



Engagement Game Rules

Mario Kart 8 4v4



GATEWAY
ESPORTS

TITLE SPECIFIC NOTICES:

NJCAA E Whitelisted Ports



1. General Engagement Rules

All members and students involved in NJCAAE competition must follow the [Engagement Level Rules](#).

2. Teams

2.1. Tournament Teams

A “team” shall consist of four (4) Players.

2.1.1. Substitutes

Teams may have three (3) substitute Players for a max roster size of seven (7). Substitutes may only be made between each round (cup). No substitutions will be allowed during the course of a round (cup).

2.2. Roster Requirements

2.2.1. Players

All players must be on roster on the Competitive Platform website prior to the scheduled start of the match. **A player that has been added after the start of the match shall not be eligible to compete.**



3. Tournament Structure

3.1. Matches

- All Qualifier matches will be a Best-of-3.
- All Regular Season matches will be a Best-of-3 format.
- Double Elimination Playoffs & Finals will be a Best-of-3 format.
- Single Elimination Playoffs & Finals will be a Best-of-3 format.

3.2 Match Structure

Teams will compete in a Best-of-3 series of team selected cups using the map ban process outlined in Section 5.1. (All cups are available for play). Each cup is considered a round within the match.

3.2.1 Round Scoring

The score of each cup will be tracked with the higher scoring team at the end of the cup being declared the winner of the round. Teams are highly encouraged to take screenshots of the current round score at the end of each race and also type out the score in the competition platform chat after each race in the event of a match interruption

3.2.2 Round Tie

If a tie occurs, proceed to the Game Round Tie rules in 3.2.3.

3.2.3 Match Scoring

The first team to win two (2) cups is the match winner.



3.2.3 Game Round Tie

In the event of a tie, play proceeds to an "Overtime Cup Pool." The first cup in the Overtime Cup Pool is a custom set of four tracks dubbed the "Rainbow Cup." Teams will compete on the Rainbow Cup tracks, in listed order, to resolve the tiebreaker. If the results of the Rainbow Cup overtime end in another tied game score, play proceeds to the second listed Overtime Cup for that week. The cups listed for the Overtime Cup must be raced, in order, even if that cup was banned by a team earlier in the match. If the second Overtime Cup results in yet another tie, play proceeds to the third listed Overtime Cup for the week. If another tie occurs in the third Overtime Cup, that same third Overtime Cup will be repeated until one team wins the cup, thereby winning the match.

Spring 2026 Rainbow Cup Tracks:

- (1) N64 Rainbow Road (from Lightning Cup)
- (2) Wii Rainbow Road (from Spiny Cup)
- (3) Wii U Rainbow Road (from Special Cup)
- (4) 3DS Rainbow Road (from Moon Cup)

Overtime Cup Pool

It should be noted that Division 3 does not follow the traditional regular season week structure. The Week 1 to Week 7 cups listed below coincide with Weeks 1-7 of the D1/D2 regular seasons for Mario Kart 8 DX 1v1s (ie if D1/D2 Mario Kart 1v1s are in Week 4 of regular season competition, then 4v4 should utilize the Week 4 cups for overtime during the same calendar week. For teams competing in additional matches before the standard D1/D2 regular season, please use the Week 1 Overtime Cup Schedule.

- **Spring 2026 Regular Season**

- Week 1: (1) Rainbow Cup – (2) Propeller Cup – (3) StarCup
- Week 2: (1) Rainbow Cup – (2) Mushroom Cup – (3) Spiny Cup
- Week 3: (1) Rainbow Cup – (2) Feather Cup – (3) Shell Cup
- Week 4: (1) Rainbow Cup – (2) Special Cup – (3) Turnip Cup
- Week 5: (1) Rainbow Cup – (2) Acorn Cup – (3) Lightning Cup
- Week 6: (1) Rainbow Cup – (2) Egg Cup – (3) Cherry Cup



- Week 7: (1) Rainbow Cup – (2) Lucky Cat Cup – (3) Banana Cup
- **Spring 2026 Opt-In Tournament**
 - Round 1: (1) Rainbow Cup – (2) Flower Cup – (3) Moon Cup
 - Round 2: (1) Rainbow Cup – (2) Fruit Cup – (3) Bell Cup
 - Round 3: (1) Rainbow Cup – (2) Golden Dash Cup – (3) Triforce Cup
 - Round 4: (1) Rainbow Cup – (2) Crossing Cup – (3) Boomerang Cup
 - Unused*: Rock Cup, Leaf Cup

Overtime Cups are selected using a random generation process. All cups are placed into a generator and the only manual manipulation is ensuring each round has a guaranteed mix of base game and Booster Course DLC cups. The Rainbow Cup track selection and additional Overtime Cup Pool cup generation process can be found [here](#).

