



Presented by

AUCTION 2025

Objectives & Outcomes

- Draft the next NBA Super Team
- Strategize and implement trades to get the best players
- Analyse player ratings and stats to fight for the best superstars
- Research NBA 2K strategies to know what metas work in the game

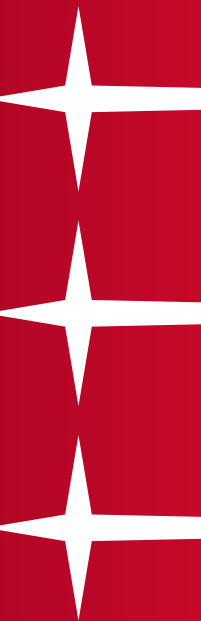




THE RULES OF THE GAME



- Teams consisting of only students from undergraduate programmes may register through unstop
- Teams may consist of 4-5 members
- All teams are bound by a strict \$200 million salary cap
- Teams must acquire a minimum of 12 players and a maximum of 18 players to complete their roster



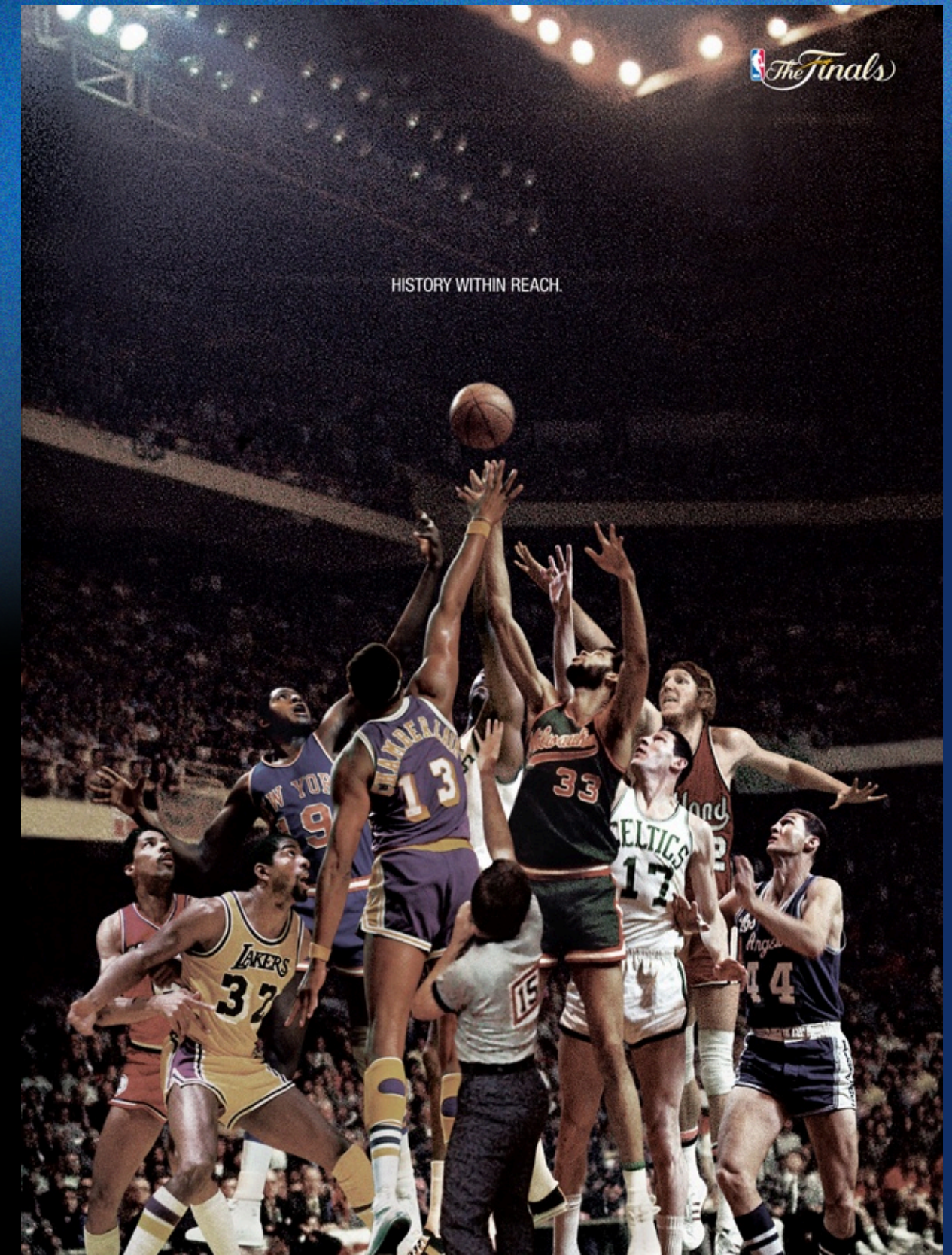
Phase 1- Franchise Player Draft

Objective: Build the foundation for your team with a franchise player

The draft pool consists of current NBA superstars and members of the iconic 75th Anniversary team

