Mario Kart Tournament Rules

Any rule and situation not specifically covered are subject to the judgement and discretion of the intramural sports staff.

All rules are subject to change at the discretion of the Intramural Sports Office, and the Intramural Sports Office has the final decision on all situations covered and not covered by the rules.

Rule 1: Player Eligibility & Registration

Player Eligibility

- ✓ Currently enrolled (at least half-time), fee-paying Tennessee Tech University students as well as faculty and staff of the University with a current, active membership to the fitness center may participate in intramural leagues, tournaments, and contests.
- ✓ Prior to each contest and event, participants must check in with a member of the IM staff.
- ✓ **Players can compete for only one (1) team in each single-gendered league** and, if applicable, **one (1) co-rec league.** Once he or she checks-in for one (1) team, that player **CANNOT** transfer to another team in that league for the duration of the season.
- ✓ **For postseason eligibility, a player must have participated in at least one (1) regular season game.**
- ✓ Current varsity athletes cannot participate in their sport or related sport. Former varsity athletes cannot participate in their sport or related sport for one calendar year (365 days) after their official affiliation with a college or university team has ended.
- ✓ Current professional athletes cannot participate in their sport or related sport. Former professional athletes cannot participate in their sport or related sport for five (5) years after their official affiliation with a professional team has ended. Intramural Sports Professional staff shall make the final decision on eligibility issues.

Registration

- ✓ Teams should register on the Fusion Play App.

Rule 2: League Format & Team Composition

- ✓ 1-Day Tournament
- ✓ Depending on tournament format, winner from each match will move on to playoffs.
    - If in double elimination, winner from each round will move on to the winner's bracket. Losers will move to losers' bracket for a chance to win. If in the loser's bracket and the player loses a second time, they are eliminated from the tournament.
        - ***Tournament Format depends on the number of teams registered.***

Leagues (Subject to Change Due to Number of Registered Teams)

- ➢ Open

Team Composition

- ✓ Each team will have a maximum of one (1) player on the roster.

Rule 3: Defaults, Forfeits, Grace Periods, & Protests

Defaults

- ✓ A default is a game not played without penalty (e.g. dropped from the league).
- ✓ To receive a default, the team captain or representative must notify the Intramural Sports Office by **2:00 PM on the day of the contest.**
- ✓ Sportsmanship Rating will be as followed:
  - Winning Team = 8
  - Defaulting Team = 5
- ✓ To verify that the request is legitimate, the team captain or representative must notify the Intramural Sports Office via e-mail or in person.

Forfeits

- ✓ A forfeit is defined as one of the following:
  - Failing to field a team for an intramural contest without contacting the Intramural Sports Office.
  - Receiving three or more conduct warnings before, during, and after an Intramural contest.
  - Defaulting two (2) games during pool play.
- ✓ If a team forfeits its first (1st) game of the season, that team may be dropped from the league and replaced with a team on the waiting list.
- ✓ Sportsmanship Rating will be as followed:
  - Winning Team = 8
  - Forfeiting Team = 2
- ✓ A second (2nd) forfeiture may result in removal from the league.
- ✓ **Any team that forfeits a game will be ineligible for the postseason tournament.**

Grace Period

- ✓ If at least one (1) team member is present at game time, the team will be granted a five-minute (5:00) grace period.
- ✓ Once a team reaches the minimum number of players to start the game, the team must start when directed by IM staff.
- ✓ A team may not wait for additional players once the minimum number of players have arrived.
- ✓ If the team has not reached the minimum number of players required to play at the end of the grace period, a forfeit will be declared.

Protests

- ✓ Intramural Sports Graduate Assistants and Professional Staff will consider protests.
- ✓ During the contest, teams may protest (a) the misinterpretation or the misapplication of a rule or (b) a scoring error. The protest must be submitted immediately, and, if the protest is denied, a timeout will be charged to the protesting team.
- ✓ Protests regarding the judgement of the game officials will not be recognized.
- ✓ When protesting player eligibility:
  - *Regular season*: The eligibility of any player may be protested at any point during the regular season (e.g. before, during, and after the contest; anytime during office hours)
  - *Postseason Tournament:* Player eligibility must be protested before the end of the contest. **Protests made after the end of the game will be not recognized.**

Rule 4: Playing Area & Equipment

Playing Area

- ✓ All games will be played in the Game Room at the Marc Burnett Rec Center

Clothing & Equipment

- ✓ All attire and equipment are subject to the approval of Intramural Sports staff. Any clothing or equipment that is deemed unsafe or illegal must be removed prior to competition.
- ✓ IM staff reserves the right to ask participants to remove or conceal clothing that, in the opinion of IM staff, displays offensive or demeaning language or imagery.
- ✓ All Equipment will be provided by Intramural Staff. However, participants are encouraged to bring their own console to help speed up the tournament.
    - Nintendo Switch
    - Mario Kart 8 Deluxe

Rule 5: Timing & Scoring

Timing

- ✓ The round will consist of 4 matches. The player with the highest score after 4 matches will move on to the next round.

Rule 6: Playing Rules

- ✓ The following game settings will be required to be used in all matches:
    - Type: Versus
    - Visibility: Friends
    - Format: 1v1.
    - Rules:
        - Class: 150cc Race
        - Team: Off
        - Items: Normal
        - COM: Normal COM
        - CPU: On
        - Race Count: 4 Races
        - Smart Steering: Off
        - Auto-Accelerate: Off
        - Motion Controls: Players Choice
        - Courses: All courses
        - Vehicles: All vehicles
        - Characters: All characters
- ✓ Players will alternate selecting courses.
    - 1st Player chooses 1st course and 4th Course. 2nd Player chooses 2nd and 3rd course.
        - Play Rock, Paper, Scissors to determine who is the 1st player and who is the 2nd player.

Ejections

- ✓ When two (2) members of a team is ejected, that team shall forfeit the contest.
- ✓ Ejected players must leave the Fitness Center and/or Intramural Fields immediately and cannot return to play **ANY** sport/game/competition until he/she has been cleared for participation by a professional staff member of the Intramural Sports Office.