd runner-up: 8 points • 3rd runner-up: 6 points • 4th runner-up: 4 points

6.10 Football Freestyle

The Football Freestyle competition will be conducted in a pre-recorded format.

Each participant must send a 1-minute max pre-recorded video of his/her performance. Participants can use their own ball (ball of size 5 is preferable choice, nevertheless there is tolerance of 0.5 both ways); it is strictly prohibited to use more than one (1) ball in the performance and no modifications to ball are allowed.

Regarding general rules, hands are not allowed, and every use of hand is considered as mistake (by hand understand “from shoulders to end of fingers”); foreign objects cannot be integrated into the performance (e.g. bottles, rope, etc.); no other people can be brought into the performance; dropped ball after trick attempt is not considered as anything else than drop; any action after the time limit does not count into the performance, however if the ball is dropped it is considered as mistake; and no outside interference in holding the ball to body (e.g. glue, tape, laces, etc.)

Each performance will be evaluated in five (5) main categories, all equally weighted: difficulty, all-round, originality, execution and control. The winner is determined by the performer who gets the greatest number of points on the scoreboard when all points are summed up. If the performers get equal number of points, the performer who won the most criteria wins the competition.

The general guidelines for giving scores are as follows:

- 5 – Excellent
- 4 – Very good
- 3 – Good
- 2 – Fair
- 1 – Poor
- 0 – Absolutely failed

It is also possible to give 0.5, 1.5, 2.5, 3.5, 4.5 points if the performance for a player was somewhere between the scores mentioned above. The point-giving must be given based on the main criteria and the sub-criteria. The criteria and sub-criteria are:

- Difficulty (technical difficulty of the tricks and combinations, as well as response)
 - Overall performance – how difficult full performance generally is
- All-round (general ability to perform all parts of sport the best way possible)
 - The sum of the general level in uppers, lowers, sit-downs, transitions, acrobatics and ground moves
- Originality (performing with individual style, creativity and variety)
 - Original style – original composition of tricks, unique execution of moves
 - Original moves – new, unusual, unexpected tricks
 - Variety – ability to not repeat tricks or always tricks of the same kind
- Execution (the style performance with ball is executed)
 - Cleanness – clean execution of tricks
 - Flow – ability to move the ball around body without hesitation
 - Style – how good looking the tricks are being performed
 - Dynamics – strength and speed of movements
 - Musicality – hitting the beat or clearly shows that he/she is following the music
- Control (the way the whole performance with the ball is controlled)
 - Control – general control of the ball
 - Mistakes – dropping the ball or creating mistakes

6.11 Individual Fortnite

The Individual Fortnite competition will be conducted in a live online format.

Every participant is responsible for his own licence of the game, and the MBAT Admin will not provide either computers or licences to participants.

The competition will be individual-based on the Battle Royale mode.

The competition will be held over a period of two (2) hours, with 3 minutes intervals between each round. Players will accumulate points in each round and whoever amassed the most cumulative points during the competition is the winner.

If the 2-hour period is lapsed during the course of a round, the said round will automatically be the last round of the competition and the results will count towards the total scoring.

Every round, the top 10 players will be awarded points based on the following table:

Position	Points
1	20
2	18
3	16
4	14
5	12
6	10
7	8
8	6
9	4
10	2

If there are more than 100 participants, there will be a need for qualifying rounds and the rules will be communicated to the participants after the registration deadline of 27th April 2021.

6.12 Fortnite Group Competition

The Group Fortnite competition will be conducted in a live online format.

Every participant is responsible for his own licence of the game, and the MBAT Admin will not provide either computers or licences to participants.

The competition will be on the Battle Royale 4-person team mode. Each team can have up to one (1) reserve.

The competition will be held over a period of two (2) hours, with 3 minutes intervals between each round. Teams will gather points during each round, and whichever gets the most cumulative points during the competition is the winner.

If the 2-hour period is lapsed during the course of a round, the said round will automatically be the last round of the competition and the results will count towards the total scoring.

Each team is allowed to substitute their players with reserves between matches, and the team needs to communicate such change to MBAT Admin before the next match starts.

Every round, the top 10 teams will be awarded points based on the following table:

Position	Points
1	20
2	18
3	16
4	14
5	12
6	10
7	8
8	6
9	4
10	2

If there are more than 25 teams, there will be a need for qualifying rounds and the rules will be communicated to the participants after the registration deadline of 27th April 2021.