Each team selects a player through their pick in the draft

Their pick is determined by a lottery system



PHASE 2- THE NBA AUCTION

Objective: Prioritising resources and Selecting the best players for each position in limited time

- Player Pool: Current NBA players
- Salary Cap: \$200 Million (Hard Cap)
- Bidding Rule: No bid allowed if it pushes total salary above \$200 Million
- Roster Size: 12 players minimum, 18 players maximum



PHASE 3- THE TRADING ROUND



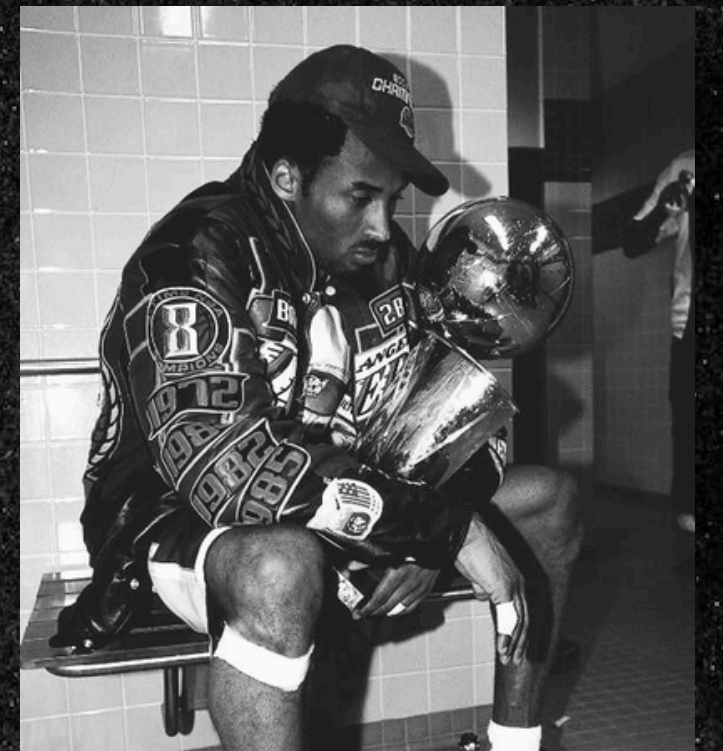
Objective: Portfolio Adjustment & Value Negotiation

- The trading round allows managers to negotiate, exchange players, and optimise their squads
- Teams will have designated breaks during and after the auction to initiate trades
- A trade cannot cause either team to exceed the \$200 Million Hard Cap
- Trades are only valid once approved by the organizing committee

PHASE 4- FINAL SIMULATION

Objective: Test Managerial Decisions Against Quantifiable Results

- After all trades are finalised, GMs must submit their final operational and leadership plans
- Teams' finalised rosters are entered into the NBA 2K simulation
- A complete Regular Season + Playoffs will be simulated
- Outcomes such as win-loss record, playoff progress, and player stats will form the basis for awarding titles



AWARDS & RECOGNITIONS

1. Best General Managerial Team

Awarded to: The team that wins the championship (NBA 2K Playoff Simulation).
Metric: Final tournament outcome

2. Best Regular Season Performance

Awarded to: The team with the highest win-loss record in the regular season.
Metric: Regular season standings from simulation

3. Regular Season MVP

Awarded to: The team containing the MVP of the simulation.
Metric: Highest Player Efficiency Rating (PER) + overall team impact

4. The Underdog Award

Awarded To: The team with the lowest cumulative overall rating that still secures a top-half finish in the regular season standings
Metric: Roster strength vs. actual performance





LOGISTICS REQUIRED

Proposed Venue: Seminar Hall

Proposed Budget: ~₹5000

Required Equipment

1. Setup: 35 Tables, 160 Chairs, 2 Screens, 1 Podium
2. Technology and Equipment: 2 Microphones, 1 High-Performance Gaming PC/Console with NBA 2K software, four Laptops, Stable Internet Access
3. Human Resources: 1 Auctioneer, 1 Cap Accountant, 1 Trade Monitor, 1 Logistics Head, 5 Division Heads, 5 Volunteers
4. Awards: 4 Trophies, 20 Certificates
5. Design: 30 Team Placards, Auctioneer's Gavel and Box, Thematic Posters

THANK YOU

