

Washington FBLA

Mario Kart 8 Rules & Format

1. High Level Overview

1.1 This is the official ruleset for the Mario Kart 8 tournaments at the Washington FBLA State Business Leadership Conference in Spokane, Washington during the dates of April 20-23. Items within are subject to change.

Each Mario Kart 8 tournament will be a time trials competition. Throughout the afternoons of April 22 and 23rd between the times of 1-4pm, individual players will have the opportunity to race as much as they want to try to achieve the fastest time on the course. Each day will consist of a different course. A winner will be announced after 4pm each day. Competitive integrity, fair play, and good sportsmanship is required.

2. Match Structure

2.1 Game: Mario Kart 8

2.2 Console: Nintendo Switch

2.3 Team Format: 1 (Solo races)

2.4 Match Format: Time Trial Leaderboard

2.5: Attempts: Unlimited attempts are allowed

2.6 Victory Condition: The winning player will be the player with the fastest course time at the end of each day. One winner will be crowned per day

3. Tournament, Course and Vehicle Rules

3.1 Game Settings:

2.4.1 Course: 1 course will be played per day. Specific courses will be announced on the day of.

2.4.2: Game mode: Time Trials 150cc

2.4.3: Items: Off

2.4.4: Laps: 3

3.2 Legal Characters: All characters currently available in the game are allowed.

3.3 Legal Vehicles: Any kart, tires, and glider are allowed

3.4 Assist rules:

3.4.1 Smart Steering: Off

3.4.2 Auto-Accelerate: Off

3.4.3 Auto-Steer: Off

3.4.4 Motion steering: Disabled

3.5 Course exploitations: All intended shortcuts allowed. Major glitches, wall clips, or track skips are not allowed.

4. Tiebreakers

4.1 Leaderboard Tie: If there is a tie for the #1 spot on the leaderboard, both players will need to race again on the same course 1 more time. The player with the better time will be crowned the champion

5. Player Expectations & Sportsmanship

5.1 Conduct:

- Respect competitors, officials, the venue, spectators and equipment.
- No taunting players (in-game taunts are allowed), profanity, stalling, or disruptive behavior.

5.2 Fair Play:

- No modded consoles, macros, turbo buttons, or altered game files.

5.3 Controller Guidelines:

- All Nintendo-approved control styles allowed: Pro Controller, GameCube Controller, Joy-Cons, etc.
- Wireless controllers must be disconnected after playing to avoid interference. No turbo or macro controllers.
- Technical Issues:
 - If a controller desync or disconnect occurs within the first 30 seconds, the race may be restarted at officials' discretion.
 - Beyond that point, play continues unless the game is deemed unplayable.

6. Match Procedures

6.1 Check-In:

- No formal check-in is needed. Players will line up and rotate in and out of races based on availability

7. Advancement & Awards

7.1 Awards will be presented to the top-placing player as defined by the schedule.

8. Final Authority

8.1 Tournament officials may adjust rules to ensure fairness, proper timing, or competitive integrity.