

CHICAGO GAMING UNITED – SUNDAY NOVEMBER 15
NBA2k20

Match Format Settings

- i. Rounds: Best of 1
 - ii. Exhaustion: On
 - iii. Difficulty: All-Star
 - iv. Game Style: Standard
 - v. Time Limit: 5 Minutes per Quarter
 - vi. Control: All
 - vii. Game Speed: Normal
 - viii. Teams: All-Star Teams, All-Time Teams, and History Teams are not allowed. Only Current Teams are allowed. Players may not pick the same team as their opponent. (No mirror matches)
 - ix. Team Selection: Players must randomize which player gets first choice in team selection.
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Chicago Gaming United NBA2K20 Challenge – Official Ruleset November 15, 2020

1. Introduction

1. This ruleset will cover the format for Chicago Gaming United (“Event”) administered by The Gaming Stadium (“TGS”). We are excited to have you join us for the competition and wish you the best of luck in your training and gameday play!

2. Purpose of the Rules

1. The Official Rules (“Rules”) of the Event apply to every player participating in the Event.
2. These Rules apply only to the Event and are designed solely to ensure the integrity of the Event for the competitive play and balance of NBA 2K20.
3. Standardized rules like this benefit all parties who are involved in the competitive play of NBA 2K20.
4. TGS assumes that each participant who registers and competes in the Event to be aware of all the rules outlined here and to check them periodically. Insufficient knowledge of the rules cannot be used as an excuse for breaking the rules.

3. Event Overview

1. Definition of Terms

- i. Game. An instance of competition comprised of four Quarters plus additional Overtime as needed. A winner is determined by having the higher point total when time runs out in the final Quarter/Overtime.

- ii. Quarter. An instance within a Game of 3 minutes.
- iii. Match. A set of games that is played until a team wins a majority of total games. (i.e., winning two games out of three (“best of three” or “Bo3”); winning three games out of five (“best of five” or “Bo5”). Upon match completion, teams will receive updated match records during the Qualifiers or advance to the next round in the Playoffs. In the “best of one” or “Bo1” format, the terms Game and Match may be used interchangeably.
- iv. Overtime. A phase of the game that is initiated if both players are tied after completing the 4th Quarter. Overtime will consist of 4 minutes of additional play. A player needs to have more points in overtime to win the game. If a score of overtime is tied after 4 minutes, another instance of overtime will be played. Overtime will be repeated until a winner is found.

2. Event Phases

- i. Qualifier Brackets. This phase will determine the players that qualify to the Finals Bracket. There will be one main bracket with the top 4 players proceeding to the Championship Bracket. Matches will be Bo1.
- ii. Finals Bracket. This phase will consist of a 4 player, single elimination bracket. All matches will be Bo1.

4. Player Eligibility

1. Account Requirements

- i. Players should be using their own main account. Players should not be using smurfs, alternate accounts, or the accounts of other people.
- ii. TGS reserves the right to edit Nicknames or Gamertags and/or URL aliases (Request changes). Team or player names that are too similar to that of another team or player (may need to be changed). Players with in game names that violate this rule will be ineligible to compete.
- iii. All players participating enter their accurate Game ID (Xbox Gamertag or PSN ID).
- iv. In order to participate in tournaments hosted by TGS, you must meet the following requirements: You must be present within the official TGS Discord server for the duration of the event. You must have an active NBA 2K20 Game ID in good standing and add it to your profile. Your account must be eligible for online play. If you do not meet these requirements you will be deemed ineligible.
- v. Only official registered players are allowed to play. Players must compete under their officially registered Nicknames at all times during official matches. Playing as a ringer is prohibited and will result in immediate disqualification. Players are not allowed to share their account at any time, during tournament or regular play.

5. Game Version

- i. All players must install and update to the newest version of the game in order to participate in tournaments hosted by TGS. Updates must be installed before the tournament starts. Any delay to a match caused by an update will result in a match loss.
- ii. All matches will be played on the patch available on the live servers at the time of a match.

6. Event Structure

1. Qualifier Brackets

i. Players will be in either the Xbox or PlayStation Qualifier Bracket and seeded randomly. Each bracket is single-elimination Bo1 and will play out simultaneously until the top 3 are determined. The top 3 will then form a top 4 with the winner from the tournament that took place on November 8, 2020. The top 4 for each console will move on to the Finals Bracket.

