

IOWA HIGH SCHOOL ESPORTS ASSOCIATION



Mario Kart 8: Deluxe
Team Competition
MK Team

Game Manual
2025-2026 School Year

Equipment Requirements	3
Team Requirements	3
Season Flow	4
Organizing a Team (recommended)	4
Signing up for the Season	4
Schedules for 2025-2026 Season	4
Each Week of Play	4
By Sunday of the official week	4
By the Day of Play	5
On The Day of Play	5
Home Team (Online Play)	5
Home Team (Face-to-Face)	5
Opposing Teams (Online)	5
Away Team (Face-to-Face)	5
Playoffs	6
Game Rules	7
Match Set Up (Online Play)	7
Match Play	7
Match Restrictions	8
Unforeseen Circumstances	9
Technical Information	10



MARIO KART 8 DELUXE: TEAM COMP

2025-2026 - EQUIPMENT REQUIREMENTS



For one team, you will need, at minimum:

- **Two** Nintendo Switches OR Switch 2 (and the JoyCons that came with it)
 - The Nintendo Switch Account name must represent the member school. If multiple accounts are being used, the account names must be identical except for an incremental numeric change, with the primary account listed as “1”. Acceptable examples include:
 - LMHSEsports1 and LMHSEsports2
 - DCHS
 - Fairfield1 and Fairfield2
 - A second Mii will need to be created on the Nintendo Switch and named with the same convention so it can be selected as a “Guest Mii” by player 2 on the Switch when racing online
 - Select “System Settings” on the Switch main menu (the gear icon on the bottom icon tray)
 - Select on “Mii” and then “Create/Edit a Mii”
 - Create the Mii (make sure the look of the Mii is school appropriate) and then for the Nickname at the end, enter a name that follows the naming conventions above (ie LMHSEsports2). It should be noted a Mii’s nickname can only be 10 characters long, so you may need to get creative with naming, but it needs to be clear which school that Mii represents.
- A stable, high-speed, internet connection
 - Network speed must have a minimum download speed of 3 Mbps, upload speed of 1 Mbps, and maximum latency of 100 ms.
 - To conduct a latency or “ping” test, please visit this [site](#). You must conduct the latency test on the same network as your Nintendo Switches.
- A copy of the Mario Kart 8: Deluxe Game **WITH THE DLC MAP PACKAGE**
- Subscription to Nintendo Online

Legal, but not required items:

- TV Screen
- Dock for Switch
- Pro Controller (or off brand)
 - May not be post-manufacturing programmable or be able to host macros
- GameCube Controller (or off brand version of)
 - May not be post-manufacturing programmable or be able to host macros
- Video Capture Device for streaming matches



- There is currently no *illegal* model of video capture device, but a word of caution from the organizers is that some models can change the input timing of and cause screen lag. Be sure to test and practice with the device before the match.

During matches, a team is expected to play from **two** Nintendo Switch consoles. It is imperative for schools to test their connection speeds and latency before the season begins to eliminate connection errors.

You can find help with the NAT Type [here](#).



MARIO KART 8 DELUXE: TEAM COMP

2025-2026 - TEAM REQUIREMENTS



One team consists of a minimum of four students and a maximum of eight. Member schools are allowed to have one Varsity and one JV Team. If a school has more than 16 students who wish to participate competitively, they are encouraged to organize community teams for scrimmage against other schools.

Students may not participate on more than one Team (for a single Title) in any given week of competition, except in scrimmages. Participation is defined as being actively in play. If the student is rostered but DOES NOT enter the field of play, they may be considered for another team.

Each member of a Team is assumed to be in good standing and compliance with the [IAHSEA Expectations of a Student-Athlete](#). It is the responsibility of the school DEC to ensure this compliance.



MARIO KART 8 DELUXE: TEAM COMP

2025-2026 - SEASON FLOW



Organizing a Team (recommended)

Before signing up for the season, DEC's are encouraged to organize their Student-Athletes to ensure numbers and eligibility. This should take place before the Spring deadline, February 21st, 2026, laid out in the Bylaws.

Signing up for the Season

Teams must sign up for the seasons per the official calendar on their LeagueOS platform.

Schedules for 2025-2026 Season

Schedules for both Varsity and JV matches will be released on both the [website](#) and the LeagueOS platform as per the [official IAHSEA calendar](#). It is the responsibility of the DEC to go through the published schedule before the season begins and find any and all conflicts you or your team might have. Contact the DEC of any teams where a conflict exists to change the scheduled match time. If you are contacted by another DEC about a schedule change before the start of the season, you must work with them to reschedule the match to a time when both teams can compete. All rescheduled matches need to be recorded with the [Rescheduled Matches Form](#). The Home team should fill this out.

