Mario Kart 8 Team Tournament Rules

Series Length and Information

All players must be able to provide their own working Nintendo Switch with a current Nintendo Switch Online membership to play in the tournament. An internet connection is also required.

Matches will be done in a four race series in a head to head - team vs team - match consisting of 3 players from each company. The team with the most points at the end of the four race series will be given the win for this match.

Game Lobby

Match lobbies will be hosted in the tournament mode by the home team, who will share the tournament code with the away team. For a full guide on how to create and host an online game, please use this link.

- Online Play (1 player)
    - Tournament
        - Create a Tournament
        - Rules
            - Mode 150CC Race
            - Teams: Team Game
            - Items: Normal Items
            - Round Time: N/A
            - COM: Normal COM
            - Vehicles: All Vehicles
            - Smart Steering: No Smart Steering
        - Time Settings
            - Frequency: Fixed Period
            - Start Date: Set to the Day of the Race
            - Start Time: Set to the Time of the Race
            - End Date: Set to the Day of the Race
            - End Time: 2 Hours After the Start Time
            - Race Count: 4 Races
            - Group Shuffling: Don't Shuffle

- Other
  - Player Rating: Any Rating
  - Public/Private: Code Require

Team Names

The home team creating the lobby will need to set the names for the two teams participating in the match. Each team name should be the companies in the match.

- The Home Team will be the Red Team
- The Away Team will be the Blue Team.

Computer Controlled Racers

All team races are played as a 6v6 setting. If a team cannot field three players the game will fill the missing player slots with racers controlled by the computer.

Player Count

Matches will be played in a 6v6 setting, though teams may play with as few as 1 human player (maximum 3 human players per team). CPU Bots will fill in the other players to add up to 12 total racers per race Due to the structure of the tournament mode setting, substitutions will not be possible once the races have started.

Player Absence, Timings or Disconnects

There is a known issue with Mario Kart 8 regarding 'false starts' and 'missing players.' When players enter the tournament, they select their avatar and kart, then will be forwarded to the map selection screen. Once more than half of the players click a map, it will start a 10 second countdown, regardless of the other players, their current state, if they have picked their avatar yet or not and if they haven't gotten to pick a map. The only solution to this madness is telling all of your players, **DO NOT SELECT A MAP UNTIL CAPTAINS GIVE THE GO-AHEAD.**

Once captains confirm the team is ready, they will communicate out to their players and the map selection will begin, along with the 10 second countdown before the map is selected.

If a player does not make it before the first race starts, **the tournament must be stopped and recreated.** We do not have the ability to roll back the tournament. Once the countdown begins, you will run four races without a lot of break options, so please be sure you are ready to play!

The game cannot be delayed due to a player not making the game time unless previously discussed between the captains of both teams. Both captains must agree to wait for the player,

but it will have a specific time set (preferably no more than 5 minutes) - you can't just say your player is going to be late without a deadline, that is unfair to the people who made it on time.

The game can be played without all three players in attendance and the scoring at the end of the 4 races will only show you the human player scores and count their points during the match.

If a player disconnects during a race, that player can reconnect between races and continue playing. The tournament must play on and we will not be doing rollbacks or restarts for a disconnect unless it is a global disconnect or some other issue caused on the nintendo side of the game.

Scoring and Submitting Scores

Captains should take screenshots of the final score to be sent into an administrator for updating the tournament results. You can do this through discord.