

# Mario Kart Tournament - Rules

Revised Fall 2021

Intramural Mario Kart will be conducted under the rules outlined below. Final interpretations and modifications shall be determined by the Coordinator of Competitive Sports.

## Table of Contents

- General Intramural Sport Policies and Procedures (p. 1)
- Equipment (p. 1)
- Contest Timing (p. 1)
- Game Rules (p. 1)

## General Intramural Sports Policies and Procedures

### Signing-In and Rosters

1. All players must present a valid Mason ID in order to sign-in and participate in an intramural contest.
2. A player that does not have their Mason ID may still sign-in using a valid government issued photo ID (i.e. a driver's license or passport), *if* their name is already listed on the IMLeagues roster.
3. An individual is bound to the *first* team they sign-in for.

For more information regarding the policies and procedures of Intramural Sports, please see the Intramural Sports Handbook on IMLeagues and the Mason Recreation website.

## Equipment

1. Mason Intramurals and the Corner Pocket will provide Nintendo Switch game consoles. Players are permitted to bring their own controllers as desired.
2. Mario Kart 8 Deluxe will be used.

## Tournament Timing

1. Tournaments will start at the time they are scheduled on IMLeagues. Teams should check-in with the Competitive Sports Supervisor 15 minutes prior to the scheduled game time.
2. If your team arrives 15 minutes, or later, after the tournament starts, your team will be disqualified.

## Game Rules

The following contains an overview of the major rules and modifications with some exceptions.

### General Game Play

1. Prior to the match, players should add each other as friends on their respective Nintendo Switch consoles.
2. The higher seeded player will serve as Player 1 (or the host).
3. Players will play a minimum of four races with their opponent on game day.

# Mario Kart Tournament - Rules

*Revised Fall 2021*

- a. The winner will be determined based on who has won more points at the end of four races.
4. The following game settings will be required to be used in all matches:
  - a. Type: Versus
  - b. Visibility: Friends
  - c. Format: 1v1
  - d. Rules:
    - i. Class: 150cc Race
    - ii. Items: Normal
    - iii. CPU: On
    - iv. Smart Steering: Off
    - v. Auto-Accelerate: Off
    - vi. Motion Controls: Players Choice
    - vii. Courses: All courses
    - viii. Vehicles: All vehicles
    - ix. Characters: All characters
5. Players will alternate selecting courses. The Player 1/host will select the first course.

## **Contact Information**

If you have any questions or concerns please contact the Competitive Sports Office via email at [imsports@gmu.edu](mailto:imsports@gmu.edu). Our office is open Monday – Friday, 9am – 5pm.