

Mario Kart Ruleset

Soft Season, Fall 2024

1. Glossary:

- a. Match: The full competition between two teams
- b. Game: A set of four races. The team that wins two out of 3 games wins the match.
- c. Race: One timed event between two teams. Each individual team member gets a score based on their finish, and the scores are totaled after four races to determine which team wins that game.

2. Overview

- a. Each team must have at least four but no more than eight players on their roster entered into LeagueOS at the beginning of the season. Only these players may participate in league matches.
- b. For every competition each school must have at least four players to compete. Players may be substituted in between games, but must come from the school's official roster in LeagueOS.
- c. Each team will compete in a match of Best of Three (Bo3) games, where each game consists of four races. Each race will use the "Teams" setting splitting the two teams into a four versus four. The game will keep track of the scores each player contributes to their team, depending on the placement within each race. At the end of four races, the game will tally up both teams' total scores. The team with the highest score will win that game.
- d. If a single team reaches two game wins before the start of the third game, then the third game does not need to be played unless agreed upon by both coaches.
- e. Each school will need between 2 and 4 Switches online to participate. You can play with 1 or 2 players on each Switch.

3. Match Setup

a. Home Team

- i. One Switch from the Home Team will Start Mario Kart 8 Deluxe
- ii. From the Main Menu, select Online Play
- iii. Select Friends
- iv. Select Create Room, and confirm Yes

- v. Choose Character and Kart configurations
 - vi. Once in the Room, press A to access the Game Settings, and confirm the settings are reflected as shown below
- b. Settings
- i. Match Format: Best-of-Three (“Bo3”) Games
 - ii. Game Format: Four 150cc Team Races
 - iii. Team Size: 4 Players
 - iv. Game Style: 150cc Race
 - v. Teams: Team Game
 - vi. Items: Normal Items
 - vii. COM: No COM
 - viii. Vehicles: All Vehicles
 - ix. Race Count: 4 Races
- c. Starting the Game
- i. Once the Room is created, share the Unique Room Code and Password with the other players on separate Switches at your school, and with your opponent in the LeagueOS Chat. Players will choose their character and kart configuration when they join the Room.
 - ii. Confirm in LeagueOS Chat with your opponent's Captain that their team is all loaded in and ready to play, then continue with the match.
 - iii. Once all players are confirmed and ready to compete, the Home Team Captain will set up the teams, placing **all Home Team players on the Red team, and all Away Team players on the Blue team.** Once players are assigned correctly, select OK to proceed to Track Selection.
 - iv. **Each player MUST choose “Random” from the track selection screen.**
- d. Changing Selections
- i. All characters and kart configurations are approved for play.
 - ii. Players are allowed to change character and kart configuration between races by pressing the "Y" button while in the lobby between races.
 - iii. Ensure your players do not accidentally leave the lobby!

4. Stoppage of Play

a. Host Game Disconnect

- i. If the host of a lobby disconnects from the online match during a game, the entire lobby will be disconnected. The lobby will need to be re-made, using the steps in #3 above.
- ii. If an accurate account of the current game's point distribution has been screenshotted by a team, it can be used to continue to keep the current race results from the total races that have already occurred. Players should finish out the remaining number of races in their current game and then add up all of the points from the screenshots of the point distribution before the host lobby disconnects, and the new point distribution after the remake.
- iii. *Example: 3/4 races have been played in a game. Team A has kept screenshots of the results after each race that shows both team's point distributions. The host of the game disconnects and causes the lobby to be remade. After remaking the lobby, the players finish out by playing 1 additional race to add up to the total of 4 required races in a game. Using the screenshots provided by Team A, they tally up the total number of points from the initial lobby and the total number of points from the 1 race in the new lobby. This gives them an accurate total of the point distribution from all 4 races.*
- iv. If screenshots cannot be used to establish proof of point distribution from a disconnected lobby, then the entire game will need to be replayed from the beginning. We strongly recommend players use the Nintendo Switch system's "Capture Button" after each race to keep proof of score.

b. Participant / Away Team Game Disconnect

- i. If a player disconnects from the online match during a game, they will need to reconnect using the join code given to you by the Home team. Once you have rejoined the game lobby, you will be put back into the race at the start of the next track.
- ii. If a disconnection occurs, the game will not keep track of that player's previous score during the match. We highly recommend players use the Nintendo Switch system's "Capture Button" after each race to keep proof of score. A coach may submit an accurate score count with screenshot proof for a match in the case of a disconnection.

- iii. **If no screenshot can be shown as proof of a player's score before a disconnect, league officials will not be able to take those points into account when deciding a clear winner for the game and instead will use the final point outcome shown by the Mario Kart 8 Deluxe game outcome screen at the end of the four (4) race game.**

5. Tie-Breaker Resolution

- a. In the case that both teams have equal points at the end of the four (4) races, an additional one (1) race will be set up directly following the conclusion of that game. Both teams will face off in that race and the winner of the tie-breaker is decided by the team with the highest point total at the end of the one (1) race.

6. Mii™ Racer

- a. Players may select to play as their Mii™ Racer. All customized Mii characters must follow the Nintendo Code of Conduct, violations will result in penalties applied to your account and the team. This includes anything that can be seen as offensive, vulgar, or bad sportsmanship. Anything found as inappropriate must be changed immediately or can result in the player or team being disqualified.

7. In-Game Content Updates

- a. Mario Kart 8 Deluxe is a live service multiplayer game which may release new and/or updated content while the season is occurring.
- b. The Mario Kart 8 Booster Course Pass DLC is recommended for all teams but not required. The courses in the DLC may show up during online competition, if 1 or more players in the lobby has them purchased, when players choose Random during course selection. **Due to this, we recommend that teams get the DLC in order to practice when possible on these courses to best prepare for their races.**

8. Post Match Results

- a. All results must be uploaded to LeagueOS by the Friday of the week matches take place, and must include screenshots of the final score and any other documentation needed.