NBA 2K20 Tournament Rules

1 – Player Eligibility

* All players participating in the NBA 2K20 Tournament must enter their accurate Game ID (Xbox Gamertag or PSN ID). The Game ID is needed to invite players into a custom match and to check if the correct player is playing.
* Your account must be eligible for online play. If you do not meet these requirements, you will be deemed ineligible.
* Players under the age of 18 must have permission from a parent/guardian.

2 – Team & Players

* **NMMadness Department** reserves the right to deny entry of any gamertags or usernames deemed inappropriate.

3 – Ringers

* Only official registered players are allowed to play. Players and teams must compete under their officially registered gamertags or usernames at all times during matches. Playing as a ring (handing the controller off) is prohibited and will result in immediate disqualification. Players are not allowed to share their account at any time during tournament or regular play.

4 – Game Version

* All players must install and update to the newest version of the game in order to participate in tournaments hosted by **NMMadness Department**. Updates must be installed BEFORE the tournament starts. Any delay to a match caused by an update will result in a match forfeit. All matches will be played on the patch available on the live servers at the time of a match.

5 – Regions

* Players must have residency in the region they are playing for.

6 – Check-In

* All players must be online and ready to play at the match times defined by **NMMadness Department** listed on QuickScores. 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. Failure to check in will lead to a disqualification.

**Tournament Format and Rules**

1 – Match Changes

* **NMMadness Department** may, at its sole discretion, change the start time of a match. We will notify all involved teams 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. Be ready.

2 – Rule Enforcement

* 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.

3 – Game Preparations

* If a participant is not ready to play 10 minutes after the scheduled match time, please submit a protest ticket and report them as a no show. Any delays must be immediately brought to a tournament administrator’s attention. If a team 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.

4 – Disconnects

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

5 – Forfeits

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

6 – Game Lobbies

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

**Match Settings & Format**

1 – Match Details (Pool Play & Bracket)

* Best of 1
* Exhaustion – ON
* Difficulty – PRO
* Game Style – STANDARD
* Time Limit – 5 MINUTES PER QUARTER
* Control – ALL
* Game Speed – NORMAL
* Teams – CURRENT 30 ONLY. NO ALL-STAR, ALL-TIME, OR HISTORY TEAMS. NO CREATED PLAYERS.
* HIGHER SEED CHOOSES TEAM FIRST
* WINNING TEAM REPORTS FINAL SCORE

2 – Pauses

* 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 contact **NMMadness Department** and include screenshots and/or chat as proof.

3 – Results Confirmation

* E-Mail scores AND screenshot to [NMMadnessbiz@gmail.com](mailto:NMMadnessbiz@gmail.com)
* Text scores AND screenshot to 505-639-3509.
* **NMMadness Department may allow direct score posting by players on QuickScores**
* Report scores within 15 minutes of a completed match. First failure is a warning. 2nd is a loss. 3rd is disqualification. The tournament cannot move forward without scores!

4 – Number of Players

* Only ONE player is allowed per account. Playing as a ringer or fake account or any attempt of substitution will result in disqualification.

5 – Protests

* The opposing player has 15 minutes to protest the report. Match protests must include match media evidence clearly showing the results of the match/series. Teams are responsible for providing proof of match results in case of disputes.

6 – Communication and Support

* E-mail us at NMMadnessbiz@gmail.com
* Text us at 505-639-3509
* Submit a protest on QuickScores

7 – Admins

* 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 or league inquiries at any time for any reason may result in disqualification. Inaccurate information listed on your Playstation, Xbox, or ESL Play account may result in disqualification.

8 – Confidentiality

* Conversations, either verbal or written, between organizers, admins, or referees, and participants are confidential. Publicly posting or sharing these conversations with outside parties is strictly forbidden.

**PLAYER CONDUCT**

**1 – Competitive Integrity**

* 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 Tournament and League play. This could include prize penalties, suspension, or removal from the Tournament or League. Players must play to the best of their ability at all times. The tournament administration maintains the sole judgment for violations of these rules.

**2 – Language**

* 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, social media, personal messages and League Discord channels.

**3 – Software or Hardware**

* 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.

**4 – Disqualification**

* NMMadness Department reserves the right to disqualify teams and players. Any team found to be using a known exploit will forfeit their game upon the first occurrence of the exploit. If the team 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.

**5 – Match Media**

* All match media must be kept for at least 14 days. Faking or manipulating match media is forbidden and will result in severe penalties. Match media should be named clearly based on what it is.

**6 – Definition of Match Media**

* Match media are all uploads, including but not limited to: screenshots, wire files, demos, streams, uploads, models and videos. Screenshots should always be taken of any disputable situation, and should always include final scores and any disconnects.

**7 – Personal Streaming**

* Personal Streaming is always allowed! Great time to start your Twitch or YouTube career! For many, this is for fun, but for some, this is your future!