UTM INTRAMURALS – Esports Tournament
NBA2K21 for PlayStation

RULES AND REGULATIONS

All ESport league rules are set out as follows for PlayStation 4 & 5:

FORMAT OF PLAY

- 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 respond to your friend request or schedule a time to play within 48 hours of the scheduled game, a loss will be assigned to the participant for not responding
  - Participants must submit proof of trying to contact/invite opponent to the game
  - This screen shot/photo must also include the time & date

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 receive 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 for 1 minute in each game
- Only current, NBA teams can be used. No International, Classic or All Star teams.
  - 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, participants may search their opponents using their opponents Gamer ID/Tag
- Add your scheduled opponent to your friends list to discuss a playing time.
- Matches will be scheduled for a day but not a time
It's up to the players to connect and make sure their match is played within the allotted 48 hours otherwise forfeits will be assigned to players that don't show up for their match.

- **For Example:** If your game is scheduled on a Monday you need to play and submit the scores to the UTM Intramurals Administration Staff by Wednesday

The Home Team listed in IMLeagues, will determine which person will serve as the host

Each player can pause the up to 2 times for 1 minute in each game

Participants must use the following game settings set out below:

<table>
<thead>
<tr>
<th>PlayStation – NBA2K21</th>
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</thead>
<tbody>
<tr>
<td><strong>Game Mode:</strong> Head to Head (1v1 matchup)</td>
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<tr>
<td><strong>Quarter Lengths:</strong> 16min Games (4min per QTR)</td>
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<tr>
<td><strong>Controls:</strong> All</td>
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<td><strong>Exhaustion:</strong> On</td>
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<td><strong>Game Speed:</strong> Normal</td>
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<tr>
<td><strong>Difficulty:</strong> Superstar</td>
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<tr>
<td><strong>Overtime Setting:</strong> 4min. Overtime</td>
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</tbody>
</table>

**OVERTIME DETAILS**
- Should a NBA2K21 game finish tied at the end of regulation time (regular season & playoffs), the participants must play 4 minutes of overtime must be played
- If it is still tied, another 4 minutes of overtime should be played until a winner is determined.

**REPORTING SCORES**
- Regardless of the result of the game, both participants must take screen captures/photos of the game once it is completed and send it to the utm.intramurals@utoronto.ca
  - The photo must include:
    - GamerID/Tag at the beginning of the match of both players
    - Final score of the Match
    - The Game mode
- Failure to submit the screen captures/photo for proof of the final scores 48 hours after the scheduled date, both players will be assigned a default loss
- If a participant is not responding to the game invitation or friend request, screen capture/photo must be taken and submitted to the UTM Intramurals Administration Staff.
- A 10-0 default loss will be assigned to the participant for not responding to their opponent

**DISCONNECTION**
- We understand that connection and internet issues may occur when playing virtually. We ask that all participants be as fair and respectful to their opponent
- Should a participant disconnect from their match, it will be the responsibility of the player that disconnected, to connect/communicate with their opponent within 10 minutes of disconnection
  - **For Example:** If player 1 is winning and disconnects from the game, they must take a screenshot/capture and contact their opponent immediately to restart a game. Player 2 must wait the 10 minutes for reconnection, screenshot/capture the match summary and must notify the UTM Intramurals Administration Staff
Both players must take a screen capture/photo of the messaging that is displayed on your screen when this occurs and submit it to the UTM Intramurals Administration Staff

- The player that does not disconnect from the game, will go to the match summary and screen capture/take a photo of the results

- Failure to reconnect within 10 minutes will result in a loss of 10-0 for the individual who disconnected

- If the disconnected player connects with their opponent within the 10 minutes, a new game can be played with the score added (goal aggregate) from the previous disconnect game awarded to the player who was winning.
  - For Example: If player 1 is winning 50-29 and disconnects from the game but is able to connect with Player 2 within the 10 minutes, a new game can begin with a +21 aggregate awarded to Player 1
  - NOTE: Should this situation occur, players must include screen captures/photos from both games along with an explanation of what happened. Both participants must submit this via email to the UTM Intramurals Administration Staff
  - If no screen captures/photos are not submitted or the opponent doesn’t confirm the score with the UTM Intramurals Administration Staff, no goal aggregate will be awarded to the player

- Participants will only be allowed one game replay should they disconnect occur.
- Should a player lose connection for the second time for one scheduled game, they player that disconnects twice will receive an automatic loss of 10-0
  - Screen captures/photos must be taken and submitted by individual who did not disconnect to the UTM Intramurals Administration Staff
  - Visit the Match Summary session to get this information and submit via email.