NBA 2K18

All standard Intramural Rules apply.

Teams

This league will be in a single player format.

Equipment

All equipment will be provided by the department. Any equipment that is broken or stolen will be charged to the participant.

Game and Settings

2K18 will be played league style, followed by a single elimination tournament. The league will play on Tuesdays, in the Student Recreation Center Game Room, starting at 6pm. Check the current semester's schedule for the start date.

Games will be scheduled at specific times for the system that each player registered on for the duration of the regular season. A tournament will follow the regular season.

There will be no grace period for this league. A forfeit will be assessed to a player if they are not present and ready to play at game time.

Settings:

1. Quarter length: 4 minutes
2. Games will be scheduled in 30-minute time slots.
3. Skill level will be set to HALL OF FAME.
4. Game sliders cannot be altered.
5. Player fatigue and injuries will be set to on.
6. Game speed, shot, and free throw difficulty will remain at the default setting.
7. 6 fouls will result in a player being fouled out.
8. All other settings will remain default.
9. Regardless of any agreement between players, games will be played by the rules above unless changes are made by administration.

Team Selection:

Players are permitted to use any of the normal 30 NBA teams from the current season. No special or all-time/star teams may be used.

Participants will not be forced to keep the same team all-season long.

Home team will be chosen by Rock-Paper-Scissors in the regular season. In playoffs, the higher seed will be the home team.
Additional Rules

If a glitch/freeze occurs in the system, the game will be completely restarted with settings remaining the same (i.e. teams).

Any attempt to make the game glitch/freeze will result in an automatic forfeit from the game. (Throwing controller, excessively pausing and starting the game, etc.)

Mercy Rule:

If either player gains a lead of 40 points in the second half or 20 points after the fourth quarter has begun, the game is ended with the player leading declared the winner. (Except semi-finals and championship).