

NBA 2K

General Rules

- All players must submit results by the deadline
- Participants will compete in a best of 3 match
- Games will be played online. Opponents are responsible for scheduling a time to play and submitting results to the Competitive Sports staff.

Teams

- This league will be in a single player format.

Equipment

- Participants are required to have their own equipment (console, controller, & game)

Gameplay

- The following settings will be applied throughout each contest:
 - Matches will be best of 3 games
 - Quarter length: 4 minutes
 - Skill level: Hall of fame
 - Player fatigue and injuries: 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 Coordinator for Competitive Sports
- Team Selection:
 - Players are permitted to use any of the 30 NBA teams from the current season.
 - No special or all time/star teams may be used.
 - No personal players may be used
- Participants are not required to use the same team each matchup

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.)
- Players wishing to make substitutions or alter free-kick options must wait until the ball is out of play before making any changes. The game should not be paused when the ball is in play