

# NBA 2K24 Pro-Am Overview Guide

## Basics

Two best of one games per week.

Matchday - Wednesday and Thursday

Time - 5pm - 6pm (unless specified otherwise)

Must have a player rating of 75+ to compete

NBA 2K24 5v5 Pro-AM will be open for all students and will be on a separate time from 3v3 Pro-AM. The bracket will be determined by the amount of players signed up. These brackets are Round robin with all teams, Round robin with two divisions, Round robin with multiple divisions and swiss format.

Players can enter both 5v5 Pro - AM and 3v3

## 1.1 Game Modes

### NBA 2K24 Pro-Am 5v5

Pro-AM 5v5 is competed between 2 teams of 5 players where 1 person controls 1 player on the court. The different positions are point guard, shooting guard, small forward, power forward and center. The game has 4, 5 minute quarters and overtime quarters of 3 minutes each overtime if needed. The team with the most points at the end of the quarters wins.

Each team consists of 5 players and you have a maximum of an 8 man roster. Subs can be subbed in

Players compete using their "my player" created character. This character's rating must be over 80+ overall.

Warning - for all NBA 2K24 pro-am players they must 'level up' their player to a high level to be competitive. Players unable to reach the 75+ player rating will not be allowed to play in the competition. Your player will start at level 65.

### NBA 2k24 Pro-Am 3v3

Pro-Am is played between 2 teams of 3 players every player on the court is controlled

Each team consists of 3 players and a maximum of 2 substitutes. Substitutes can only be used between games.

Players compete using their “my player” created character. This character's rating must be over 80+ overall.

Warning - for all NBA 2K24 pro-am players they must ‘level up’ their player to a high level to be competitive. Players unable to reach the 75+ player rating will not be allowed to play in the competition. Your player will start at level 65.

## **1.2 Registration dependant**

Each season the format may be subject to change based on the number of participants. If the numbers are high the NBA players will play a season long league format. Broken down into pools and regions depending on the numbers.

### **1.2.1 One off tournaments**

If registration numbers are low we will be running One off tournaments. This tournament will be calculated to the overall national leaderboard.

## **2.1 Pro-Am Team creation**

Teams will be required to create a school team on NBA 2K24

The team's logo, uniform, name and arena are customisable in the game.

Teams must abide by these guidelines

- School Name to start team name. Example “Rotorua Boys High School Rangers”
- Primary color of team’s home uniform to match their school’s primary colour.
- Secondary colour of away uniform to match school’s primary colour.
- All away uniforms must have white as their primary colour.
- Logo must be an appropriate picture and falls under the code of conduct of i-atea
- No inappropriate imagery is to be used to decorate the arena, uniform, or logo of the pro-am team created for i-atea esports

Team Captains or an assigned member of the team will be responsible for creating the Pro-Am team in-game and inviting all registered members of the team

### **3. Match Day**

#### **3.1 Schedule**

The draw for the HSESL will be released prior to the competition beginning. 5v5 Pro-AM is best of 1 with 2 games per night. 3v3 Pro-Am is best of 3 with two series a night.

5v5 and 3v3 Pro-Am will be held at 5pm and 6pm

##### **3.1.1 Pre Match Forfeit**

If a team can not make their game it is considered a forfeit. They must raise a

ticket and tell their opponents that they can not make the game time.

Failure to

Raising a ticket and not letting their opponent know may result in consequences.

##### **3.1.2 Rescheduling**

We will not allow teams to reschedule games if you're 5 minutes late. That is a forfeit.

### **4. During Match Pro-AM 5v5**

Sportsmanship and Conduct:

Treat everyone with respect, this is a community run league and all players come in at different skill levels but are all here to compete.

No glitched MyPlayers. (eg. jumpshot, dribble moves)

No flopping, time wasting, hanging on the rim or running off the court intentionally.

Any teams and/or players found to not be following any of the listed rules can result in a forfeit of the league games and/or series (ITournament management discretion).players will enter the gym/pro am 5v5 arena 5 minutes prior to the game starting. Teams will message each other's team captain a code. This code can be a random word agreed upon by both teams playing. When ready teams will enter the code given and team captains will let them know whether or not they are searching.

#### **4.1.1 Post Match**

The winner and loser will be posting their match results using the LPL platform.

Failure to do so 24hrs after your game will result in a forfeit or your points gained that round even if you post them after the 24hrs.

#### **4.1.2 Disconnections**

if a player disconnects from a game, games will be counted as a point spread.

Spreads are all done by quarters, points and game time. A spread is if the score is 22 - 20 and a player disconnects from either side they will reset the game and the score will start at 22 - 20. Whatever score is in the game the point spread will be added to it.

#### **4.1.3 Pre 2 minute disconnections**

If a team disconnects in the 1st quarter before 1 minute they will reset the whole game with no spread. From 1:01 to 2 minutes they will take a point spread but the game will fully reset with a point spread.

If a team disconnects in the second quarter before 2 minutes they will reset that quarter and play 3 quarters of a new game with a point spread. If it is a draw they will play the remaining quarters left and over time if needed.

If a team disconnects in the third quarter before 2 minutes of game time has been played they will reset and play 2 quarters of a new game with a point spread. If it is a draw they will play the remaining quarters left and over time if needed.

If a team disconnects in the fourth quarter before 2 minutes of game time has been played they will play 1 quarter of a new game with a point spread. If it is a draw they will play the remaining quarters left and over time if needed.

#### **4.1.3 Post 2 minute disconnections**

If a team disconnects after 2 minutes of gameplay, teams will have a point spread and in your new game you will consider that quarter to be over. This only applies to the first 3 quarters.

If you disconnect in the first quarter after 2 minutes of gameplay you will make a new game and play only 3 quarters with a point spread.

If you disconnect in the second quarter after 2 minutes of gameplay you will make a new game and play only 2 quarters with a point spread.

If you disconnect in the third quarter after 2 minutes of gameplay you will make a new game and play only 1 quarter with a point spread.

If you disconnect in the fourth quarter after 2 minutes of gameplay you will make a new game and play a new quarter with only the time remaining.

If you disconnect in the fourth quarter after the 3rd minute the game is to be played with an AI for the remaining length of the game.

#### **4.1.4 Streaming**

All players are allowed to stream their games.

If you choose to leave the mics on in the stream please remember the code of conduct and rules on swearing, hate speech etc..

Students are encouraged to clip highlights and send them to I-Atea Highlights and clips to be part of the weekly highlights reel.

### **5. During Match Pro-AM 3v3**

#### **5.1 Post Match**

The winner and loser will be posting their match results using the LPL platform. Failure to do so 24hrs after your game will result in a forfeit or your points gained that round even if you post them after the 24hrs.

#### **5.1.2 Disconnections**

Any disconnects within a 3v3 pro-am a point spread will happen. Point spreads in 3v3 are taken from the moment someone disconnects. If a

person disconnects in the Last 5 points of a game the team will have to play with an AI till either side scores 21 or wins by two points.

### **5.1.3 A.I Players**

If a player intentionally quits a game the team will be forced to play with an A.I for the remainder of the game. If it is unintentional teams will go off a point spread. A point spread is only applicable if both teams have 17 points or under. If one team has 18 points or above they will be forced to play with an A.I.