

Mario Kart 8

Rules

VS mode

- No Teams
- All Items
- 200cc
- Normal COM
- All Vehicles
- In Order [Choose When Specified]
- 5 Races

Ties

In the event of a tie that prevents the correct number of players from advancing, players will play the first three tracks in Shell Cup: Moo Moo Meadows, GBA Mario Circuit, Cheep Cheep Beach. The winner of that set will advance.

Double Elimination Tournament

Except WF, LF, GF, 4 players to a system. In those cases specified, 2 players to a system.
 In Winner's Bracket, 1 player advances and 3 players move to Loser's bracket from each system except in Winner's 3, where 2 players advance to Winner's Finals.
 In Loser's Bracket, 1 player advances from each system.
 In certain matches, players race on 3 maps. In others, players play on 5 maps.

Determining a Winner

All players will play the same preselected tracks on each round as designated in Round Breakdown.
 The winner of Loser's Bracket plays the winner of Winner's Bracket in Grand Finals. If the loser wins 3 or more races, he must win another round against the other player (Bracket Reset).
 In matches with 3 or more players, the winner is determined by highest point value of players. In matches with 2 players, the winner is determined by the person who wins the most number of races.
 In a match with 5 races, players play a best of 5. However, in Grand Finals, players may choose beforehand to play all 5 races.

Rules About Gamepad

The Gamepad provides an unfair advantage to one player. It is not allowed in this tournament except in special cases approved by a Tournament Organizer.
 Wiimotes and Nunchucks will be provided, but you are free to use your own controller other than a gamepad.

Rules About DLC

Other than Mercedes, wheels, and gliders, no DLC is allowed in the tournament. This includes characters and karts.
 Make sure you do not choose any of the parts on the banned items list before you start your match.
 If you use DLC during a race, everyone must finish the current race, record points, and quit the race. Everyone is welcome to change their karts, but DLC may not be used.
 Then, continue with the races where you left off. To determine the winner, count total points with previous races and current races combined.
 If you use DLC again, you will be kicked out of the whole tournament.

Google Drive Folder: <https://goo.gl/4TP4gG>

Round Breakdown

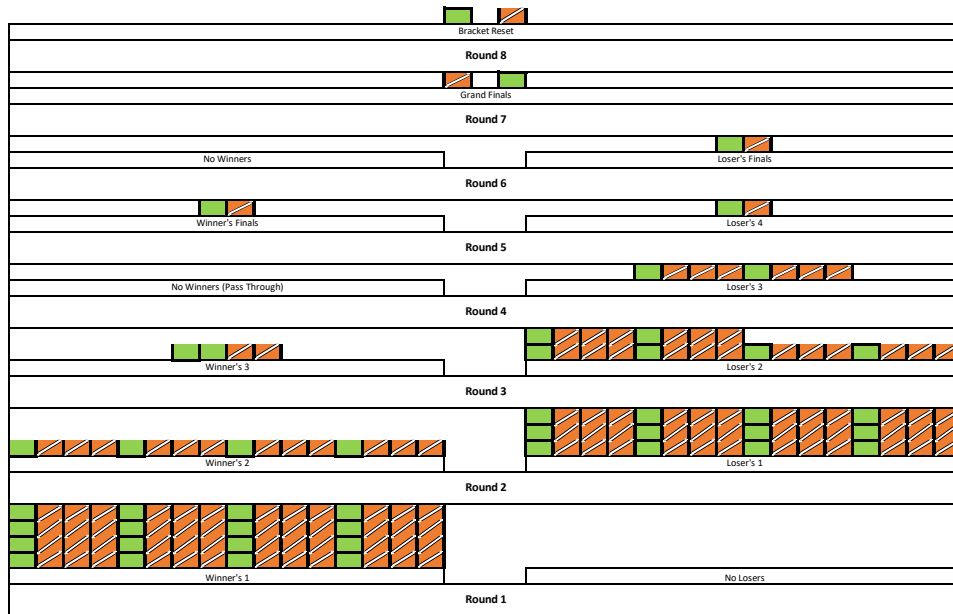
	Round 1 (64 Players) <i>"In Order"; 3 Races</i>	Round 2 <i>"In Order"; 3 Races</i>	Round 3 <i>"In Order"; 3 Races</i>	Round 4 <i>"In Order"; 3 Races</i>	Round 5 <i>"Choose"; 5 Races</i>	R6 Loser's Finals <i>"Choose"; 5 Races</i>	R7 Grand Finals <i>"Choose"; 5 Races</i>	R8 Bracket Reset <i>"Choose"; 5 Races</i>
First	Moo Moo Meadows GBA Mario Circuit Cheep Cheep Beach	Sweet Sweet Canyon Thwomp Ruins Mario Circuit	Toad Harbor Twisted Mansion Shy Guy Falls	Donut Plains 3 Royal Raceway DK Jungle	Thwomp Ruins Cheep Cheep Beach Shy Guy Falls Sherbet Land Grumble Volcano	Sunshine Airport Electrodrome Cloudtop Cruise Twisted Mansion Bowser's Castle	Music Park Wario Stadium Piranha Plant Slide Bone-Dry Dunes Rainbow Road	Sherbet Land Dolphin Shoals Royal Raceway Mount Wario DK Jungle
Last								

Bracket (64 Players)

-  Console Victor
-  Eliminated Player

In Winner's Bracket:
 Top player from each console advances except in Winner's 3, where 2 advance

In Loser's Bracket:
 Only top player from each console advances



In the event that fewer than 33 players register for the tournament, Round 1 will be skipped. We would immediately pick up from Round 2, but the Loser's bracket would not start until Round 3. We would not play the maps reserved for Round 1. Otherwise, fewer than 33 players would not affect the map lineup.

