MARIOKART

Contents

Game

1v1—double-elimination bracket with up to 2 players per gaming station. A game ends when all players have completed a race, or time runs out, which ever happens first. A match ends when all four races in a Grand Prix have been completed.

Match Settings

- Racers: 2 per screen/per station
- Mode: VS Race
- Class: 150cc
- Teams: Off
- Items: Normal
- CPU: Off
- Courses:
    - Pool 1: Star Cup
    - Pool 2: Lightning Cup
    - Pool 3: Triforce Cup
    - Finals: Special Cup
- Grand Prix: 4 Races (6 Races for Grand Finals)
- Smart Steering: Off
- Auto-accelerate: Off
- Motion Controls: Players Choice

Scoring

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. Points will not be taken into consideration.

Tiebreakers

In the event of a tie in elimination total (ex. 10 – 10), the total scores will be used to determine the winner. If the total scores are also tied, a third match will be played to determine the winner.

Registration

All leagues will be hosted on Smash.gg. All players must abide by the following participant requirements:
- All participants must have a valid Smash.gg account
- Participants must complete the registration process in order to be eligible for competition
    - Players must be listed on the Smash.gg roster by the registration deadline
    - Players must sign the associated waivers
    - Players must accept the Code of Conduct in the Titan Recreation Discord server
- There is no fee associated with Titan Recreation Esports Tournaments

Player Eligibility

Any declared eligible player may only play on 1 team per division.

Any player on a team that was eliminated from the division is ineligible to play with another team in that same league.

Any team using an ineligible player will be required to forfeit that contest and any other contest in which the player has participated (including previous contests). Any team that knowingly uses an ineligible player may be subject to further disciplinary action.

Players without a completed registration will be ineligible to participate in all Intramural Sports events and activities until registration has been completed.

Players may only use a single account throughout the duration of the tournament. Players are not allowed to switch accounts between matches

Brackets

Brackets will be available to view 12-24hrs in advance on the tournament page.

Communication and Check-In

Communication

Players must ensure they are communicating with tournament admins either via Smash.gg or Titan Recreation's Discord server. We recommend to be active in Discord the day of your tournament for smooth, consistent communication.

Check-In

Online event check in begins 30 minutes prior to the start of the tournament start time.
- Players must check in during the 30-minute window to prepare for the start of the tournament and upcoming match
- There is a 10-minute buffer between check-in and start times
- Brackets will be ready once everyone has checked-in

If you have not checked in by the start of the tournament, you will be removed from the tournament and the pool will be reshuffled.

Hosting Games

All matches will be hosted privately between participants. Titan Recreation will not be responsible for hosting/streaming games. ***It is highly recommended for all league play that participants have a wired ethernet connection in order to avoid connectivity issues.***

Game Result Reporting

Players must join the chat room on Smash.gg after checking in for the tournament. Once the tournament begins, players can begin reporting match results. Scores must be reported via Smash.gg at the end of each set.

Final match scores will be reported via Smash.gg. Both players/teams must verify the match results and confirm the reported results are correct.

If there are any issues, you can request a moderator via the chat tab during your match.

Disconnects

It is highly recommended for all league play that participants have a wired ethernet connection in order to avoid connectivity issues.

In the case that a player disconnects in the middle of a game, the shorthanded team will continue to play the game within the match. The disconnected player may rejoin either during the current game or in-between games. A substitute may only be used in case of a disconnect in-between games and not during the game where a disconnect occurred. If a team is unable to field a team of 2 players in the game following a disconnect, the game will be considered a forfeit.

In the case of a full-team disconnect, whether intentional or unintentional, the game will be considered a forfeit and the disconnecting team will have the opportunity to return the following game to continue the match. The disconnected game may be replayed upon the agreement of both teams.

Sportsmanship and Conduct Expectations

Titan Recreation abides by a NO TOLERANCE policy for unsportsmanlike conduct. Unsportsmanlike conduct may include, but is not limited to:

- Profanity
- Taunting
- Derogatory remarks
- Hacking
- Exploiting
- Illegal coaching
- Intentional disconnections
- Impersonation

Sportsmanship rules apply to any and all communication amongst players, including in-game chat, emails, and personal messages.

Any player deemed to be participating in an unsafe manner may be called for unsportsmanlike conduct. **NO WARNING IS NECESSARY.**

Reporting Unsportsmanlike Conduct

Sportsmanship rules will be self-regulated by the participants. If an opposing player demonstrates unsportsmanlike conduct at any point during league play, a player is expected to report the incident via email to intramuralsports@fullerton.edu. Players making a report are encouraged to provide the following if available:

- Audio/Video recordings
- Email/Text receipts

Any players reported for unsportsmanlike conduct must schedule a meeting with the Intramural Sports Coordinator before they are allowed to return to competition. The player may not play the next scheduled game until he/she meets with the Coordinator.

Questions, Concerns, or Discrepancies

If you have any questions, concerns, or discrepancies please reach out via our Discord server or email intramuralsports@fullerton.edu.

Titan Recreation reserves the right to make any decisions on cases not specifically covered by these Official Rules to preserve the spirit of fair competition and sportsmanship.