**NBA 2K**

**General Rules**
- All players must show up and be checked in by their designated game time.
- There is no grace period for NBA 2K
- NBA 2K will be played in the Student Recreation Center Game Room. Check the current semester's schedule for the start date and league format.
- 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.
- Players must show their Panther Card or a government issued photo ID to the Intramural Sports staff to sign-in for each game. Players without a valid form of ID will not be allowed to play

**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.

**Timing**
- Games will be played with four (4) minute quarters

**Gameplay**
- The following settings will be used throughout each contest:
  - Quarter length: 4 minutes
  - Skill level will be set to HALL OF FAME
  - Game sliders cannot be altered
  - Player fatigue and injuries will be set to on
  - Game speed, shot and free throw difficulty will remain at the default setting
  - 6 fouls will result in a player being fouled out
  - All other settings will remain default
- Regardless of any agreement between players games will be played by the rules above unless changes are made by the Assistant Director for Intramural Sports
- 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.
- 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.
  - There will be no mercy rule for the semi-finals or championship games.

**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.)