



## FALL 2023 MARIO KART 8 DELUXE RULES

Updated 8/15/2023

*Recent changes will appear in italicized and highlighted text*

### Rule 1: Facility

1. All games will be played at the University Center in the Lion's Byte Game Room.

### Rule 2: Eligibility

1. The Intramural Sports Program is open to all University of Colorado Colorado Springs undergraduate and graduate students currently enrolled, as well as faculty, staff, and affiliate members, provided they have a valid membership with Campus Recreation and a valid Sport Pass. For this event it will be free of charge.
2. Prior to participating, all players must check-in with the Sport Programs Supervisor. To check-in, each participant must present their University issued virtual ID, or must provide a University or must provide a government-issued photo ID.
  - a. No participant may participate in Intramural Sport under any identification other than their own. Any player using an assumed name, false gender identity, or an illegal I.D card will cause their team to forfeit the contest they participated in. The individual will also be suspended from intramural competition and their case will be forwarded to the UCCS Dean Students Office.
3. Varsity athletes may participate in other intramural activities outside of their varsity sport. However, they may not participate in their varsity sport or its related activities at the intramural level.

### Rule 3: Team Composition

1. Each team will consist of 1 player only.

### Rule 4: Equipment

1. All equipment will be provided: Switch, Controllers, Table, Chairs, etc.
  - a. Players are encouraged to bring their own consoles to speed up tournament process.

### Rule 5: Game Rules

1. Tournament format of either single elimination or double elimination, will be determine based on the number of registrations.
2. *There will be a 10-minute grace period for teams that have not arrived by game time. If after 10 minutes have passed and one or both teams do not have the minimum number of eligible players to start a game, then the game will be forfeited*
3. A station will have up to 2 players per gaming station.
  - a. A coin flip or rock, paper, scissors will determine Player 1 and Player 2.
    - i. Player 1 will select their character first and will select the first course.
4. Each match will be the best of five (5) races.
5. Game Settings are as follows:
  - a. Game Mode: VS Race
  - b. Class: 150cc Race
  - c. Teams: Off



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- d. Items: Normal
  - e. CPU: Off
  - f. Courses: Can be determined between opponents what four maps/race they choose
  - g. Smart Steering: Off
  - h. Auto-Accelerate: Off
  - i. Motion Controls: Players choice
  - j. Vehicles: All vehicles
  - k. Characters: All characters
  - l. Default settings will be used for all other game settings, unless mutually agreed upon by both players.
6. Courses
- a. All courses are available.
  - b. Players will alternate selecting courses; Player 1 will select first.

## Rule 6: Scoring

- 1. Please report your score to the Sport Programs Supervisor after each match of the regular season and playoff tournament.
- 2. Depending on tournament format, winner from each match will move on to playoffs.
  - a. If in double elimination, winner from each round will move on to the winners bracket. Losers will move to losers bracket for a chance to win. If in the losers bracket and the player loses a second time, they are eliminated from the tournament.

## Rule 7: Sportsmanship

- 1. Intramural Sports expects all participants and spectators to conduct themselves in a sportsmanlike manner. Following each game, officials and/or supervisors evaluate team behavior and issue sportsmanship points to all teams. For tournaments or special events, if there is an issue with sportsmanship the team or individual will receive a warning. If there is another instance of sportsmanship issues the staff on site has the right to remove a player or team from the event. Sportsmanship issues include:
  - a. Participants are openly arguing calls with officials on multiple incidents.
  - b. Fighting.
  - c. Mocking the skill level of an opponent.
  - d. Trash Talk.
  - e. Not having control of spectators for your team.
  - f. Etc.