

Indiana Stock Market Game Rules

1. Teams start with \$100,000 in their portfolio.
2. Teams have ten weeks to invest.
3. You need your account number and password to login to make an order.
4. To enter an order, a ticker symbol, the number of shares, and the type of order is required. The name of the company will not work.
5. Stocks must have price of at least \$5.00 per share.
6. Buy orders must be at least 100 shares. Sell order can be for any amount.
7. Teams may not invest more than 13% of their Buying Power (available equity X 2) in any one company. At the beginning of the session this limit is about \$26,000.
8. 3X4 rule. By the end of the 4th week, each team should have at least 3 stocks in their portfolio and continue to hold at least three for the remainder of the program. Teams that do not meet this will not be eligible for awards.
9. A 2% broker's fee is charged every time the team buys or sells. For example, if you buy 100 shares of a stock at \$10 per share, you must pay the 2% of \$1000 or \$20.
10. Teams may buy stocks on margin (borrow money). How much you may borrow is dependent upon the equity in your account. 7% interest is charged weekly on funds borrowed.
11. No more than 100 buys or sells can be made.
12. Team rankings are available from a link in your portfolio and at www.econed-in.org/stockmarket.asp

Rules updated August 2008

This is only a summary of the rules. For complete rules, click on the Rules (national and local) link on the team's portfolio page or in the Teacher Support Center.