UTM INTRAMURALS – Esports Tournament
NBA2K20 for XBOX ONE

RULES AND REGULATIONS
All ESport tournament rules are set out as follows:

FORMAT OF PLAY
➢ A 32 team double elimination tournament
➢ Games will be 16 minutes in length (4 minutes per quarter)
➢ All scores from each match as self-reported, see the reporting section for details.
➢ Should the opponent not join the game within 5 minutes after the scheduled game, the result will be an automatic default.
   o Teams must submit the score and a photo of the invite to the game
   o This screen shot/photo must also include the time

GAME PLAY
➢ All games are 1 versus 1, meaning that only one player may participate in the match on either side
➢ All participants are responsible for using their own equipment – game console, game and controller
➢ All mic’s must be inactive/muted during for all matches
➢ Players are able to use the same team in a game
➢ No custom rosters can be used
➢ Any players who receives multiple complaints against them will be removed from the tournament play
➢ Games can be conceded at anytime during the game. The player that concedes the game will be given the loss
➢ Be respectful to all participants! No profanity or inappropriate language should be used between opponents
➢ Prior to the start of the schedule match, player may search their opponents using their opponents GamerID/Tag
➢ The Home Team listed in IMLeagues, will determine which person will serve as the host
➢ Each player can pause the up to 2 times in each game for the following reasons:
   o Substitution
   o Tactical Adjustment
➢ For NBA2K20, NBA teams only can be used. No International, Classic or All Star teams.
   o Should a player use either an International, Classic or All Star team, the match will result in a default
GAME LOBBY
➢ Prior to the start of the schedule match, player may search their opponents using their opponents GamerID/Tag
➢ The Home Team listed in IMLeagues, will determine which person will serve as the host
➢ Each player can pause the up to 2 times in each game for the following reasons:
  o Substitution
  o Tactical Adjustment
➢ Participants must use the following game settings set out below:

<table>
<thead>
<tr>
<th>XBOX — NBA2K20</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Game Mode:</strong> Head to Head (1v1 matchup)</td>
</tr>
<tr>
<td><strong>Quarter Lengths:</strong> 16min Games (4min per QTR)</td>
</tr>
<tr>
<td><strong>Controls:</strong> All</td>
</tr>
<tr>
<td><strong>Exhaustion:</strong> On</td>
</tr>
<tr>
<td><strong>Game Style:</strong> Standard</td>
</tr>
<tr>
<td><strong>Game Speed:</strong> Normal</td>
</tr>
<tr>
<td><strong>Difficulty:</strong> Superstar</td>
</tr>
<tr>
<td><strong>Overtime Setting:</strong> 4min. Overtime</td>
</tr>
</tbody>
</table>

All other settings must be set to default.

DISCONNECTION
➢ Should a player be disconnected from the match, it will be the responsibility of the player that got disconnected to connect to his opponent within 5 minutes.
➢ Should I player become disconnected and are unable to log back the game will result in a default.

OVERTIME DETAILS
➢ Should a NBA2K20 game finish tied at the end of regulation time, the team must play 4 minutes of overtime.

REPORTING SCORES
➢ Both players must take screen shots/photos of the game once it is completed and send it to the utm.intramurals@utoronto.ca
➢ The photo must include:
  • GamerID/Tag
  • Final score of the Match
  • The Game mode
➢ Failure to submit this 15 minutes after the match you will receive an email from the UTM Administration Staff serving as a warning.
➢ Should we not receive the score within 10 minutes after the warning email, the game will be resulted as a double default loss.