Mario Kart 4v4 Game Rules
Middle School Fall 2026

1.0 Game/Match Information

During the Regular Season, Mario Kart 4v4 will be played in a Best of 1 Format, 6 Total Races. During the Playoffs Mario Kart 4v4 will be played as a Best of 3 format, 6 Total Races. Grand Finals will be Best of 3 Format, 6 Total Races.

1.1 Roster Requirements

4 members on each team. Team members must be eligible to compete on behalf of their school. All players and coaches must be present physically for matches.

1.2 Substitutions

Substitutions must be made before the start of each game. Once a game is started, substitutions are not allowed. Once the game is complete and the results are recorded, player substitutions can be made before the start of the next game.

1.3 Stoppage of Play

- We highly recommend players use the Nintendo Switch system's capture button after each race to keep proof of the scores.

Host Game Disconnect

- If the host of a lobby disconnects from the online match during a game, the entire lobby will be disconnected. The lobby will need to be re-made, ideally using a new host from the home team if the initial host has an unstable connection.
- If an accurate account of the current game's point distribution has been screenshot by a team, it can be used to continue to keep the current race results from the total races that have already occurred.

Player Disconnection

- If a player disconnects from the online match during a game, they will need to reconnect by following the regular match join instructions. Once you have rejoined the game lobby, you will be put back into the race at the start of the next track.

1.4 Match Format

Each team will compete in a match, where each game consists of 6 races. Each race will use the teams' setting splitting the 2 teams into a 4 vs 4.

1.5 Specific Rules

Track Selection

- All players in the lobby must select Random during track selection in order to ensure a random track is selected during a match.

Tie-Breaker Resolution

- In the case that both teams have equal points at the end of the Six (6) races, an additional 1 race will be set up directly following the conclusion of that game. Both teams will face off in that race and the winner of the tie-breaker is decided by the team with the highest point total at the end of the 1 race.

Mii™ Racer

- Players may select to play as their Mii™ Racer. All customized Mii characters must follow the OKSE and Nintendo Code of Conduct. Violations will result in penalties applied to your account and the team. This includes anything that can be seen as offensive, vulgar, or bad sportsmanship.

In-Game Kart Controls

- Players may select and update their in-game settings (such as smart steering, auto-accelerate, etc.) at any time before, during, or after a match.

Glitching

- The use of any in-game glitches during a match will not be tolerated. Any match disputes or submissions involving possible player glitches will need to be backed by video or screenshot proof of the use of a glitch. If a player is found to be using an in-game glitch to gain an advantage during a match, their team will be given a loss for that game and may be subject to further penalties at the discretion of League Officials.

---

2. Player Equipment

2.1 Equipment

Players must have access to school-provided equipment or must be permitted by the school to provide their own equipment in the following categories:

- Nintendo Switch System
- USB to Ethernet Adapter or Built in LAN port (Dock)
- Any Nintendo Switch compatible controller with no turbo mode functionality
- Active Nintendo Switch Online membership
- Stable internet connection
- Copy of Mario Kart™ 8 Deluxe physical or digital

While teams may compete in Mario Kart 8 Deluxe with only two (2) Nintendo Switch Consoles, the recommendation is four (4) Nintendo Switch Consoles for an optimal competitive experience with students sharing the lobby code.

2.2 Supported Equipment

Players must compete using an official Nintendo Switch system. Nintendo Switch Consoles must not be modded in any way.

2.3 Internet Connection and Latency

Teams are expected to be connected to an internet connection using a wired connection method. Using a wireless connection method or internet hotspot can lead to latency issues while competing in an online arena environment.

---

3. Match Process

3.1 Match Setup

- Home Team Will Create the Custom Room
    - Open Mario Kart 8 Deluxe.
    - Select Online Play from the Main Menu.
    - Choose 1p if each player has their own console. Choose 2p if two players will be competing from one console.
    - Select Friends.
    - Select Create Room, then Yes.
    - Choose the Racer & Kart frame/glider/wheels, then click the A button to confirm.
    - Further customization can be done by pressing Y from the lobby in-between races.
    - Share the Room Code and Password with Coaches to communicate with the opponent.
    - Once all players have joined, proceed to Match Protocol.

- Away Team Join the Custom Room Open Mario Kart 8 Deluxe.
    - Select Online Play from the Main Menu.
    - Choose 1p if each player has their own console. Choose 2p if two players will be competing from one console.
    - Select Friends.
    - Select Search by Room ID.
    - Choose the Racer & Kart frame/glider/wheels, then click the A button to confirm.

    - Further customization can be done by pressing Y from the lobby in between races.
    - Once all players have joined, proceed to Match Protocol.

- Match Protocol (All Players)
    - Once all players have joined the lobby, the Lobby Owner will finalize the settings for the lobby:
        - 150cc Race
        - Team Game
        - Normal Items
        - No COM
        - All Vehicles
        - 6 Races
    - The Lobby Owner will assign players to their appropriate team:
        - Home Team is Red
        - Away Team is Blue
        - Once all players are ready, click OK to begin.
    - All players will select Random from the Track List.
    - Once the race is complete, players will return to the lobby and select Random once more.
    - Repeat until all Six (6) races are recorded.
- In the event of a tie, an additional one (1) race will be set up directly following the conclusion of that game. Both teams will face off in that race and the winner of the tie-breaker is decided by the team with the highest point total at the end of the one (1) race.

.

Track Selection

- Each player must choose Random from the track selection screen. Failure to do so will result in a 15 point penalty.

Changing Selections

- All characters and kart configurations are approved for play. Players are allowed to change character and kart configuration between races by pressing

the Y button while in the lobby between races. Ensure your players do not accidentally leave the lobby!

Spectating

- As spectators may cause network latency issues for players, spectators are not allowed to join the match. The only exception is for a school to use for live streaming purposes, at which point other spectators can view their stream instead of joining the lobby.