Once the season begins, you **may not** change any scheduled matches, except for an approved reason. Matches may be rescheduled due unforeseen circumstances such as loss of power or internet at the school, tech issues (lack of online connection, server downtime, update bugs, etc.), weather, National, State or Local declared emergencies, or other "Acts of God". For reasons of rescheduling outside of these reasons listed above, it is up to the discretion of the opposing coach to accept the reschedule request. The opposing coach has no obligation to oblige if the proposed date of reschedule or reason of reschedule does not align with the opposing team. If a reschedule is denied, the rescheduling team will have to take a forfeit. To reschedule the match, the affected school must communicate as soon as possible with the other DEC and or Coach. Coaches should aim to communicate the need for a reschedule at least 24-48 hours in advance if applicable. A member of the IAHSEA Executive Team or the Title Committee (if applicable) must be involved in rescheduling matches for these reasons.



Each Week of Play

By Sunday of the official week

It is the responsibility of the Home Team to create the private message group on the Sunday of the week of the match between the two schools competing that week and send a greeting to the group.

By the Day of Play

Before the races begin, you must submit your roster (by completing your team's section of the roster on the Varsity Mario Team section of the LeagueOS platform). Once the roster has been set for round one, substitutions can only be made between games.

On The Day of Play

Home Team (Online Play)

On the day of play, the Home Team should send the other team their Friend Code for the Switch that they will be using to host the match to the group private message. Work with the other team to determine the platform through which the coaches will communicate during the match. The default platform is the IAHSEA Discord, however, if coaches wish to audio or video chat, they may choose a different, agreed upon, platform.

Upon receiving the friend requests from the opposing team, the Home team should accept them.

Home Team (Face-to-Face)

If the teams are playing face-to-face, the home team should send the away team any and all directions they may need to navigate to the location of play. Suggestions include:

- Parking Locations
- Any health and safety requirements
- Where someone will meet the away team

Opposing Teams (Online)

The opposing teams must add the Home Team as a friend on the Switch and account they will be using for play. Work with the Home Team to determine the platform through which the coaches will communicate during the match. The Default platform is the IAHSEA Discord, however, if coaches wish to audio or video chat, they may choose a different, agreed upon, platform.

During the match, schools are required to use the provided scoresheet. It is Away Teams responsibility to use the [provided scoresheet](#) and manually track scores during the match. Both



schools are responsible for tracking and verification of earned points. Upon completion of the match, it is also the Away Team's responsibility to submit the scores and rosters to IAHSEA Score Central from their LeagueOS platform, by hitting the "Submit Scores to IAHSEA" button on their Varsity Mario Kart Team Tab. Scores must be submitted within 24 hours of the end of the match.

Away Team (Face-to-Face)

Coordinate arrival time with the Home Team and ensure you have sufficient information to navigate to the location of play.

Upon completion of the match, it is the Away Team's responsibility to submit the scores and rosters to IAHSEA Score Central from their LeagueOS platform, by hitting the "Submit Scores to IAHSEA" button on their Varsity Mario Kart Team Tab. Scores must be submitted within 24 hours of the end of the match.

Playoffs

During playoffs, matches will remain consistent with the format utilized during the regular season. Matches will be between two schools competing in the 4v4 format.

The playoffs schedule and bracket, and the requirements to make playoffs, will be posted on the website once the regular season schedule is *made*.

If playoffs are hosted as a LAN event (one or multiple days), all teams, student-athletes, coaches and DEC's are required to compete in-person at the event. All finals competition WILL be in person, and all qualifying teams are required to go

Teams can follow their standings, [live on the website](#), during the regular season.

Playoffs for 2025-2026 will be determined using a "[true seeding](#)" system. Top teams will be evenly (or as close as possible) selected from each division (top 2, top 3, top 4, etc.). Then, the executive team will use relevant data from the season to determine the true 1st seed, 2nd seed, 3rd seed, etc. depending on how many teams are eligible for playoffs. This means that a team may place as the top school within their division, but may receive a lower seed in playoffs based on performance during the regular season when compared to the other schools that have qualified for playoffs.

Once playoffs begin, a team's roster may not change through the post-season. Playoffs begin when brackets are finalized and made public to the membership.

