

STUDENT RECREATION & WELLNESS CENTER
WASHBURN UNIVERSITY
INTRAMURAL MARIO KART RULES

Location

- Games will be played in the Student Recreation and Wellness Center (SRWC), Ichabod Room.

Schedule

- Will be a double elimination tournament bracket with each round being a new Cup.
- Top 2 finishers from each cup will advance on and the bottom 2 will fall to bottom of bracket or be eliminated.

Eligibility

- ALL PARTICIPANTS MUST BRING THEIR CURRENT WASHBURN PICTURE ID TO ENTER THE SRWC. ID checks may be made to verify eligibility of players. Players without proper ID will not be allowed to participate. Washburn Intramural guidelines concerning eligibility are in effect.

Players

- Any racer, wheels, kart, and glider may be selected.
- Smart Steering, Motion Controls, and Auto-Accelerate will be turned off.

Gameplay

- 4 racers will race at a time for a full cup (4 races) with top two in points moving on.
 - Double Elimination bracket will be used
- Each round will be a new cup moving left to right in the selection screen.
- Each race will be on 150cc speed.
- When we get to the championship round of 4 it will not be double elimination, but instead winner take all

Sportsmanship

Washburn University takes Sportsmanship very seriously. Players will need to be respectful and should shake everyone's hand after finishing a cup. This is meant to be a fun event for everyone involved.