

Mario Kart Rules

Team Participants

- Teams will consist of 4 Mario Kart players (any gender)
- Unlimited alternates between games
- 1 E-Sub allowed (Emergency non-employee Substitute)
- Participants must be employees of your company at the time of play (with exception of the E-Sub).

Event Format

- Switch gaming consoles will be provided for the scheduled matches.
- This event will be played in a team format consisting of at least 4 players. Each team will play 3 Cups consisting of 4 races. Each player will play 1 race per Cup for each of the 3 Cups plus a semi-final and final, if your team qualifies.
- Standings will be determined based on the points scored in each of the team's 3 total Cups.
- The top 2 teams in each division will move on to a final. Teams ranked 3-6 will move on to a semi-final Cup where the top two will advance to the Final Cup against teams 1-2. Medals will be awarded based on the ranking of teams in the Final Cup.

Rules

- Preliminary round Cups will be selected at random from the original 12 Cups in Mario Kart 8 by the Sport Coordinator. The Cups will be played at 150CC using the 4 (or 3) player Grand Prix format.
- Each team will have to agree on a character and kart setup for an entire Cup. No changes will be permitted during the Cup.
- Teams will be limited to any kart/character settings available on the particular Switch their Cup is taking place on, there are no guarantees that locked content will be available.
- Participants may bring their own controllers, but their team must choose one controller for use throughout the entire Cup, no changing controllers between races.
- Gamecube controllers are permitted but any team wishing to use them must provide their own adapter.
- After each race, teams must quickly swap out their players. No person may play two races in any Cup.
- Rankings will be determined by total points scored in the Cup (4 races, by 4 different players). This will be shown twice by the game after the Cup is finished. Everyone should record the scores, however only one scoresheet will be provided. This scoresheet should be brought to the results table immediately

after completion of the Cup. Volunteers will be available to assist with collecting scores at each Screen.

- Overall rankings will be determined based on the following order:
 - Most points scored over all 12 races
 - Lowest sum of ranks earned in all 3 Cups (not including computer players)
 - A single 200CC race (with computer racers) on Baby Park. If more than 4 teams are tied, lots will be drawn and a format similar to the semi-finals and finals will be used to determine who advances. Ties will only be broken to determine a playoff berth, all other ties will stand.
- In the case that any team starts the next race before the other teams are ready, anyone can hit an immediate pause at the start line and get all participants prepared before unpausing and continuing the race.
- Should any issue arise that will impact continued gameplay, any player may hit pause on the race. Before unpausing, they must ensure all other players are ready to continue.
- Playoff Cups will be selected from whatever Cups are available at the time of competition and will be announced by the Sport Coordinator.
- Playoff ties will be broken by the superior placement in the 4th race of the Final Cup

Corporate Challenge Points

- Each team that participates, will receive 10 PARTICIPATION points
- Top 6 teams in each division will get CHALLENGE points:
 - 1st place - 10 points (GOLD)
 - 2nd place - 8 points (SILVER)
 - 3rd place - 6 points (BRONZE)
 - 4th place - 4 points
 - 5th place - 3 points
 - 6th place – 1 point
- A maximum of 6 Gold, Silver and Bronze medals will be awarded to the winning teams in each division.
- Extra Life is a great way to have fun playing Mario Kart while raising money for a great cause! Plus, of course, your team earns very valuable **SPIRIT and CHALLENGE** points.
- SPIRIT points will be awarded for teams that fundraise for the Stollery:
 - Up to \$1000 raised will earn 25 SPIRIT points
 - \$1001-\$2000 raised will earn 50 SPIRIT points
 - \$2001-\$3000 raised will earn 75 SPIRIT points
 - \$3001-\$5000 raised will earn 100 SPIRIT points
 - Over \$5001 raised will earn 150 SPIRIT points

Team Cancellation/No Show Penalty

Cancellations must be in writing emailed to the Corporate Challenge office. If a team must cancel their participation in a sport, the Penalties are as follows:

LAST MINUTE CANCELLATIONS: (Within 48 hours of your event start time)

Teams that provide written notification by email that they are canceling out of an event within 48 hours of the start of the event will be penalized 5 points. A company with participants who register at the event but are unable to register an eligible team will be considered a cancellation and the penalty will apply.

NO SHOWS: (No notification of cancellation)

A No Show will result in a 10-point deduction and disqualification from that sport for the following year. A NO SHOW is a team that has not provided any notification that their team is not participating in an event prior to start time of the event.