

Campus **Recreation**

University of South Carolina Student Life

NBA2K Tournament

****Please refer to the Participants' Manual for a complete list of all Intramural Sport guidelines & procedures****

General Information

- Players should arrive 15 minutes before the tournament to check-in with the supervisor.
- All participants must display a valid Carolina Card before the tournament in order to play.
- You may also use your digital Carolina Card through the GET mobile app. No ID – No Play – No Exceptions!
- **All games will be played in either the STWFC Boardroom or the STWFC Wet Classroom**

Defaults

- Players entered into the tournament must notify the Sport Programs Office before 3pm the day of the tournament. If a player does not default in time, they will be assessed a **\$25 forfeit fee** on DSE.
- The USC Sport Programs Office can be reached:
 - By email at sportprograms@mailbox.sc.edu
 - By phone at 803.576.9387
 - In person at the Strom Thurmond Wellness & Fitness Center – Room 201D

Forfeits

- Players entered into the tournament who do not notify the Sport Programs Office by 3pm on the day of the tournament or do a no-show will be assessed a **\$25 forfeit fee** on DSE.
 - i. In person at the Strom Thurmond Wellness & Fitness Center – Room 201D

Sportsmanship

- Each player will be given a sportsmanship rating 1-5, in accordance with the Participants' Manual, from the on-site supervisor following each round matchup.
- Players must average a sportsmanship rating of 3.0 throughout the tournament.

Equipment

- PS5 consoles, controllers and games will be provided by the Sports Program staff
- Players are not allowed to use their own controllers and must use the provided controller in order to be eligible to play

Gameplay

A. Players

- a. Each team will consist of one (1) player
 - i. There are no substitutions or switching of players between games or sets of games
- b. Each team is allowed a maximum of one (1) coach to help the team
 - i. The designated coach will not be able to play at any point of the tournament and is only allowed to assist their team during halftime, or between rounds
 - ii. If a coach causes distractions during games or is suspected of unsportsmanlike conduct, they will be asked to leave the tournament and not be allowed back.

B. Timing

- a. The quarter length will be set at four (4) five (5) minute quarters for all games.
- b. In the case of the game glitching/freezing the game will be restarted completely

C. Game Specific Rules

a. Settings

- i. All settings will be set at the default settings outside of the specific rules mentioned below:
 1. Difficulty will be set at “All-Star”
 2. “Instant Replay” and “Cinema Cut Scenes” will be turned off

b. Tiebreaker

- i. Ties after the four (4) quarters will be settled by an overtime period. If the game is still tied after the overtime period, there will be another overtime period until a winner is determined

c. Team Selection

- i. All thirty (30) normal NBA teams are available to be chosen from
- ii. Teams are only allowed to use the official rosters from 2K or the Sport Programs Office
 1. No historical rosters may be used
 2. No custom rosters may be used
- iii. A coin toss will be used to decide which player will have first choice of team OR home court advantage
 1. Once the player makes their choice the opposing player will then have first choice for the other option
 2. Example: Player A chooses to be the home team; player B then will choose which team to play as and will be away by default

D. Timeouts

- i. Players are not permitted to pause at any point during the game. If any player pauses the game, accidentally or not, it will result in an automatic turnover for that team.
 1. The committing player, if offensive, will immediately step out of bounds once the game is resumed

2. If the committing player is on the defensive, they will immediately step out of bounds on their next offensive possession
 3. If any player refuses to step out of bounds, they will be forfeited, lose the game, and be asked to leave
 4. If any player pauses the game multiple times in a row that player will be forfeited, lose the game, and be asked to leave
- b. All game sliders and settings not mentioned in this section will be set at the default amount

Tournament Format

- The tournament will be formatted as a single elimination tournament
 - If the field of teams is six (6) teams or less, then the tournament will be a double elimination tournament where a team must lose twice to be eliminated
- The tournament field will be a max of sixteen (16) entries.
- Each round will be one matchup with the winner advancing to the next round