Ties that occur during the regular season and playoffs will be resolved using the the following tiebreaker procedure:

If a tie occurs within the first two cups of a Match, the two should move on to the next cup/set of tracks and continue play as normal. At the conclusion of regular play, if the tie is not resolved, the tied cup in question will be replayed with the same players/builds/tracks to break the tie. The FULL CUP shall be replayed.

Ex: Team 1 and Team 2 tie in the first cup, the Mushroom Cup. Team 1 and Team 2 should continue the match to the second cup, the Bell Cup, and the third cup, the Lucky Cat Cup. If Team 1 wins both the Bell Cup and the Lucky Cat Cup, there is no need to replay the Mushroom Cup. If Team 1 wins the Bell Cup, but Team 2 wins the Lucky Cat Cup, the Mushroom Cup shall be replayed with the aforementioned expectations.

MARIO KART 8 DELUXE: TEAM COMP

2025-2026 - GAME RULES



Definitions for Mario Kart: Team Competition:

Match: The totality of the event between two teams. The winner of the match is determined by the team that has the most cumulative points.

Round: A single race, of which there are eight to twelve.

Match Set Up (Online Play)

The Home team will then create the Friend Room and invite the Opposing Team, with the following ruleset:

1. 150cc Race
2. Team Game
3. Normal Items
4. No COM
5. All Vehicles
6. 4 Races

It should be noted that both Auto-steering and Auto-forward are allowed to be on, but are not recommended.

Match Play

1. Once both teams (and starting 8 members) are in the lobby, the first round can begin.

- a. It should be noted that teams may **not** play with the generic Miis. They must adhere to the naming convention above for Nintendo Accounts
2. During the regular season, the cups are rotated on a weekly basis, as assigned by the IAHSEA. These maps are on your LeagueOS platform, as well as listed here by week:

	Cup Choice 1	Cup Choice 2	Cup Choice 3	TIE BREAKER CUP
Week 1	Lightning Cup - Tick Tock Clock - Piranha Plant Slide - Grumble Volcano - N64 Rainbow Road	Cherry Cup** - Los Angeles Laps - Sunset Wilds - Koopa Cape - Vancouver Velocity	Shell Cup - Moo Moo Meadows - Mario Circuit - Cheep Cheep Beach - Toad's Turnpike	Turnip Cup** - New York Minute - Mario Circuit 3 - Kalimari Desert - Waluigi Pinball
Week 2	Egg Cup - Yoshi Circuit - Excitebike Arena - Dragon Driftway - Mute City	Mushroom Cup - Mario Kart Stadium - Water Park - Sweet Sweet Canyon - Thwomp Ruins	Acorn Cup** - Rome Avanti - DK Mountain - Daisy Circuit - Piranha Plant Cove	Crossing Cup - Baby Park - Cheeseland - Wild Woods - Animal Crossing
Week 3	Boomerang Cup** - Bangkok Rush - Mario Circuit DS - Waluigi Stadium - Singapore Speedway	Special Cup - Cloudtop Cruise - Bone Dry Dunes - Bowser's Castle - Rainbow Road	Bell Cup - Neo Bowser City - Ribbon Road - Super Bell Subway - Big Blue	Banana Cup - Dry Dry Desert - Donut Plains 3 - Royal Raceway - DK Jungle
Week 4	Leaf Cup - Wario Stadium - Sherbet Land - Music Park - Yoshi Valley	Star Cup - Sunshine Airport - Dolphin Shoals - Electrodome - Mount Wario	Lucky Cat Cup** - Tokyo Blur - Shroom Ridge - Sky Garden - Ninja Hideaway	Turnip Cup** - New York Minute - Mario Circuit 3 - Kalimari Desert - Waluigi Pinball
Week 5	Flower Cup - Mario Circuit - Toad Harbor - Twisted Mansion - Shy Guy Falls	Feather Cup** - Athens Dash - Daisy Cruiser - Moonview Highway - Squeaky Clean Sprint	Propeller Cup** - Sydney Spring - Snow Land - Mushroom Gorge - Sky High Sundae	Crossing Cup - Baby Park - Cheeseland - Wild Woods - Animal Crossing
Week 6	Rock Cup** - London Loop - Boo Lake - Rock Rock Mountain - Maple Treeway	Fruit Cup** - Amsterdam Drift - Riverside Park - DK Summit - Yoshi's Island	Moon Cup** - Berlin Byways - Peach Gardens - Merry Mountain - 3DS Rainbow Road	Banana Cup - Dry Dry Desert - Donut Plains 3 - Royal Raceway - DK Jungle
Week 7	Triforce Cup - Wario's Gold Mine - SNES Rainbow Road - Ice Ice Outpost - Hyrule Circuit	Spiny Cup** - Madrid Drive - Rosalina's Ice World - Bowser's Castle 3 - Wii Rainbow Road	Golden Dash Cup** - Paris Promenade - Toad Circuit - Choco Mountain - Coconut Mall	Turnip Cup** - New York Minute - Mario Circuit 3 - Kalimari Desert - Waluigi Pinball
Week 8	Turnip Cup** - New York Minute - Mario Circuit 3 - Kalimari Desert - Waluigi Pinball	Crossing Cup - Baby Park - Cheeseland - Wild Woods - Animal Crossing	Banana Cup - Dry Dry Desert - Donut Plains 3 - Royal Raceway - DK Jungle	Lightning Cup - Tick Tock Clock - Piranha Plant Slide - Grumble Volcano - N64 Rainbow Road