2. Finals Bracket

- i. The top 4 for each console will face off against each other.
- ii. All Championship Bracket matches will be Best of 1.

7. Prizing and Bounties

1. Prize Information and Distribution

- i. Based on the Event, the prize will be distributed based on the results of the Finals Bracket.
- ii. All prizes awarded for the Event will be awarded solely to the players participating in the Event and will be awarded to each individual player based on their respective final placement in the Event, all in accordance with the payout structure set forth below.
- iii. Chicago Gaming United will distribute all prizing to the respective teams and/or individuals, unless required to withhold any such amounts in accordance with applicable law, rule or regulation of a taxing authority with jurisdiction over such payments. Payments may take up to 2 months to process and be received.

2. Total Prize Pool: \$500USD Scholarship for each console winner

8. Match Process

1. Tournament Officials

i. Tournament Officials (“TOs”) are responsible for making judgements on any match-related issues, questions, and scenarios that occur before, during, or after match play. Duties are, but not limited to:

1. Sorting out any problems that players run into during a game/match
2. Issuing penalties to respond to rule violations
3. Confirming the end of a match and its results

ii. The Gaming Stadium’s staff will act as the overseeing tournament officials for the Event. The head TO for this tournament, along with their Discord contact:

1. Spiro Khouri, RetroGames84#8104

iii. Ping or direct message a TGS tournament admin for any assistance during the tournament.

iv. All participants must adhere to the decisions and rules of the tournament organizers, admins, and referees. All decisions are final. Failing to cooperate with tournament administrators will result in disqualification. Misleading, misinforming, or inaccurately responding to tournament administrators at any time for any reason may result in disqualification. Inaccurate information listed on your Playstation, Xbox, or ticket registration may result in disqualification.

2. Change to Schedule

i. TGS may, at its sole discretion, change the start time of a match. TGS will notify all involved players at the earliest possible convenience. All matches must begin as soon as they are assigned. Any delay to the start of a match may result in a disqualification. Any match time that is posted is only an estimate, the official match time will be the moment the match is assigned when both players are determined.

3. Check-In

i. All players must be online and ready to play at the match times defined by TGS. Match times are always subject to change. Any match time change will be communicated to players as soon as possible. Players are required to follow the tournament's sign up process and check in to each match. Failure to check in will lead to a disqualification.

4. Game Preparations

i. Please resolve any problems that might occur before a match starts. Connection or hardware problems during a match will lead to a disqualification by TGS admins. Agreements between the players have to be posted as match comments on the designated TGS Discord channel. Players should always take and upload screenshots for each match. This is the head to head screen with both players game ID's showing before the match, the final score, and any disputable situations.

ii. If a participant is not checked in on Discord and ready to play 10 minutes after the match is paired, they will receive a match loss. Any delays must be immediately brought to a tournament administrator's attention. If a player fails to show up for a match within the given time, they will be disqualified. If your opponent is not available to play when your match is determined, you must report them as a no show. Failing to report your opponent as a no show when they are not present may cause a delay in the bracket. Any unreported delays to the bracket will result in both players being disqualified to ensure the tournament can complete in a timely manner.

iii. The player with the higher seed (lower number) will be the hosting player. The hosting player will be responsible for setting up the game lobby with the correct settings and inviting the opposing player. The hosting player will also have the "Home Team" in the match. Remember that the "Home Team" is the team from the right.

iv. Players should always screenshot the head to head screen to provide evidence of both players screen names and team selections and also give a timestamp of when the match began.

5. Match Format Settings

- i. Rounds: Best of 1
- ii. Exhaustion: On
- iii. Difficulty: All-Star
- iv. Game Style: Standard
- v. Time Limit: 3 Minutes per Quarter
- vi. Control: All
- vii. Game Speed: Normal
- viii. Teams: All-Star Teams, All-Time Teams, and History Teams are not allowed. Only Current Teams are allowed. Players may not pick the same team as their opponent. (No mirror matches)
- ix. Team Selection: Players must randomize which player gets first choice in team selection.

