I. Policy and Procedures
   A. For all Policy and Procedures, please refer to Columbia University’s Intramural Handbook which can be found on perec.columbia.edu under Intramurals, Rules & Policies, as well as under Handbooks/Manuals on the Columbia University’s imleagues.com website. All Intramural participants are responsible for knowing all of the Intramural Policies and Procedures.
   B. Leagues Offered:
      a. Nintendo Switch
      b. Playstation 4
      c. Xbox One
   C. Leagues are open to anyone with a Dodge Fitness Center membership (undergraduate students, graduate students, alumni and faculty/staff).
   D. Please use GAMERTAG as your team name.

II. Format
   A. All games will be played using NBA 2K20.
   B. During the regular season, teams will play in a round robin format.
   C. The date and time listed on the imleagues schedule is the day and time the game needs to be completed by.
   D. Responsibility is on both players to get in contact with each other to decide the most convenient time to play.
   E. If an extension is needed, please contact intramurals@columbia.edu and copy your opponent’s email address.
   F. If your opponent does not respond with their availability by 6 hours before the deadline, please send out a second email and copy intramurals@columbia.edu. If the person does not respond with their availability at least 3 hours before the deadline, and the game is not played, a win will be awarded to the player who followed the guidelines to schedule the game.
   G. A double forfeit will occur if both players fail to reach out to one another and the game is not played.
   H. The top two teams from each division per league will be entered into a single elimination playoff bracket.

III. Game Rules
   A. The home team will determine which person will serve as the host.
   B. All current teams are eligible. Retro, Fantasy and/or All-Star Teams are prohibited.
   C. Players can use the same team.
   D. No customized rosters.
   E. Game settings should be the defaults.
   F. Game Mode: Head to Head Matchup Online
   G. Team Size: 1v1
   H. Difficulty: All-Star
   I. Match Length: 5 minute quarters
J. **Game Speed:** Normal
K. **Injuries:** On
L. **Player Fatigue:** On
M. **Overtime:** No overtime in the regular season
   a. **For playoffs:** 3 minute overtime
N. Pauses – each player may pause the game up to three (3) times. Players can ONLY pause the game when the ball is DEAD.

IV. **Equipment**
   A. This game is played on the following gaming consoles: XBOX, PlayStation, Nintendo Switch.
   B. Each player is responsible for having their own equipment and game.

V. **Scoring**
   A. Please submit the [Score Reporting Form](#) after each match of the regular season and playoff tournament, so the Intramural Office can update the scores and sportsmanship ratings on imleagues.

VI. **Sportsmanship / Code of Conduct**
   A. All students, faculty, staff and alumni are encouraged to participate in Intramural Esports and are expected to behave in a mature and sportsmanlike manner throughout competition. To encourage this kind of recreational atmosphere, a Sportsmanship Policy will be enforced.
   B. Following each sports contest, **EACH TEAM** will rate each other on their sportsmanship on a scale of 0-4, four being excellent. Sportsmanship ratings will be submitted in the [Score Reporting Form](#). NOTE: If necessary, a team may upload a picture or a screenshot of a chat that is deemed inappropriate and deserving of a 2.0 or below sportsmanship rating.
   C. Players should report to Intramural Staff any unsporting behavior during play in the Score Reporting Form. Examples of unsporting and behavioral misconduct can be found in the [University’s Student Conduct and Community Standards Policy Guide](#). Unsportsmanlike conduct before, during, and/or after a game (event) will not be tolerated.
   D. Participants involved in unsporting behavior may be subject to removal from the league, at the discretion of the Intramural Director and Assistant Director.
   E. Reminder that each team must **average a minimum of at least a 2.5 sportsmanship rating** during the regular season in order be eligible for the playoffs.
   F. **Specific Rating Scale:**
      a. 4 = A normal flowing game takes place, with no major issues from either team’s members or associated spectators. Both teams are consistently respectful toward one another. Players did not pause the game during a live ball and played the entire match.
      b. 3 = There is some questioning of game play, and/or a few complaints are voiced by participants or associated spectators, but with no major issues. Teams have, for the majority of the game, shown good sportsmanlike behavior toward each other with minimal arguments. Games are paused for extended periods of time.
c. 2 = A team or individual displays unsporting behavior to their opponent verbally or through the chat function in the game. Unsporting behavior includes offensive expression or offensive language that insults another player. Poor connection or lagging by the opponent.
d. 1 = Communication was aggressive and violent. Harassment towards opposing players is continuous and disrespectful. General unsportsmanlike gameplay or cheating has occurred.
e. 0 = Team quit the match during the middle of the game. Extremely abusive and vulgar communication persists. Involved members may be subject to removal from the league, at the discretion of the Intramural Director and Coordinator. CUIM Staff may report offending individuals to the Office of Student Conduct and Community Standards for any actions conducted before, during, or after competition.

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