Version 2.0
Date Updated: March 18, 2022

Notes: Changes and updates were made to the following sections of the rules:
General: E, F, G

Definitions
A. Competitor: student currently registered and attending classes at a participating school; they must be pursuing (but have not yet earned) the equivalent of a Bachelor’s degree at their institution.
B. Team: consists of 3 Competitors. Each Team represents a single school and each school may only register 1 Team for the competition.
C. Alternates: replaces a competitor within a team should the competitor be unable to compete. The team must notify and gain consent of the CoMIS Organizing Committee before the case deliberation begins.
   a. No alternate will be allowed to participate after the start of deliberation.
D. Observers: anyone who would like to observe any CoMIS events. Observers are not allowed to speak with any team members from any school before or after their presentation until they have been formally eliminated from the competition.

1. General
A. Teams must comply to advance. Teams must comply with these published rules and any written instructions from the CoMIS Organizing Committee in order to advance.
B. Do not disclose anyone’s affiliation. No one shall disclose the school affiliation of themselves or any other Competitor or Team to the judges until after the conclusion of all Final Round presentations.
C. Do not enter or exit during presentations or Q&A. Please wait for a break to do so.
D. Limit case communications to the CoMIS committee. Once the deliberation period begins and until a Team is eliminated from the competition or completes their Final Round presentation:
   a. No Team shall discuss the case with anyone except the CoMIS Organizing Committee.
   b. Teams must contact the CoMIS Organizing Committee if they wish to communicate with their coach.
E. **All presentations will be recorded via in-room equipment.** Only coaches may record their teams. These recordings may not be shared with other teams until after the competition is over. Other cameras and recording devices are not allowed in the presentation rooms.

F. **Teams are required to stay in their hotel room during the case building period.** Participants must contact a CoMIS Representative and gain approval in the event they need to leave the room.

G. **Teams will be subject to random room check-ins while building their case.** A CoMIS Representative has the authority to knock on participants’ doors and check-in at any point during the case building period.

2. **Preliminary and Final Round Presentations**

A. **Teams have 25 minutes total in the preliminary round.** Each Team will have up to 15 minutes of protected presentation time followed by 10 minutes of Q&A. The protected presentation time ends after 15 minutes or when the Team opens the floor for questions, whichever comes first.

B. **Teams have 20 minutes total in the final round.** Each Team will have 20 minutes to present during their Final Round presentation. Teams will not have any protected presentation time and judges can ask questions at any time during the presentation.

C. **Equipment setup takes presentation time.** Teams must begin their presentation within 30 seconds of being announced. Any further delay reduces the available presentation time.

D. **Teams may not watch other Teams present in the Preliminary Round.** Teams may watch other presentations in the Final Round: (1) if they were eliminated from the competition, (2) after the Team has concluded their Final Round presentation.

E. **1st place Team to Finals, 2nd place Team to Lightning Round.** The 1st place Team in each Preliminary Round room will advance to the Final Round. The 2nd place Team in each room will advance to the Lightning Round. The winner of the Lightning Round will advance to the Final Round.

F. **The Zap Factor information must be included and accounted for in the Final Round solutions.** The Zap Factor will be delivered to all finalist teams prior to their final presentations. The team’s response to the Zap Factor will be one of the criteria considered by the judges in the Final Round.
G. All finalist teams must remain in their holding room until they receive the Zap Factor information from a CoMIS representative. They must remain in the holding room for their deliberation until they present.

H. The same materials allowed in the deliberation period prior to the Preliminary Round will be permitted for the Zap Factor deliberation. All materials used in deliberation will need to be transported to the Carlson School and will only be permitted for use for 30 minutes. Any time to retrieve or set up equipment counts against your deliberation time.

3. Lightning Round
   A. No materials or equipment can be used other than the provided microphone.
   B. 2 minutes to discuss, 1 minute to respond. The moderator will read each question twice. All Teams will have 2 minutes to discuss and will have up to 1 minute to respond in turn, one Team after the other. Each Competitor must answer at least 1 question.
   C. Eliminated Teams may observe. Only Teams eliminated from the Preliminary Round may (and are encouraged to) observe the Lightning Round.

We encourage all participants to review the rules prior to the competition. To ensure compliance with the aforementioned rules, the CoMIS Organizing Committee reserves the right to observe teams at any point during the competition. If any parties are unsure of any rules, we encourage them to visit the Virtual Rules Office Hours via Zoom on Thursday from 8:30PM - 9:30PM or by contacting us at miscase@umn.edu.