Mario Kart 8

Duos

- RULES
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- SCHEDULE

Spring 2025
GAME MANUAL

MARIO KART 8
Spring 2025 - RULES

THIS TOURNAMENT IS NOT AFFILIATED WITH, SANCTIONED OR SPONSORED BY NINTENDO OR ANY OTHER GAME DEVELOPER OR PLATFORM.

1. **COMPETITION**
   a. PLATFORMS
      i. Nintendo Switch only.
   b. SERIES LENGTHS
      i. Match: Matches are a total of 12 races. The 12 races will be played as 3 heats of 4 races per heat. The match ends when all 12 races/3 heats are completed. The races will be a 2v2v2v2 format.
      ii. Heat: A set of 4 races.

2. **PLAYERS**
   a. ROSTER
      i. A team roster must consist of at least 2 players (more is strongly advised) and no more than 4 players.
      ii. A player is allowed to represent only 1 team's roster in the same MiSHEF Mario Kart 8 competition.
      iii. Any number of players may be substituted before a match, or between heats, as long as they are officially rostered on the LeagueOS team and meet the requirements. Players cannot be substituted while a heat is being played.
      iv. Teams must be created in LeagueOS, fully rostered with a minimum of 2 players.
   b. MINIMUM TO COMPETE
      i. Teams must provide a *minimum* of 1 player for all matches.
      ii. If a team is unable to field the required number of players for any races in the series, they will forfeit the remainder of the match.
      iii. Teams may agree to play out matches in good faith and count the result.

3. **PRE-MATCH**
   a. LOBBY
      i. There will be 4 teams of 2 players in a lobby; which is a total of 8 players in a lobby.
      ii. A match will cover 3 heats of 4 races. The settings below will be applied 3 times in the <u>same</u> lobby, once for each heat.
      iii. The highest seeded team will create the lobby and provide the room name and code to the opposing teams. The lobby will be set up as follows:
         1. Game Style: 150cc Race
         2. Teams: No Teams
         3. Items: Normal Items
         4. COM: No COM
         5. Race Count: 4 Races
   b. CHARACTER/KART SELECTION
      i. During kart selection players must have smart steering turned off.
      ii. During kart selection players must have auto acceleration turned off.
      iii. Players may change karts/characters before the match and/or between heats. Players cannot change karts/characters during a heat.
   c. PLAYER NAMES
      i. Each team must declare the usernames of their 2 players in the LeagueOS match chat prior to the beginning of the match. If a team substitutes a new user between heats, the new user must be declared in the LeagueOS match chat.

4. **GAMEPLAY**
   a. MAP SELECTION
      i. All players must select "Random" during track selection to ensure fairness.
      ii. ***Warning:*** A 10-point deduction will be applied if a player fails to comply.
   b. HEATS
      i. Teams will be given a maximum of 5 minutes to make any desired substitutions, kart changes, or character changes between heats. At the end of 5 minutes play must continue. If all teams agree, play may continue prior to the 5 minutes expiring.
   c. SCORING
      i. Match - A match score is the accumulation of both players' points after a match. The score for both players from all 3 heats should be totaled for the entire match.
      ii. Season - A season score is the accumulation of both players' points after a season.
      iii. ***Playoff berths will be based upon season scoring.***

5. **STOPPAGE OF PLAY**
   a. PLAYER CONNECTIVITY
      i. Should a player disconnect from the game less than 60 seconds into the first race or before the first lap of the game is made, the game can be restarted at the request of any team if the teams agree.
      ii. Should a player disconnect from the game after the first lap or past 60 seconds into the game, they may rejoin, but the match cannot be restarted or paused.
   b. In the event incorrect players are present, or incorrect settings are loaded in the lobby, the match should be stopped and reset. If a game is completed before realizing the error, the game results stand and the teams should continue to the next game.
      i. Teams will rectify any issues prior to starting the next game.

6. **SCORING**
   a. 3 Games will be displayed in LeagueOS
      i. Game 1 will be heat 1. Input the total point value after 4 races of your two competitors combined.
      ii. Game 2 will be heat 2. Input the total point value after the last 4 races of your two competitors combined.
      iii. Game 3 will be heat 3. Input the total point value after the last 4 races of your two competitors combined.
      iv. Rankings are based on the total amount of points at the end of the season.

7. **RESTRICTIONS**
   a. Players are prohibited from cooperating with other teams to gain an advantage. This includes:
      i. Voice communication, teaming in-game, and any other form of collusion.
      ii. Violations will result in immediate disqualification and potential further punishment determined by MiHSEF staff.
   b. Hacking or using any form of exploitation will lead to immediate disqualification and banning. The host must close the room, remove the offender, and reopen the room for a fair race.

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HIGH SCHOOL SCHEDULE

MATCH	DATE
Pre-Season	Thursday, 1/30/25 & Thursday, 2/6/25
Week 1	Thursday, 2/13/25
Week 2	Thursday, 2/20/25
Week 3	Thursday, 2/27/25
Week 4	Thursday, 3/6/25
Week 5	Thursday, 3/13/25
Week 6	Thursday, 3/20/25
Week 7	Thursday, 3/27/25
Post-season: Play-Ins	Thursday, 4/17/25
Post-season: Finals	Saturday, 4/26/25

MIDDLE SCHOOL SCHEDULE

MATCH	DATE
Pre-Season	Friday, 2/7/25
Week 1	Friday, 2/14/25
Week 2	Friday, 2/21/25
Week 3	Friday, 2/28/25
Week 4	Friday, 3/7/25
Week 5	Friday, 3/14/25
Week 6	Friday, 3/21/25
Week 7	Friday, 3/28/25
Post-season: Play-Ins	Friday, 4/18/25
Post-season: Finals	Saturday, 4/26/25