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 an 8 race series with up to 12 different players (no bots). Points will be recorded for overall seeding for future weeks/tournaments.

Game Lobby

Match lobbies will be hosted in the tournament mode by the home team, the home team will share the tournament code with all players a few minutes before the set scheduled match. For a full guide on how to create and host an online game, please see the subsequent Tournament Guide.

- Online Play (1 player)
  - Tournament
    - Create a Tournament
    - Rules
      - Mode 150CC Race
      - Teams: Team Game
      - Items: Normal Items
      - Round Time: N/A
      - COM: No 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: 8 Races
      - Group Shuffling: Don't Shuffle
    - Other

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

Player Count

Matches will be played in a **Free for All** setting with up to 12 players, though we may play with as few as 2 human players, if necessary to complete the race. CPU Bots are not allowed. Due to the structure of the tournament mode setting, switching to a different race will not be possible once a race for the week has been completed.

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. Our advice is that everyone wait at the 'join' screen until we are clear that everyone is on the same screen.

We will be using discord voice chat to confirm each person is ready, this communication is critical. Once the **HOST** gives the go ahead - you will have about 10 seconds before the map is selected and the first race is started.

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 will not be delayed due to a player not making the game time. The time will be set and if you are selected for that race, you are expected to play in that race and be ready to play at that time.

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

The HOST should take screenshots of the final score, which will be submitted to the website for tournament results. GLHF - we thank you for playing in the KC Corporate Esports Cup!