Proper Etiquette on the Playing Field

The Industry Super Bowl (ISB) is a fun, fast-moving, friendly competition designed to give students valuable insight regarding the pursuit of internship, co-op and permanent positions. Due to the competitive nature of the event it is important to keep the following rules of courtesy in mind:

- Always practice GOOD SPORTSMANSHIP
- Keep the language CLEAN
- Avoid improper or questionable remarks, including:
  - racial, sexist or any other derogatory comments
  - sexual or indecent remarks
  - ethnic, religious, or political remarks

ISB is designed to be a positive, worthwhile, confidence-building event. Above all, remember to show courtesy and respect to all event participants.

Rules of the Game

ISB is meant to be a hands-on, competitive and fast-moving game. Teams compete against each other in a series of competitions, referred to as “Plays”. The game objective is to win as many points as possible. The team with the highest average score wins the game.

ISB is made up of three plays. All teams will breakout into “Huddles” prior to each play. Only the team coaches have the play information sheets that describe the specifics for a given competition. Therefore, during a huddle the coaches must explain the play details to his/her team. The coaches should also use this time to provide their teams with insight, guidance, and feedback that will be helpful in planning and strategizing for the play.

Scoring

A panel of officials will judge each team’s performance. The score sheets for each play are broken down into five categories. Officials are asked to judge a team’s performance in each of the five areas on a scale from 1-10. Therefore, the maximum score that an official can give a team for each play is 50.

- Team’s score for each play -
  - calculated by averaging the officials’ scores for that play
- Team’s final score for Industry Super Bowl -
  - calculated by averaging the team’s scores for all plays
Winning the Game

The team with the highest average wins. If more than one team has the same high score, the following criteria will be used to break the tie:

- randomly select one of the plays
- the team with the highest “averaged score” for that play wins
- if the scores are the same, randomly select another play
- continue until the tie is broken or all three averaged play scores have been compared

In the rare event that the winner cannot be determined because the teams have the same final ISB scores and identical “averaged play scores”, the winner will be determined by a random draw.

Penalties

Points will be deducted from the official play scores for the following reasons:

- [-5] if team exceeds presentation time
- [-5] if not all team members participate (unless instructed otherwise)
- [-5] if coach participates in skit (unless instructed otherwise)
- [-5] being late for the play after the team huddle
  (Please note that the time allotted for the Huddle includes travel time to and from your Huddle location. You will not be given extra time to move from place to place.)