9. Pauses and Crashes

1. Stoppage of Play

i. In the case that a player disconnects before a minute has elapsed on the game clock, or the first point, whichever occurs first, the game will be immediately remade with the same settings and teams and home/away status.

1. If the disconnect happens after this point, the score will be added to the second game, and only the remaining time will be played.

ii. Players will be required to work together to reach a “resume” point. Both players will not score until the clock has reached the point of the disconnect, and then the game will be “live” and continue normally.

iii. Be sure to take screenshots of both games to prove the score. The score will then be added from both games to reach our final score. If a disconnect happens after the first half, the first and second quarters of the second game will become the new 3rd and 4th quarters to save time. Players should make their best possible effort to restore the second game to an accurate setting of the first game. This should include score, timeouts remaining, and possession of the ball.

1. For Example: The score is tied 45-45 with 4:00 remaining on the game clock in the 3rd quarter when the match is disconnected. Players will take a screenshot of the score, and then create a second game. The players will allow the clock to time down to 4:00 without scoring. As soon as the clock reaches 4:00 in the first quarter, the game is now “live” again and will play to the end of the half. Players will take an additional screenshot at half time to prove the score of the second game. Players will not complete this second game, as 4 quarters will have been played by the end of the half. If the score at the end of the first half, of the second game, is 25-20, the final score would now be 70-65.

iv. No pauses are allowed outside of available timeouts. If a player uses the pause button, they must also use a timeout. If no timeouts are available, the player will receive a warning. Multiple pauses without a

timeout available will result in a match loss. If your opponent is in violation of this rule please direct message a designated TGS tournament organizers and include screenshots as proof.

10. Post-Match Process

1. Results

i. Win or lose you must always confirm the match results after your series is complete. You must do this within 10 minutes of your matches finishing.

1. Failure to confirm your results will result in a warning. Continued failure to confirm your match results may result in disqualification or further escalation.

ii. You should always upload your screenshots for evidence after the game has been completed. You should screenshot the head to head screen before the match begins, the final score, and any other disputable situations.

2. Protests

i. The opposing player has 10 minutes to protest the report. Match protests must include match media evidence clearly showing the results of the match/series.

ii. Players are responsible for providing proof of match results in case of disputes.

3. Forfeit

i. Participants can choose to forfeit a match if they wish. Forfeiting will result in loss of the match.

11. Player Conduct

1. Players are expected to behave at their best at all times. Unfair conduct may include, but is not limited to, hacking, exploiting, ringing and intentional disconnection. Players are expected to showcase good sportsmanship and fair play. Any unsportsmanlike conduct or toxic behavior will be addressed with a heavy hand during the Event. This could include prize penalties, disqualification, or banning from future events. Players must play to the best of their ability at all times. The tournament administration maintains the sole judgement for violations of these rules.

2. In all languages, Players may not use obscene gestures, profanity and/or racist comments in game chat, lobby chat, or live interviews. This includes abbreviations and/or obscure references. League Administrators reserve the right to enforce this at their own discretion. These rules also apply for forums, emails, personal messages and TGS Discord channels.

3. Any general disputes a person may have with the current operation of the Event should first be addressed by messaging a TGS Admin via Discord or through the support channels. Failure to follow proper procedure for disputes will result in denial of the dispute and the possibility of further penalties.

4. Betting during any TGS event (by a player, team, or on behalf of anyone associated with the team) is off limits. This includes intentionally trying to alter the match by losing or otherwise trying to affect the results. Those partaking will be disqualified from the tournament and will receive a 1 year ban.

5. Using any software or hardware to gain benefits that are otherwise not available in-game. Examples include but are not limited to: any form of scripting, no-fog, coloured models, texture changes and sound changes.

6. TGS reserves the right to disqualify players. Any player found to be using a known exploit will forfeit their game upon the first occurrence of the exploit. If the player is found to use another known exploit for a second time, and it is determined to have been done on purpose, they will be removed from the event and barred from any future events.

7. Possible Penalties

i. Written Warnings

ii. Game and/or Match Forfeiture(s)

iii. Fine(s) and/or Prize Forfeiture(s)

iv. Suspension(s) and/or Disqualification(s)

12. Spirit of the Rules

1. The rules are a guideline and the decisions by admins may differ from them depending on the circumstances. The tournament administration may change these rules at any time without prior notice.