

e-sports Competition Guidelines

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50th Sports・Day

[Date]

Saturday, November 14th, 2026

Sunday, November 15th, 2026

[Venue]

- Meeting room in Central Gymnasium
- *2nd Floor, Central Gymnasium



(Modified the University of Tsukuba Campus Map)

50th Sports • Day

[Division]

General Division

*If the number of applicant teams exceeds capacity, a lottery will be conducted.

Only teams that are not selected will be notified by email to the team representative.

<Registration Restrictions>

- None.

[Game]

Mario Kart 8 Deluxe

[Using Device]

Nintendo Switch or Nintendo Switch 2

[Match Format]

Tournament Format

- A double-elimination format shall be adopted.

*The double-elimination format consists of two brackets: the Winners Tournament (Upper Bracket) and the Losers Tournament (Lower Bracket).

Teams shall begin in the Winners Tournament. Teams that lose a match shall move to the Losers Tournament. The team advancing through the Losers Tournament shall proceed to the Winners Tournament Final.

In matches between the Winners Tournament finalist and the Losers Tournament finalist, the Losers side must defeat the Winners side twice to be declared the winner.

[Rules]

Match Administration

- Team matches shall be conducted using VS Race mode.
- Each team shall consist of two players, and each match shall involve four teams. A total of up to three players, including one substitute, may be registered.
- Grand Prix 150cc / Individual Race / Normal Items / All Vehicles / No CPU.
- Each match shall consist of four races.
- The top two teams from each match shall advance.
- Rankings shall be determined based on the combined total score of each team.
- In the event of a tie, the team with the greater number of higher placements shall be declared the winner.

The scoring criteria by placement are as follows:

Points corresponding to each placement shall be added to the final score.

1st Place: 7 Points

2nd Place: 6 Points

3rd Place: 5 Points

4th Place: 4 Points

5th Place: 3 Points

6th Place: 2 Points

7th Place: 1 Point

8th Place: 0 Points

- If the teams remain tied after comparing placements, the winner shall be determined by rock-paper-scissors.

Game Settings on the Day of the competition

- Players may freely choose and change tires, gliders, and controllers.
- Players must participate using the same registered player name.
- **Players shall add the team identification number before their in-game name.**
(Example: [1] Your Name)
- **Identification numbers shall be shared with each team via the open chat.**
- The minimum number of players required to begin a match shall be two players per team.
- **The stages used shall be selected by lottery from the following 12 courses.** Courses already used in a match may not be used again in the same match.
(Subject to change depending on software updates.)

List of Stages Used:

- 1 N64 Royal Raceway
- 2 GBA Ribbon Road
- 3 Dolphin Shoals
- 4 DS Neo Bowser City
- 5 3DS Neo Bowser City
- 6 Excitebike Arena
- 7 3DS DK Jungle
- 8 Hyrule Circuit
- 9 SFC Rainbow Road
- 10 Mario Kart Stadium
- 11 DS Tick-Tock Clock
- 12 Moo Moo Meadows

[Additional Players on the Day of the competition]

- Registration with multiple teams is prohibited in the same division.
- Only one player who has been excluded may be re-registered.
- Changes to team members on the event day shall be limited to one player.
- Players from eliminated teams may not be added to another team's member.

[Referee]

- Staff of the Sports Day Student Committee

[Important Notes]

Prohibited Conduct

If any prohibited conduct is discovered, the team shall be disqualified.

- Eating, drinking, or smoking inside the venue
(If you want to get a drink, please go to the hallway.)
- Participation in a team for which the player is not registered
- Fraudulent participation

Regarding Late Teams

- If two players are not present within five minutes after the scheduled start time, the late team shall forfeit the match.

Items to Bring

The following items will not be provided and **must be brought** individually:

- Nintendo Switch or Nintendo Switch 2 console and their dock
 - Controller
 - Earphones or headsets
 - Any additional connection devices required for controllers or peripherals
- *Controllers and peripherals may be shared within the same team.**

Preparations Prior on the Day of the competition

- Players are responsible for connecting their own controllers. Any required connection devices (such as cables for wired controllers) must be brought individually.
- Players must complete all detailed game settings individually before the match. No time will be allocated on the event day for configuration adjustments.
- Since matches will be conducted using local communication, all participants must review in advance the separate document explaining how to connect via local communication.

Event Operations on the Day of the Event

- The Sports Day Student Committee and participating players shall bear no responsibility whatsoever for any damage, soiling, or other loss involving controllers during the tournament.
- During matches, the use of any items other than controllers and the devices required for their connection is prohibited without prior permission.
- If participants wish to bring any additional items, they must contact the Sports Day Student Committee in advance by email at spoday@stb.tsukuba.ac.jp and obtain approval regarding whether such items may be brought into the venue.
- The tournament matches will be streamed exclusively within the university. The stream will include not only gameplay footage, but also live video and audio of the venue.
- Gameplay footage displayed on the monitors (spectator view) will also be projected onto the venue projector.
- A public viewing of the stream will be held in the lounge area of the Central Gymnasium. Participation in the tournament shall be deemed as consent to these arrangements.
- Participants must follow the instructions of the referees. Failure to comply may result in penalties such as disqualification or removal from the venue.