

Mario Kart 8 Deluxe

Team Setup:

- Matches are all 4 player (1v1v1v1)
- Each player selects their preferred character and kart configuration from what is available (it will be helpful to have alternatives in case some of your parts are not available)
 - Steering assist is not allowed

Tournament Structure:

1. Preliminary Rounds:

- Round 1
 - Students will be randomly matched into groups of 3 or 4.
 - Each group will compete in a series of 4 tracks from the track pool
 - Points will be awarded to students at the end of each race based on their finishing positions. The goal is to get as many points as possible.
- Round 2
 - After the first series, students will be reshuffled into new groups.
 - Students will compete in a second series (4 races) against their new opponents
 - Points from Round 1 and Round 2 will be added to determine finals.

3. Advancement to Finals:

- The top 4 students with the highest point totals across the two series will advance to the Finals.
- If necessary, a playoff round consisting of a single race will determine the final qualifiers.

4. Finals

- Students will compete in a series of 4 randomly selected tracks from the track pool
- Points will be awarded to students at the end of each race based on their finishing positions.
- The student with the highest point total during the finals series wins. Points earned during the preliminary rounds do not carry over.

Track pool (tracks will be randomly selected from the following pool)

1. Big Blue
2. Rainbow Road N64
3. Yoshi Circuit GCN
4. Hyrule Circuit
5. Moo Moo Meadows Wii
6. Bowser's Castle
7. Mario Circuit GBA
8. Thwomp Ruins
9. Music Park 3DS
10. Wild Woods

Race Settings:

- 150cc
- No teams
- Normal items
- Normal COM
- Com Vehicles: All
- Race Count: 4

Esports Ruleset 2024

Smash Brothers Ultimate

Team Setup

- Matches will all be 1v1

Tournament Structure

- Round 1 - Pool Play
 - Participants will be divided into several "pools" with several players in each pool
 - Students will play others in their pool. The player from each pool with the best record moves on to the elimination round.
 - The student with the best record in their pool moves on to the elimination round
 - Tie breakers:
 - Head to head record
 - # of remaining stocks during pool play
 - Play off (1stock match)
- Round 2 - Single elimination
 - Pool winners will be organized in a bracket and play one another until we have a champion
 - Matches will be best of 3
- No characters are banned, but switches with DLC characters are limited. Please let us know at check in if you plan to use a DLC character and we will do our best to accommodate you, but we cannot guarantee it will be possible. Please have an alternative character from the core game.
- In case of timeout player with higher stock count wins, if stock is the same then the player with less damage wins

Game Rules

- Style: Stocks
- Stock: 3
- Time Limit: 7:00
- Stage hazards: Off
- FS Meter: Off
- Spirits: Off
- Damage Handicap: Off
- Stage Selection: RANDOM from the list below
 - Battlefield
 - Small Battlefield
 - Pokemon Stadium 2
 - Smashville
 - Town and City
 - Final Destination
 - Kalos Pokemon League
- Items:None