

## ~Mario Kart 64 Rules~

Total	Event Points	1st Place	2nd Place	3rd Place	4th Place	5th Place	Participation Points	
	M/F or CO- ED?						Total	Distribution % of Teams/ School
<b>20</b>	<b>CO-ED</b>	<b>8</b>	<b>6</b>	<b>3</b>	<b>2</b>	<b>1</b>	<b>10</b>	

### Scoring

- Mario Kart 64 will be played tournament style with a 32-person bracket
- 16 positions belong to medical students and 16 positions belong to law students. If there are less than 16 players from one school, those positions will be filled by the other school. If there are more than 16 players from one school, play-in match(es) will be played to determine which players will be entered into the 32-person tournament. The bracket will be set up so that 2 law school students and 2 med school students play against each other in each 4-person match, unless there are less than 16 players from a single school. If this is the case, matches will be 2 vs 2 whenever possible.
- At the conclusion of the tournament, 6 points will be awarded to the individual champion, 3 points to the runner-up, and 1 point to the second runner-up
- A total of 5 participation points will be awarded by multiplying the fraction of players from each school by 5

### Rules

- 4 medical school cluster rooms will be reserved, each equipped with four controllers, a Nintendo 64, and a Mario Kart 64 game cartridge. The games will be projected onto whiteboards using the in-room projectors
- A total of four races will be played in each 4-person match
- Point scoring (note: not Dean's Cup points) for each race is as follows
  - 1<sup>st</sup> place: 9 points
  - 2<sup>nd</sup> place: 6 points
  - 3<sup>rd</sup> place: 3 points
  - 4<sup>th</sup> place: 1 point
- The two players with the highest point totals in each match advance to the next round
- Slips of paper representing each of the 16 courses will be placed into a hat and drawn randomly so that each of the four players gets to randomly draw one of the courses. Once a course is drawn, the slip is set aside so the same course cannot be selected more than once per match.
- Once the final four players are determined, all four of them will play in the final match to determine the placing

- In the event of a tie, one race between the tied players only will be played to determine who moves onto the next round or earns Dean's Cup points in the finals
- Characters will be chosen by each player
- If multiple players choose the same character, a coin flip will determine who gets first pick
- No course glitches/shortcuts are 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
  - Examples of glitches: Wario stadium wall jump, Frappe Snowland spin around lap-skip, Rainbow road jump, Royal Raceway jump, other lap-skipping techniques
  - Examples of fair play: Koopa Troopa Beach jump, Yoshi Valley jump
  - If there are any questions regarding what constitutes a glitch, talk to the Mario Kart 64 tournament coordinator