3.3. Match Specific Restarts

There are no match specific restarts for this game.

4. Restrictions

4.1. Cosmetics

There are currently no cosmetic restrictions.

4.2. Further Restrictions

None at this time.

4.3. Restricted Items

No items are restricted.

4.4. Character Restrictions

4.4.1. New Character Restrictions



New characters will be banned for a period of two weeks after release

4.4.2. Reworked Character Restrictions

No character restrictions at this time.

5. Match Details

5.1. Cup, Character, and Car Selection Order

1. Away team will ban two (2) cups for the duration of the match.
2. Home team will announce the cup to be selected in the first round.
3. Players select character and kart setup for the duration of the round.
4. Cup tracks (4 total) are raced in sequential order within the cup.
5. Team that won previous cup bans one (1) cup for the remainder of the match.
6. Team that lost previous cup bans one (1) cup for the remainder of the match.
7. Team that lost previous cup will announce the cup to be selected for next round.
8. Repeat steps #3-7 until a match winner is determined.

Choosing “Random” is not allowed. Choosing the custom “Rainbow Cup” from the Overtime Cup Pool is not allowed.

5.1.1 Repeat Cup Selection

A cup can only be selected once per match. If a cup was selected earlier in the match and is listed as the next Overtime Cup, proceed to the following Overtime Cup listed for that week instead. If all cups in the Overtime Cup pool have already been raced during the match, proceed to the second Overtime Cup for the following week instead.



5.1.2. Lobby Responsibilities

Unless a ping test is required to determine the host team, the home team shall be responsible for lobby creation and ensuring all rules are set and established. A lobby invite shall be sent to the away team.

- If a ping test is required, players must follow the **5.1.3 Server Selection** process

The away team shall be responsible for ensuring all rules and settings are correct.

5.1.3. Server Selection

Prior to the match, If both teams cannot agree on a host to use, each team will attempt a ping/host test to gauge the ping difference between each other. Whichever host provides the most balanced ping difference between the two teams will host the match. Once the host has been determined, they will create the lobby for the match.

5.2. Lobby Requirements

- Connection: Wired (Ethernet) or Wireless (NAT Type A or B)Wired (LAN)
- 150cc
- Teams On
- No COM racers
- Normal Items

5.2.1. Connection

A Wired (Ethernet) or Wireless (NAT Type A or B) connection is required for this title. NAT Type A is best to avoid connection issues.

5.2.2. Switch Setup

Players on a team can play split screen, single screen, or a mix of both.



5.3. Match Settings

- Grand Prix - 4 Races
- Game Mode: Team VS Race
- Class: 150cc
- Items: Normal Items
- CPU: Off
- Smart Steering: Player's Choice
- Auto-Accelerate: Player's Choice
- Motion Controls: Player's Choice
- Courses: All Courses
- Vehicles: All Vehicles
- Characters: All Characters
- Default settings will be used for all other game settings

5.4. Player disconnect and track selection

5.4.1. Player Disconnect

If a player disconnects for any reason, the race will continue without that player. That player may reconnect for the next race(s) in that cup, but they will need to do so before the other players in the lobby have selected the next course and/or the course selection timer runs out.

5.4.2. Erroneous Track Selection

First Time: During a match if the wrong track is selected by a team, the lobby will have to be remade, and the previous scores will still be counted towards the cup series total. (Ex: 29-10 score after map 1).

Second Time: During a match if the wrong track is selected by a team, they will forfeit that track. A forfeit means the offending team earns the minimum points, equivalent to a 5th-8th place finish (10pts), and the non-offending team earns the maximum points, equivalent to a 1st-4th place finish (29pts).



5.5. Pausing and the Home Button

Pausing cannot be turned off in Mario Kart, but it does not interrupt gameplay for any players (except those playing together on the same console). As such, there is no penalty for pausing or pressing the home button, unless competition is taking place in-person on a shared Nintendo Switch console. If a pause occurs during a match played on a shared console, the player who pauses takes a loss for that map.

6. Cup Score Reporting

It is **BEST PRACTICE** to record team scores after each race (text box on match page). These records are useful if a lobby is recreated or disconnection occurs.

