

RULES

1. You must play on a Wii or a Wii U. Emulators are not allowed. You may boot MKW from the disc menu, CTGP Revolution, or from an ISO.
 - a. Disc Rules:
 - i. You may play with an unmodified disc or a Wiimmfi-patched disc. No other modifications to the MKW disc are allowed.
 - ii. You may load MKW via Riivolution.
 1. You may use the “My Stuff” folder to add .rkg files (staff ghosts).
No other modifications are allowed.
 - iii. You may not load MKW with any type of “cheat codes” such as Gecko codes, Ocarina codes, etc.
 - b. CTGP Revolution Rules:
 - i. The “My Stuff” folder and “Remove Game Music” settings must be turned off.
 - ii. This is the most recommended method due to its built-in ghost sharing and anti-cheat system.
 - c. ISO Rules
 - i. You may play with an unmodified ISO. You may have an ISO with Wiimmfi or with modified staff ghosts (.rkg files). No other modifications are allowed.
 - ii. This method is only recommended for players with defective Wii disc drives.
2. Any software modification that changes gameplay is not allowed. You may not modify sound, sound triggers, textures, physics, collision (kcl), GUI (such as speed-o-meter), or button mappings. Multi-ghost (in CTGP) is not allowed.
3. Illegitimate forms of gameplay such as any form of rapid fire, slow-motion, savestates, and live replay are strictly prohibited.

4. 3rd party controllers are allowed. Turbo-fire controllers and other controller modifications that result in inhuman inputs are not allowed.
5. Rules regarding proof:
 - a. Times must be submitted with either the ghost data provided or a full replay of the time. Times submitted with only insufficient proof, such as screenshots or verbal or written mentions will not be counted towards leaderboards.
 - b. If CTGP Revolution is used, a verified ghost file submitted to the correct “Original Track” leaderboard will suffice.
 - i. If a ghost cannot be shared, a video of acceptable picture quality and framerate showing the full replay of the run with the final time must be submitted in its place.
 - c. If either the disc drive or ISO method is used:
 - i. The ghost file can be shared using Savegame Manager GX and Ninrankings.
 - ii. If a ghost cannot be shared, a video of acceptable picture quality and framerate showing the full replay of the run with the final time must be submitted in its place.
 - d. In the event of suspicion times, players may be requested to provide further proof of legitimacy, often via livestreams. Proof procedures and removal of times from leaderboards are to be dealt with on a case-by-case basis.
6. Rules regarding cheating:
 - a. Times done with illegitimate game modifications (rule 2) will be discounted from leaderboards. The player will receive no further penalty.
 - b. Players caught using illegitimate forms of game play (rule 3) will have all their times removed from leaderboards and will be banned from submitting any future times.
 - c. Players caught submitting false proof of times with clear intention to deceive will have those times removed from leaderboards. The player will face further sanctions depending on the situation. The player may be banned from submitting

any future times, or may be subject to strict proof for all future submissions, with any future submissions resulting in a permanent ban.

Note: Ruleset will be applied from the date it is officially set. Times made before then will likely be grandfathered in.

Link to the old document:

<https://drive.google.com/open?id=1H1nZsnWE8sUifTlRUpYUhHjie7n6-7dNxDiF8wapSVE>