

Mogi is a 12 race event played either alone or in teams. If the event is canceled before at least 4 races play, it won't count towards your rank. Here are the rules:

Filling a mogi

In any of the tier chats, type /c or @MogiBot#6973 c to join the queue. Once 12 players join (NO SPLITSCREEN), format voting will begin. There are 5 formats.

- FFA - No teams. Whoever scores the most points individually wins
- 2v2 - 6 teams of 2. Teams are randomly selected by MogiBot. Whichever team scores the most points combined wins
- 3v3
- 4v4
- 6v6 - 2 teams of 6. The two highest rated players are selected as team captains, and get to choose their teammates in the snake draft format (1,2,2,2,2,1). Whichever team scores the most combined points wins.
- In team events, your entire team must agree to play with a missing teammate. They will get 18 points per gp, and no MMR gain/loss

Trolling

Trolling is prohibited in any of the formats. This includes any behavior that makes an unfair experience for other players. Any of the following actions is considered trolling:

- Suicide bagging (driving fully backwards to bag for shock) and overlap bagging (bagging from half to a full lap behind, but not suicide bagging)
- Teaming/colluding with others
- Griefing/targeting players
- Intentionally throwing events (repeated team killing, purposefully getting bottom spots),

Punishment for trolling begins with 1 strike per offense, but may be more severe depending on the frequency at staff's discretion.

Players who witness trolling are encouraged to gather proof (screenshots/clips) to help make the reporting/punishment process smoother.

Table Submission

All tables must be submitted in the corresponding table submission channel before the next event ends. In each table, all GPs must be accounted for by taking a GP picture. Failure to submit a table on time or submitting a table without all of the GPs will result in everyone in the lineup receiving a strike

Tags

In team events, you need a tag in your Mii name to show what team you're on. Tags can be used as follows:

- At the start of and included in a Mii name (Abacus)
- At the start of of a Mii name (A roshi)
- At the start of of a Mii name with a discriminator (A★roshi)

- At the end of a Mii name ****ONLY**** if there is an @ discriminator (roshi@A)

Viable Vehicles

When playing in mogi, you must use one of these vehicles. (inside drift transmission, any drift type)

- Flame Runner / Bowser Bike
- Mach Bike
- Bullet Bike

Failure to do so will result in 1 strike per race (Max of 12).

If players wish to use other vehicles, open a ticket for an exception.

Exceptions

To successfully be granted an exception, we ask for the following to be provided:

- Time Trial times
- Significant accomplishments (VR, regular lounge, etc)

If we have determined that you have earned an exception, it will be granted. Otherwise, we ask that you:

- Play / have already played a mogi(s) on viable vehicles
- Play a mogi on the vehicle you are requesting an exception for
- Provide the tables of the mogis

Based on all of the above criteria, your exception may be granted.

Tracks

Almost all tracks are allowed, but repicking a track within the 12 race mogi will result in 1 strike.

Banned tracks (race doesn't count, +1 strike, -100mmr):

- N64 Choco Mountain (zipper bug)
- Wii U Bowser's Castle (crashing & freezing on console)
- GP Rainbow Coaster (softlocks)
- Beta Donut Plains 2 (frame drops on console)
- GCN Wario Colosseum (position tracker bug)

The following strategies are not allowed, and if performed will result in your spot getting corrected to 12th.

- Any out of bounds exploit
 - e.g Coconut Mall out of bounds route
- Any checkpoint bug
 - e.g Tour Snow Land glitch

Penalties

Penalties will be handed out for breaking the rules. Reaching 5 strikes will result in a mute from competitive channels, starting at 3 days for your first mute and 5 days for subsequent mutes.

Penalties:

- Joining the room late (after 8+ minutes in an FFA, 10 minutes in other modes)
 - Strike and -50 MMR
- Using an unviable vehicle
 - 1 strike per race
- Using incorrect tag
 - 1 strike per GP
- Having incorrect host settings
 - Strike, -50 MMR and room reset
- Picking banned tracks
 - Strike and -100 MMR
- Picking tracks that have already been played
 - Strike and -100 MMR
- Dropping before the first race of a mogi
 - 2 strikes and -200 MMR
 - If you drop after a mogi fills, you cannot sub back into that same mogi
 - The same penalty is administered for failing to sub before the first race
- Dropping in the middle of a mogi
 - Strike and -100 MMR
- Canning before your current mogi is finished (**you** cross the line on race 12)
 - Removed from lineup if the next mogi filled before the current one finished
- Using My Stuff modifications to your advantage, such as highlighted ground items or invisible blooper ink
 - Punishment decided at staff's discretion

Leaderboard

Winning mogis will increase your MMR, which determines your rank. MMR is very similar to VR.

You can view your rank [here](#)

Placing top 4 individually in your first mogi (or scoring MORE than 80 points) will place you in Bronze (2000 MMR) and placing in the bottom 8 individually (or scoring LESS than 80 points) will place you in Opal (500 MMR). Scoring 110 or more points will place you in Silver (3250 MMR)

Rank ranges (subject to change):

Quartz -2000 - 0 MMR

Opal 0 - 1499 MMR

Bronze 1500 - 2999 MMR

Silver 3000 - 4499 MMR

Gold 4500 - 5999 MMR

Ruby 6000 - 7499 MMR

Amethyst 7500 - 8999 MMR

Diamond 9000 - 10499 MMR

Master 10500 - 11999 MMR

Legend 12000+ MMR

Reduced Loss

Reduced loss will be granted to players who score in the top 3 individually and have a teammate that scores 3x less than them.

- If the high scorer scores 120 -> partner must score less than 40 for reduced loss
- If the high scorer scores 110 -> partner must score less than 37 for reduced loss
- If the high scorer scores 100 -> partner must score less than 34 for reduced loss
- If the high scorer scores 90 -> partner must score less than 30 for reduced loss
- If the high scorer scores 80 -> partner must score less than 27 for reduced loss

Only the player(s) who scores the highest is eligible for reduced loss, the rest of the team is not automatically eligible. (This only applies to 2v2, 3v3, and 4v4)

Loophole/Common Sense Clause

If a situation arises that is not explicitly covered by the rules but is clearly unfair, disruptive, or contrary to the spirit of fun and fair competition, then common sense prevails. Any obvious attempt to exploit technicalities, glitches, or ambiguous rules for personal advantage may be overruled by a mogi staff member. This includes, but is not limited to, intentional griefing, excessive trolling (e.g., repeated backward driving to sabotage others), or abusing known glitches like the ultra shortcut on Grumble Volcano."

Just because it's not banned doesn't mean it's cool.