



**Delaware Scholastic Esports League**

**Mario Kart 8 Rules**

## **Mario Kart 8**

### **Eligibility Requirements for Club Participation and Competition**

All students participating in the Delaware Scholastic Esports League (DSEL) must meet the minimum eligibility requirements for club participation regardless of where the Club is located (school or community-based organization):

- DSEL participation is open to K-12 students in the state of Delaware. Titles will be offered that meet ESRB game ratings appropriate for that age-group playing the game title..
- For high school students:
  - The high school student must enroll in the DSEL Club at a high school or community-based organization.
  - The high school student is currently enrolled in at least 20-semester work units at a high school as defined in the Club Eligibility guidelines.
  - The high school student must have earned a grade point average of 2.0 or better in all subjects during the previous grading period preceding their participation.

### **Match Format and Team Composition**

- Race Format: All matches consist of live multiplayer races with 8 total players (4 players per team) competing simultaneously in each cup.
- Team Setup: Each team fields exactly 4 players per match. All 4 players from both teams race together in the same cup, with 4 players per Nintendo Switch console (2 consoles total for the match).
- Match Structure: Each weekly match between teams is played best of three cups (first team to win 2 cups wins the match). Each cup consists of 4 races as determined by the weekly schedule.

### **Scheduling**

- Match Times: All matches are scheduled for Tuesdays and Thursdays at 3:30 PM EST.
- Weekly Windows: Teams must complete their assigned matches during the designated week. Make-up matches may be scheduled during the official make-up week if technical issues or emergencies prevent completion during the regular season.

### **Scoring System**

Individual Race Scoring: Points are awarded based on finishing position in each individual race using Mario Kart's standard scoring system:

- Points awarded:

- 1st place: 15 points
- 2nd place: 12 points
- 3rd place: 10 points
- 4th place: 9 points
- 5th place: 8 points
- 6th place: 7 points
- 7th place: 6 points
- 8th place: 5 points
- 9th place: 4 points
- 10th place: 3 points
- 11th place: 2 points
- 12th place: 1 point
- Cup Scoring: After completing all 4 races in a cup, each player's points from the 4 races are totaled. The team with the highest combined point total wins that cup.
- Match Winner: The first team to win 2 cups wins the overall match.
- Season Standings: Team records are based on match wins and losses. Tiebreakers for playoff seeding will use:
  - Head-to-head record
  - Total cup differential (cups won minus cups lost)
  - Total point differential across all cups played (higher point totals are better)

## **Equipment and Technical Requirements**

### Required Equipment

- Two unmodified Nintendo Switch consoles with Mario Kart 8 Deluxe installed
- Each player must have their profile created under their designated tag
- Sufficient Joy-Cons or approved controllers for 8 players total
- Device capable of photographing results and uploading to LeagueOS

### Controller Options

- Joy-Cons (default)
- Officially licensed Switch-compatible controllers
- Officially licensed racing wheels (any variety)
- Star Division: Adaptive controllers may be approved on case-by-case basis

## **Match Procedures**

- Pre-Match Setup:
  - Both teams must have their 4 designated players ready at match time
  - Player profiles must be properly configured with team tags
  - Coaches must be present to oversee the match

- During Races:
  - All races run in 150cc mode
  - All characters (including Miis and Amiibo suits) and kart combinations are allowed
  - Players may not pause during races for equipment issues
- Equipment/Technical Failures:
  - If equipment malfunctions or infrastructure failures occur, the affected race may be restarted if both coaches agree
  - If technical issues cannot be resolved, the match may be rescheduled to the make-up week

## **Results Verification and Disputes**

- Required Documentation:
  - Coaches must photograph the final cup results screen showing all 8 players' total points
  - Photos must be uploaded to the LeagueOS result submission area immediately following each cup
  - The home team will input the scores into LeagueOS
  - Both coaches must verify and submit results through LeagueOS
- Dispute Resolution:
  - Any disputes regarding results must be reported by both coaches to DSEL administrators
  - DSEL will review submitted photo evidence and make final determinations
  - Result disputes must be filed within 48 hours of match completion

## **Substitutions:**

- Teams may substitute players between cups within a match
- Teams may not substitute players during a cup (all 4 races)
- For playoffs, rosters are locked following Week 8 of regular season
- Player Eligibility
  - All roster changes and substitutions must be updated in LeagueOS prior to match start.

## Cup Schedule

<u>Week</u>	<u>Round 1</u>	<u>Round 2</u>	<u>Round 3 (if necessary)</u>
Week 1	Mushroom Cup	Flower Cup	Star Cup
Week 2	Special Cup	Shell Cup	Banana Cup
Week 3	Leaf Cup	Lightning Cup	Egg Cup
Week 4	Triforce Cup	Crossing Cup	Bell Cup
Week 5	Mushroom Cup	Special Cup	Leaf Cup
Week 6	Flower Cup	Shell Cup	Lightning Cup
Week 7	Star Cup	Banana Cup	Egg Cup
Week 8	Bell Cup	Crossing Cup	Triforce Cup

## Playoffs and State Finals

- **Playoff Eligibility:** All teams that complete their regular season matches within the designated timeframe are eligible for playoffs.
- **State Finals Format:** Top 8 teams advance to in-person state finals featuring quarter-finals, semi-finals, and finals in a single-day championship event. Cup selections for state finals will be announced the week of competition.

## Sportsmanship

- Toxicity and Unsportsmanlike behavior have no place in the Delaware Scholastic Esports League. If unsportsmanlike, vulgar, or toxic behavior should occur, the team's coach reporting the unsportsmanlike behavior should take the following steps. NOTE: Only official complaints by coaches will be accepted. Abuse of this system by a coach, player, or outside third party may result in penalties to the reporting team.
- All participants are expected to uphold a universal level of sportsmanship while participating in DSEL-sanctioned events. Those who fail to behave in a sportsmanlike manner verbally, through chat, or actual physical taunting and other inappropriate communication may face penalties at the discretion of DSEL administrators or referees.
- Emoting or in-game taunting, such as Smash Bros, built into the game, is allowable as it adds a dynamic to the game that players must overcome. Using an in-game taunt or emote that results in an inappropriate word or phrase may be considered bad sportsmanship and result in penalties.
- If you or any team member believes you have experienced lousy sportsmanship to an extreme degree or violation of the rules above, please do the following.
- Record the poor sportsmanship at the time of the incident.
- Finish the match regardless of the outcome,

- Notify the coach of the incident
- Notify the opposing coach of your intent to file a complaint of unsportsmanlike behavior.
- Coaches only submit official complaints to the DSEL representative.

Should the result be proven unsportsmanlike, disciplinary action will be taken, with disqualification and forfeitures noted.