UTSNZ Esport Series – NBA 2K20 Ruleset

Participants compete in a best of 3 single elimination bracket.

1. **Eligibility**

   1.1. All participants must adhere to all UTSNZ competition policies including the Code of Conduct, Participation Agreement, and Eligibility Policy. All UTSNZ competition policies can be found here.

   1.2. All participants competing in the UTSNZ Challenge Series must enter their correct Game ID (PSN ID). The Game ID is needed to invite players into a custom match and to check that the participants of the match are correct.

   1.3. Participants may only use one VUP account per tournament. If a participant uses more than one account in any given tournament, penalties will apply which may include disqualification from the tournament.

       a. You must have an active NBA 2K20 Game ID in good standing and add it to your profile.

       b. Your account must be eligible for online play.

   1.4. Alongside the UTSNZ Code of Conduct, all participants must adhere to the Victory Up code of conduct. Any breach will be investigated by VUP and penalties may apply.

2. **Game Version**

   2.1. All participants must install and update to the newest version of the game in order to participate in tournaments hosted by UTSNZ and VUP.

   2.2. Updates must be installed before the tournament starts.

   2.3. Any delay to a match caused by an update will result in a match loss.

3. **Tournament Format and Rules**

   3.1. Match Changes

       a. Victory Up may, at its sole discretion, change the start time of a match. Victory Up will notify all involved participants at the earliest possible convenience.

       b. All matches must be played within the match window. The match window is 12pm to 12pm each round, giving participants 24 hours to arrange their matches.

       c. For any round where matches have not started by 11am the following day, Admin will decide on the match winner based on correspondence within the platform chat between both participants (i.e. the participant who requested a time to play and received no response from their opponent will be deemed the winner).

3.2. Rule Enforcement

a.   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.

3.3. Game Preparations

a.   Please resolve any problems that might occur before a match starts. Connection or hardware problems during a match will lead to a disqualification by Victory Up admins.
b.   Agreements between participants must be posted within the Victory Up Chat function.
c.   Participants should always take and upload screenshots for each match. This is the head to head screen with both participant's game IDs showing before the match, the final score, and any disputable situations.

3.4. Failure to Show

a.   If a participant is not ready to play within the 24 hour play window , please submit a ticket and report this to Victory Up admin via Support@Victory-Up.com.
b.   Any delays must be immediately brought to a tournament administrator's attention. If your opponent is not available to play when your match is determined, you must report them as a no show.
c.   Failing to report your opponent as a no show when they are not present may cause a delay in the bracket.
d.   Any unreported delays to the bracket may result in both players being disqualified.

3.5. Bracket

a.   When participants enter a tournament, their names will be placed into the tournament bracket.
b.   Opponents are chosen at random and once in the bracket, all names and opponents cannot be changed.
c.   Names that appear on top in the tournament bracket will be considered the host and they shall invite their opponent to the match.
d.   Once the tournament is open, there will be no practice rounds or friendly games. This eliminates confusion when players send in their results.

3.6. Game Mode

a.   **Player vs Player – Single match elimination**: Two players compete against one another in online friendly mode.

3.7. Match Creation

a. Send your opponent a friend request.

b. Go to the online menu and select online friendly.

c. Invite opponent when they have accepted the friend request. To maintain easy flowing tournaments in the future, we suggest you do not delete your opponent's gamertag tag from your friends list.

4. **Match Settings, Format and Rules**

4.1. Match Details – Prelims

- Best of 3
- **Exhaustion:** On
- **Difficulty:** Superstar
- **Game Style:** Standard
- **Time Limit**: 5 minutes per quarter
- **Control**: All
- **Game Speed**: Normal
- **Team Selection:**
    o Only Current teams allowed.
    o All-Star teams, All-Time teams and History teams are not allowed.
    o Opponents cannot select the same team in the same match with the host participant receiving first choice.
- **Team Change:** Participants must change teams between matches and may only use one team per round.