6.13 League of Legends

League of Legends will be conducted in a live online format.

Every participant is responsible for his own license of the game, and the MBAT Admin will not provide either computers or licences to participants.

The competition will be held on the Summoners Rift mode.

The competition will be between teams of five (5) participants. Each team can have up to two (2) reserves. The participants can be either male or female.

The tournament will be conducted in a bracket format, in which each round will be a best of 1 match before semi-final rounds. Semi-finals and final will be based on best-of-3 matches.

There will be a 5-minute interval between matches.

The ranked battle system will be applied to each match.

Each team is allowed to substitute their players with reserves between matches, and the team needs to communicate such change to MBAT Admin before the next match starts.

Players need to be logged in a zoom meeting with their cameras on throughout match in order for the camera feed to be used in the MBAT 2021 live stream.

In the event that there are more than 32 participating teams, there will be a need for qualifying rounds and rules will be communicated to the participants after registration deadline of 27th April 2021.

6.14 NBA 2k20

NBA 2k20 will be conducted in a live online format.

Every participant shall be responsible for his own game licence, and the MBAT Admin will not provide either computers or licences to participants.

The competition will be held on multiple platforms; PlayStation, Xbox and PCs, points will be awarded for each competition as if they are different sports.

The tournament is individual, and the participants can be either male or female.

Participants will be required to indicate their player account name in the registration form and submit to MBAT Admin before the tournament begins.

The tournament will be played as a single elimination bracket on best of one match.

The matches will be played with six (6) minutes per quarter, and maximum half-time of one (1) minute.

Before the start of the match, a coin will be tossed by the MBAT Admin to determine who is the home and away team.

The away team will choose his/her team first, and both players cannot pick the same team.

During the tournament, a player can choose any team but only once, and the control of the teams the players have already selected shall be communicated to the MBAT Admin.

If there is any specific rule of the NBA 2k tournament that is not respected by the player will result in the player being disqualified.

In the event that there are more than 64 participants, there will be a need of qualifying rounds and rules will be communicated to the participants after the registration deadline of 27th April 2021.

6.15 Parkour Challenge

The Parkour Challenge will be conducted in a pre-recorded format.

Performances can be submitted either as a team or as individual, for as long as every participant has signed up for MBAT 2021.

Participants are required to submit a video showcasing parkour jumps, flips, or tricks. Safety first, risky moves are not allowed (e.g., jumping off buildings, flips on dangerous locations, etc.). Filming and editing are the responsibility of the participants. Any type of music edit is also allowed. The evaluation criteria for this challenge is based on the following:

- Execution
- Versatility
- Flow
- Difficulty

The maximum length for a video submission is 10 minutes. If a school has two submissions or more, only one (1) performance will be selected to advance to final round. The selection of the performances in qualifying round is based on the aforementioned criteria.

The performances that are chosen to advance to final will be shown on MBAT 2021 online stream, where the winner of Parkour Challenge will be chosen via online voting. The winner, 1st runner-up, 2nd runner-up, and so forth will be based on the number of votes garnered through online voting platform.

6.16 Virtual Group Running

Format: Group challenge

This competition will be monitored via the Strava app. Competitors will be required to sign up to this challenge specifically and they will be allocated to groups. Each school will have a group on Strava where they will be logging in their runs. Only runs with GPS tracking will be counted to the total tally. Runs must be tracked by an official running tracker e.g., smart watch, Strava, Nike Run Club, Garmin, etc. No subscription for any app is mandatory, free versions are enough for the challenge.

Timing:

This challenge will be from 29th of April 00:00 until 5th of May 23:59 Paris time. Only runs between these dates will be counted towards the total group score.

Scoring:

Scoring will be based on three factors. For each participating school, and therefore group, the total distance logged will be the first scoring factor. The number of participants will be the second factor for scoring. And last, in order to accommodate for smaller batch sizes, a factoring of MBAs per school will be taken into consideration. Note that the last factor is about batch sizes in schools and not only MBAT participants.

