



# Rules & Regulations

Version 1.0

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**Dear Participant,**

Thank you for registering for the third Ismaili Global eSports initiative - ***the Ismaili eBasketball Cup***. This program will bring together thousands of participants and spectators from the Global Jamat through friendly competition, sportsmanship, exciting Jamati engagement programs and more!

Whether you're very familiar with esports or a beginner, this promises to be a memorable experience! Attached you will find the official rules document for the international stage of the tournament, please note that we anticipate on-going revisions and additions to these rules. Your respective national teams may customize these rules during local, regional and/or national stages of the tournament.

### **Objectives of the program:**

**Coming together, competing together:** Through a popular gaming format, eSports offers Jamats across geographies and cultures, the opportunity to congregate digitally, to celebrate excellence in eSports.

**Relationship Building:** eSports coaches from across the world, help participants in skill development, while providing a platform to build long-term relationships, offering opportunities to compete but also collaborate.

**Role Model Awareness:** Feature athletes, from within the Jamat, to share their stories and successes to build awareness and aspiration!

**Education, Learning and Growth:** Content that educates and inculcates responsible online behavior, creates a deeper understanding of the "digital world", digital etiquette and "parental controls".

**Maximize Engagement:** Non-participating members of the Jamat engage through household watch parties, social media activities, regional and national spirit videos and several other spectator engagement initiatives.

We wish all participants the best of luck and hope to see you at the international tournament in September!

**Sincerely,**

**The International Ismaili eBasketball Cup Team**

## Rules & Regulations

### 1. Game Mode:

All games will be facilitated through the online private game mode within NBA2K21.

### 2. Choosing Teams:

2.1. Both participants may use Current NBA Teams ONLY. All-Star Teams, All-Time Teams, and History Teams are **NOT** allowed.

2.2. Participants will not be forced to keep the same team all-tournament long

2.3. Both participants may use the same team

2.4. Higher Seed will play the Home Team

2.5. Team jersey colors should not be close in resemblance. Home Team gets the first choice of jersey color selection.

### 3. Match Settings

3.1. Best of 1 game

3.2. Regular (team vs. team) online private matchup

3.3. Fatigue/Exhaustion: On

3.4. Difficulty: Hall-of-Fame

3.5. Game-Style: Standard

3.6. Time-Limit:

- 4 Minutes Per Quarter for Round Robin
- 5 Minutes Per Quarter for Playoffs

3.7. Control: All

3.8. Injuries: Off

3.9. Game speed: Normal

### 4. Schedule:

#### 4.1. Round Robin:

Participants should play at minimum 3 round robin games.  
Participants will get 1 point for a win and 0 points for a loss

#### 4.2. Tiebreakers for standings:

1. Wins

2. Point Differential
3. Points for
4. Points against
5. Head to head result
6. Coin flip

4.3. Playoffs will be a one game knockout format.

4.4. Participants are asked to 'check-in' to the tournament minimum 15 minutes prior to the start of their scheduled game. If any participant is more than 15 minutes late for their scheduled game and cannot provide a valid reason, the game will automatically end in forfeit the game and receive a 40-0 loss.

## **5. Scoring & Standings:**

5.1. Participants will get 1 point for a win and 0 points for a loss.

5.2. Forfeits: A player not showing up to their game will result in a default loss of 40-0. If both players forfeit, each player will incur a 40-0 loss.

5.3. Tiebreakers will take place in the following order:

1. Wins
2. Point Differential
3. Points for
4. Points against
5. Head to head result
6. Coin flip

## **6. Playoffs/Knockout Stages**

6.1. All knockout stages will consist of a one game elimination.

6.2. During the national tournament a 3rd place match will be required in order to determine seeding into the international tournament.

## **7. International Seeding**

Round robin match scheduling for the international tournament will be based on a seeding basis as a result of the final standings of every applicable national tournament. Randomized round robin groups will aim to select players based on their respective 'pots'. Pot 1 will feature all national champions, Pot 2 will feature all national runners-up, Pot 3 will feature all national third-place game winners, Pot 4 will feature all national fourth-place participants. Example of sample round robin group: Group A featuring National Champion of Tajikistan, National Runner- Up of UAE, National 3rd place winner of Portugal, and National 4th place winner of Canada.

## **8. Disconnection Policies**

During any local, regional, and national tournaments, the organizing team will determine the applicable disconnection policy. This policy may differ during the international tournament at the discretion of the international organizing team. The international tournament policy will be provided to participants that qualify for the international tournament.

8.1. 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.*

8.2. Both players are responsible for taking note of the time remaining in the game at the time of disconnection. For any disputes, the organizing team will make the final judgment call. Players are recommended to record their games accordingly.

8.3. Any intentional disconnections may result in consequences outlined in 10.2. and 10.3.

## **9. Player Code of Conduct & Discipline**

9.1. Participants, moderators, and spectators are required to follow the rules outlined by the applicable organizing team; these include but are not limited to:

- a. Any verbal abuse and/or harassment towards participants, spectators, and the organizing team.
- b. Any non-verbal abuse and/or harassment
- c. Purposely losing or forfeiting a match to manipulate standings or qualification
- d. Purposely disconnecting from a match
- e. Any form of gambling on any aspect of the competition.
- f. Allowing someone to control and/or participate on your behalf.
- g. Registering any inappropriate online usernames.
- h. Intentionally providing incorrect information on your registration form.
- i. Manipulation of the escalation form and/or process.
- j. Colluding with other participants.
- k. The use of any cheats, hacks or third-party applications to improve your gameplay.

9.2. The organizing team at every stage of the competition has the right to disqualify participants as a result of misconduct and/or unethical behavior during the tournament, or those that do

not follow the rules outlined in 10.1. Disqualification results in the player not allowed to participate in any remaining scheduled games and will automatically lose every remaining game 40-0.

- 9.3. The organizing team has the option to instead suspend a participant for a set number of games rather than disqualification for participants that do not follow the guidelines outlined in 10.1 & 10.2. For any games affected by the suspension will result in an automatic loss of 40-0.
- 9.4. If at any point a participant feels unsafe during their game, they are recommended to disconnect immediately and escalate the concern to the applicable organizing team.

## **10. Escalation Process**

- 10.1. During any local, regional, and national tournaments, each country may govern their applicable escalation process. At minimum players and/or moderators will have the opportunity to escalate any issues including but not limited to, participant code of conduct, disconnections, gaming disputes, and scoring discrepancies. We recommend submitting escalation forms immediately upon experiencing any concerns or issues, failure to do so may result in the applicable team not having the opportunity to resolve and/or respond to the escalation effectively.
- 10.2. The escalation process will be provided to all participants along with the schedule of games. If a decision is required, the applicable organizing team's judgment and decision is final.

**The organizing team has the final say on all disputes, escalations, enforcement, revisions, and interpretation of all rules and regulations. Participants are required to follow all social distancing guidelines applicable to their area of residence during the preparation and duration of this competition.**