4.2. Match Details – Final

- Best of 3
- **Exhaustion:** On
- **Difficulty:** Superstar
- **Game Style:** Standard
- **Time Limit**: 5 minutes per quarter
- **Control**: All

- **Game Speed**: Normal
- **Team Selection:**
  - Only Current teams allowed.
  - All-Star teams, All-Time teams and History teams are not allowed.
  - Opponents cannot select the same team in the same match with the host participant receiving first choice.
- **Team Change:**
  - Participants must change teams between matches.
  - While teams cannot be used in sequence, they can be used again following a match where a different team was used. The following example is acceptable:
    - **1st Match:** Warriors
    - **2nd Match:** Lakers
    - **3rd Match:** Warriors

4.3. Pauses

a. Only one pause per game is allowed, this is at the start of the match after Tip-Off. Any pauses after this must be taken as a timeout.

b. Multiple pauses taken when no timeouts remain will be classed as a default and the player involved may be disqualified.

c. If a participant believes their opponent has broken this rule they must provide evidence.

d. Evidence must include match media clearly showing the results of the match/series.

e. Participants are responsible for providing proof of match results in case of disputes.

5. Results Submission

5.1. Once all required matches are completed, both participants must submit their results on the Victory Up website.

a. Participants have 15 minutes after the final match has ended to submit their results.

b. Result submissions will be reviewed by the Victory Up administrator and they will determine the results of the matches and therefore the round.

5.2. To submit a result proceed to >My Profile > My Tournament > Tournament Match > Submit Result W/L and upload a screenshot.

5.3. If results are different and there is a dispute, inform disputes@Victory-Up.com

5.4. If a participant continually enters the wrong results in multiple tournaments, they will be warned and may be penalised.

5.5. If both participants do not submit results within the required 15 minutes after the final game, then both teams forfeit the round or the last match they played. In most cases this will result in being disqualified from the current tournament.

6. Tournament Advancement

6.1. Participants who advance to the next round must check the tournament bracket immediately to determine whether they have arrived before or after their next opponent.

a. Participants who enter the next round of the tournament bracket before their new opponent must simply wait for that opponent.

b. Participants who enter the next round of the tournament bracket after their opponent must message that opponent immediately.

7. Lag, Disconnection and Foul Play

7.1. **Lag:** If both participants find themselves in a match with unplayable amounts of lag, they are to restart the match. If the problem continues then they should inform the VUP admin who will handle it on a case by case basis.

7.2. **Disconnections:** If a participant does not get into the game lobby before the start of the game, all participants should back out and re-form the party.

a. If a participant disconnects during play and cannot re-join the game, then the VUP admin must be informed. Message your opponent and admin via the Victory Up Platform chat as well as send an email to support@Victory-Up.com with what happened, your gamertag and proof of the disconnection.

7.3. **Foul Play**

a. There is a grace period of 15 minutes after the match's original start time. If a match is scheduled for 1:00pm and a participant does not show at or before 1:15pm, they are considered a no show and are disqualified from the tournament. If this happens, simply contact the VUP admin at Support@Victory-up.com, by sending through your name or gamertag and the tournament number you are currently in.

b. Both participants must submit the results of the match within 15 minutes of its completion. Complete this by going into your profile and selecting the My Tournament option. Choose the tournament you just played and enter your results. We also require you to send in a screen shot or image of your results, to results@Victory-Up.com. Failure to report the match results on time may occur penalties for you.

c. Any participant that intentionally enters the wrong results on their My Tournament page or sends in the wrong screenshot or image of their results, with the intent of cheating, will be penalised.

d. Breaking any rule and any form of cheating, glitching, abusing in-game mechanics, or unsportsmanlike behaviour may result in a forfeit of a game, match, or ban from the tournament. Cheating behaviour must be reported immediately along with proof, screenshot, or video, of the cheating. The accuser must be the one to provide proof of cheating or unsportsmanlike behaviour.

e. If you wish to dispute a result from your match you must do it within the 15-minute post-match result submission time. Once the 15-minute mark has passed, there is no changing the results or match outcome. If you wish to dispute the result, send a message to support@Victory-Up.com with why you wish to challenge the result/s of your match and any proof that you may have.

8. Communication and Support

- Please use the match chat function or submit a protest ticket to support@Victory-Up.com for any assistance during the tournament.

9. Admins

9.1. All participants must adhere to the decisions and rules of the tournament organizers, admins, and referees.

9.2. All decisions are final.

9.3. Failing to cooperate with tournament administrators will result in disqualification.

9.4. Misleading, misinforming, or inaccurately responding to tournament administrators or league inquiries at any time for any reason may result in disqualification.