

Little eLeague Mario Kart 8 Rules

Mario Kart 8 Rules

1. Series Length:

1. Matches are played as a series of 4 races. 1 Match which consists of 4 races (maps). State Championship is a best of 3 matches which could equal up to 12 total races (maps)

2. Team Requirements:

1. One team consists of 2 students (2v2) Little eLeague allows 3 teams per school to compete.
2. Can either play from the same switch or two separate switches.
3. Nintendo Online
4. Wi-Fi can be used if approved. LAN/Ethernet is really the best way to play Mario Kart.

3. Match Procedures:

1. The Home Team (Top Seed of Bracket) will create the room and invite the opposing team unless otherwise agreed upon.
2. Must use the following ruleset:
 1. 150cc Race
 2. Teams On
 3. Normal Items
 4. No COM
 5. All Vehicles
 6. 4 Races
 7. Auto/Smart Steering and Auto Forward are allowed to be on.
3. Once both teams are in the Online Lobby the match can begin.
4. Each team will choose a map and the game will randomly select one of the maps for that round. Once a map has been raced on, it can not be re-selected or used for that match. Meaning if one team selected Star Road and it was chosen for the first map to race on. Star Road can not be selected again for the duration of the match.
5. Points are determined by the Game, Winners and Losers are determined by the Game. There are no outside additional points.

6. TIEBREAKERS:

1. If a Tie does occur based upon points, then 1 more race not an entire series, just 1 race, 1 map, must be done, the team with the higher amount of points and the higher placement will win. For example if Team A and Team B is tied with 20 a piece but

Team A comes in 1st and 3rd and B comes in 2nd and 4th then Team A wins based upon overall points not position. However if Team A came in 1st and 2nd they would win by default based upon position.

4. Match Restrictions:

1. Miis and Amiibos are allowed in competitive play.
2. All vehicle configurations are allowed.
3. Players can cheer and verbally support their team members but may not coach during the match.
4. Between games coaching is allowed for up to 1 minute. Use of a timer is encouraged.
5. Each team has one time-out that can take place between games for up to 5 minutes.
6. Any new karts, tracks, or characters released once the season starts can be used. Just know if Admin determines something is broken it can be added to the banned list.

5. Unforeseen Circumstances:

1. It is the responsibility of the team and Coach to ensure their equipment is in good working order and the internet connection is stable. If something happens to the equipment or the internet, the game may be reset if and only if all coaches agree to the reset. The incident needs to be documented and shared with both coaches and a member of the OKSE Administration.

6. Technical Information:

1. Ports Needing Forwarding:
2. [Nintendo's Guide to Port Forwarding:](#)