6.17 Virtual Group Cycling

Format: Group challenge

Required equipment: Bicycle

This competition will be monitored via the Strava app. Competitors will be required to sign up to this challenge specifically and they will be allocated to groups. Each school will have a group on Strava where they will be logging in their cycles. Only cycles with GPS tracking will be counted to the total tally. Cycles must be tracked by an official cycling tracker e.g., smart watch, Strava, Garmin, Polar, etc. No subscription for any app is mandatory, free versions are enough for the challenge.

Timing:

This challenge will be from 29th of April 00:00 until 5th of May 23:59 Paris time. Only cycles between these dates will be counted towards the total group score.

Scoring:

Scoring will be based on three (3) factors. For each participating school, and therefore group, the total distance logged will be the first scoring factor. The number of participants will be the second factor for scoring. And last, in order to accommodate for smaller batch sizes, a factoring of MBAs per school will be taken into consideration. Note that the last factor is about batch sizes in schools and not only MBAT participants.

6.18 Virtual Individual Running

Format: Live online

Required equipment: Treadmill.

This challenge will be a live treadmill run. Participants are required to run 8km on a treadmill. The ranking will be based on speed, and therefore the time required to complete the challenge.

The running challenge will be monitored on zoom. For this challenge, one camera per participant is required. This camera needs to start at a position where treadmill screen can be seen. After the monitor confirms that the treadmill is at starting position, the camera will slowly step back to show the participant whole with the treadmill. On the go, runners will start. The cameras are required to be filming the participant throughout the challenge showing them running. We need to see the person run on the treadmill. Any glitches can be deemed cheating and could lead to disqualification. For engagement, participants are asked to raise their hand at each kilometre in order to rank them. Once the runners reach 8km, they can call on the camera person to show the screen so that the monitor can confirm their completion of the game.

An extra person filming is not a necessity, just a suggestion.

Compliance of regional COVID-19 safety rules is mandatory.

6.19 Virtual Individual Cycling

Format: Live online

Materials and Preparation:

To participate in the competition, the competitors will need:

- Bike
- Zwift account
- Zwift trainer

Throughout the competition, the bike, Zwift trainer and athlete must be always on screen.

No homemade solution will be tolerated to substitute the Zwift trainer.

Cyclers must be logged in on Zoom half an hour before the official meet-up time starts.

Competition:

Each participant will be invited to a private meetup.

The start signal will be transmitted through Zoom for all participants to start cycling.

The cycling length will be approximately 30km, with elevation variations.

The selected circuit will be communicated closer to the competition to participants.

The winner is the first to reach the goal on the simulation.

Participants are allowed to consume any sorts of food and beverages throughout the competition. However, participants are strictly prohibited to receive any external help from any person during the competition.

Compliance of regional COVID-19 safety rules is mandatory.

7 Scoring system

Scoring for individual sports and the overall MBAT winner are determined by the following points system. Winners will be determined for each event based on the event's evaluation system. Scoring is equally weighted across most e-games (except for the explicitly mentioned e-games and non-games) **ONLY AND ONLY IF THE COMPETITION HAVE 3 OR MORE PARTICIPATING SCHOOLS**. In the event that the e-games or the challenges have less than 3 participating schools, the winner and the 1st runner-up of the said e-games or challenges will not contribute any points to the overall MBAT points tally.

7.1 E-games standard score system

The winner of each of the e-games events, either individually or as a team will be awarded 10 points; second place will be awarded 8 points, third place will be awarded 6 points, so on and so forth. In short, the points will be granted only from 1st place to 4th place.

Winner	:	10 points
1 st runner-up	:	8 points
2 nd runner-up	:	6 points
3 rd runner-up	:	4 points

7.2 E-games customised score system

Specific e-games, i.e. Formula 1 & Fortnite (both group and individual format), will be awarded points from winner to 4th runner-up with 10 points to 2 points accordingly.

Winner	:	10 points
1 st runner-up	:	8 points
2 nd runner-up	:	6 points
3 rd runner-up	:	4 points
4 th runner-up	:	2 points

7.3 Non e-games (i.e. pre-recorded shows, live challenges, etc.) standard score system

The winner of each of the competitions and challenges, either as individually or as a team, will be awarded 10 points; second place with 8 points, third place with 6 points, so on and so forth.

Winner	:	10 points
1 st runner-up	:	8 points
2 nd runner-up	:	6 points
3 rd runner-up	:	4 points
4 th runner-up	:	2 points