

# King of Kart

## N64 Mario Kart Tournament rules

Reorientation Week, 9th - 14th of July 2018

**Qualifying** - Monday – Thursday, 12:00 pm – 1:30 pm in the Main Common Room

**Finals** - Friday 12:00 pm – 2:00 pm in the Main Common Room

### Tournament rules

#### Qualifying Rounds: Monday - Thursday

Each day during ReOrientation (Monday – Thursday) there will be four qualifying rounds. This means 16 players (four groups of four) will play each day till we can decide the final 16 to play in the finals on Friday.

All races will be 150cc races.

A dice roll will determine the order of who gets to pick characters first.

All participants will take part in one qualifying round (three races) to determine seeding in a 16 player bracket. Depending on participation, the bracket may be reduced in size. The tournament organizers will decide prior to tournament start.

In each qualifying round, every player will compete in three consecutive randomly picked races. After each race concludes, points will be awarded based on how the players finished in those three races. Qualifying point system:

1st: 9

2nd: 6

3rd: 3

4th: 1

After each race, players must keep the score screen up to allow tournament organizers time to record scores accurately.

The race tracks used for each qualifying, semi-final & final round will be randomly selected and will be revealed by tournament organizers before each group plays.

#### Friday finals - Round of 16 Bracket:

Seeding in the final tournament bracket is determined by the cumulative scores of the three qualifying rounds. If ties exist and time permits, tie-breaker races will be used to finalize seeding.

Each round of the bracket will consist of four cumulative races, and after the fourth race the top two players will advance to the next stage of the bracket and the bottom two will be eliminated.



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If a tie occurs during bracket play and time permits, a tie-breaker race will be used to break the tie. If time does not permit, the best finish in the fourth race will break the tie.

Prizes will be awarded to the top three finishers in the Championship 4-race set!

ABSOLUTELY NO SHORTCUTS OR CHEATS WILL BE ALLOWED. A glitch/shortcut is a path that "goes against the spirit of the game and the intents of the course designers." A path that cuts off half of the course or skips a lap is considered a glitch. All intended shortcuts, such as the cave in Koopa Troopa Beach, will be allowed. If a player is caught cheating they will be disqualified from the tournament

If contestants have questions about what will and will not be allowed they can ask at the start.

The MC commentates on the progress of each match. While a referee makes sure everybody plays by the rules.