****Week 8 is set aside in case of an extended season as dictated by the executive team. Any rescheduled matches being made up in Week 8 should use their ORIGINAL set of maps to compete****

****DLC Cup**

It should be noted that there are 24 separate cups available with the DLC content included, which means there are NO repeat cups throughout the schedule.

OG Cups: <https://www.nintendo.com/sg/switch/aabp/course/index.html>

DLC Cups: <https://mariokart8.nintendo.com/booster-course-pass/>

Map Selection Process

- Round 1 - Home team will select one of the three cups available that week.
- Round 2 - Away team will select one of the remaining two cups available that week.
- Round 3 - The remaining cup available for that week will be played if necessary.

If there is a tie in any of the three Rounds, teams will play the tie breaker cup listed for that week. If there is a tie in the tie breaker cup, go back to the tied cup in the first three rounds and replay that cup.

3. Tracks in each cup should be played in order from left to right, as tracks generally increase in difficulty throughout the cup.
4. Incorrect Map Selection:
 - a. **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). Scores should be tracked offline to avoid any confusion in scoring in this event using [this scoresheet](#).
 - b. **Second Time:** Repeat first offense standards.
 - c. **Third Time:** If the wrong track is selected by a team, they will forfeit that track
5. Each game is made up of 4 rounds. Each match is decided by best two out of three games.
 - a. 4 racers will enter into a game from each team.
 - b. Once a cup (four rounds) has been played, the set of racers that accumulate the most points per the games calculated points wins that game.
 - c. Racers may be substituted in between cups.
6. Upon completion of the match, the scores should be reported as 2-0 or 2-1 in favor of the winning team.



Match Restrictions

1. Miis and Amiibos are allowed in competitive play and all vehicle configurations are allowed.
2. Once a player selects a character and competes a race, they must stay with that character for the duration of their four races.
 - a. Players may adjust their cart set-up (cart, wheel, glider) between races.
3. Players are encouraged to cheer and verbally support their team members, but may not coach during the round.
4. Between games, additional coaching is allowed for up to one minute - the use of a timer is encouraged.
 - a. Each team also has one time-out that can take place between games for up to five minutes.
5. Bad manners: Players who use excessive bad manners, insults, or such related behavior as determined by IAHSEA administration will be given two warnings. A third instance of excessive bad manner will result in the offending player being banned from the current season. While determining bad manners is subjective - we generally only consider bad manners if it is aimed directly at a player, administrator, or done in-game. Please refer to the [Expectations of a Student-Athlete](#) for examples of unacceptable student behavior.
 - a. Submissions of behavior for review must be submitted with evidence [here](#) (a screenshot or detailed account of the events).
6. Hacking, Ghosting, Stream Cheating or auto-driving: Any type of use of an illegal 3rd party program or map hack, stream cheating, or other activity that leads to one player or team gaining an unfair advantage will follow the guidelines as laid out in the Expectations Documents, based on the offender.
 - a. A spectator may only be used for the purposes of streaming.
 - i. For expectation purposes, see 2.a of this section.
 - b. The IAHSEA requires that games that are streamed use at least a 2 minute delay for all matches that are streamed online.

Unforeseen Circumstances

1. It is the responsibility of the team and DEC 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 the Mario Kart IAHSEA representative.
2. If a team cannot field enough players for the match, they may race as many as they have and then sit out the remaining rounds.
 - a. If a team races short, they accrue no points for that missing player.



Technical Information

Ports Needing Forwarding:

Nintendo's Guide to Port Forwarding can be found here:

https://en-americas-support.nintendo.com/app/answers/detail/a_id/22272/~/_/how-to-set-up-a-routers-port-forwarding-for-a-nintendo-switch-console

