1. General

1.1 You are required to play with the Gamer ID (PSN/XBOX Account) that you have specified in your team name.

1.2 The Gamer ID which is being used has to be equal to the Gamer ID shown on the team name. If another account is going to be used, email this to intramurals@illinois.edu BEFORE the tournament has started.

1.3 Every player is responsible for his own connection and has to have a good internet connection to avoid possible ‘lag’.

2. Tournament Guidelines

2.1 All participants must check themselves in 5 minutes before the match starts.

2.2 Both opponents are responsible for contacting each other and playing the game.

2.3 The game and the time can be mutually decided between the two opponents but within 48 hours of the date. Please email intramurals@illinois.edu, the expected date and the time of the match to be played

2.4 If both players are ready and started the game it is not allowed to hold extra breaks that are not allowed in game (The player cannot pause the game every time the ball goes out of play, only substitutions are allowed).

2.5 Each player is required to take at least one photo of the score. This photo should contain: the score, the names and a time stamp. Please send this within 24 hours of the end of the match to intramurals@illinois.edu

2.6 If connection is lost due to poor internet, the game can be replayed within the stipulated time. However, only 3 games can be played in total in one match.

2.7 In case the match cannot be scheduled by the two opponents due to prior time commitments or conflicts, please email intramurals@illinois.edu

3. Specific game settings NHL 22
3.1 General:

- **Settings**: Standard settings
- **Match duration**: 3 games, 15 minutes in length (5 minutes per period & 3 periods total)
- **Game Type**: Competitive
- **Level**: World Class

3.2 All matches should be played in Head to Head

3.3 All matches have to be played with the online squads.

3.4 All mic’s must be inactive or muted during all matches

3.5 No custom rosters are allowed

3.6 It is allowed to change your team during the match (Ex: First game- Canadiens, Second game-Capitals, Third Game- Wild).

3. Specific game settings NBA 2K 22

3.1 General:

- **Settings**: Standard settings
- **Quarter Length**: 5 minute quarters
- **Game speed**: Normal
- **Level**: All-Star

3.2 All matches should be played by a ´Play Now´.

3.3 All matches have to be played with the online squads.

3.4 All mic’s must be inactive or muted during all matches

3.5 It is allowed to play only with current, all-time, and classic teams.

3.6 It is allowed to change your team during the match (Ex: First Game- Bulls, Second game-Warriors, Third Game- Lakers).