I. Registration & House Rules

Registration is done via the FFSMK website (http://www.ffsmk.org/?task=register). All tickets include access to the venue and freeplay, as well as entry into the competition. Depending on the specific ticket purchased, this may also include meals and/or accommodation.

When signing up to the event you agree to respect the general rules and behavioral guidelines stated below. These guidelines are in place so that everyone can have a pleasant, safe and inclusive experience. Excessive drunkenness and/or substance abuse will not be tolerated and may lead to expulsion from the venue (and therefore the event). Though the use of small quantities of weed is legal and tolerated, hard drugs (such as cocaine, etc.) are explicitly forbidden. If we find this in your possession or you strongly appear to be under the influence of such you will be banned. Harassment at the event, whether it be towards another participant or not, will likewise not be tolerated. Specifically, this includes aggressively chasing after women; the championship is a gaming tournament, not a place to score dates. The line in the sand is drawn when the person in question reports to anyone that they are made to feel uncomfortable. In a similar vein we will ask you to not make jokes and comments that are likely to hurt, trigger, discriminate, reduce any person or group of people. In short we ask you to not to engage in behavior and/or comments that are sexist, racist, xenophobic, homophobic, transphobic and so on.

II. General Gameplay

Competition takes place in the PAL version of the game (released in Europe and Australia) on original SNES hardware. Any controller manufactured for the SNES is allowed, as long as no features are used that are not available on first-party controllers (such as turbo functions). The use of left+right on the d-pad is allowed.

Players may select whichever character they want, and may change between tracks (or cups in Grand Prix) prior to starting the next one. If both players in a 2-player match want the same character, whoever selects the character first gets to use it.

For 2-player modes, ports are assigned by the tournament organizers. This is typically shown by displaying the port 1 player on top and the port 2 player at the bottom. This assignment can be flipped by mutual agreement of the players in a match, but must remain static throughout the match.

Competition for each mode takes place over a full day, and is split into two parts: group stage and knockout stage.

Lapskips (manipulating the finish line trigger) are banned, with the exception of using a mushroom or feather to trigger the finish line out-of-bounds, which is only allowed on lap 5. In the specific case of Koopa Beach 1, a shroom or feather used to cut back to the end of the track from the first corner must arrive back in-bounds (sand or shallow water) before triggering the finish line. If there is room for doubt as to whether the kart arrived back in-bounds before or after triggering the finish line, the rule will be considered broken. Using a shroom or feather to go around the finish line and trigger it by swimming through the deep water on Koopa Beach 2 or Vanilla Lake 2 is banned. Breaking this rule results in a point loss. In Match Race, this means losing the track. In Grand Prix, this means losing all points accumulated in the cup up to and including that track.

III. Time Trial

The use of a CPU ghost (via the 2nd controller port) is banned.

The use of a player ghost (indicated by a yellow track name) is banned.

Each track is played in a one-try setting, i.e. each player gets exactly one attempt to set the best course time (over all 5 laps) that they can on the given track. If a player pauses during an attempt or starts more than one attempt, they forfeit and receive a time of 9'59"99 for that track.

Once a player has begun competing in either group stage or knockout stage, they are no longer allowed to practice or warm up (i.e. they must only drive official attempts). A player is deemed to have begun competing in group stage once they start an attempt on Mario Circuit 1, and in knockout stage once the first track on which they must play is declared by a tournament organizer.

Players are assigned a TV at the start of each stage. If a player is dissatisfied with their assignment for whatever reason, they must consult a tournament organizer prior to starting to compete. Once a player begins competing, they are expected to remain at that TV until they are done.

If an external factor compromises a player's attempt (e.g. their TV abruptly turns off), the player should immediately contact a tournament organizer. Based on the severity of the disruption, the player may be allowed to take another attempt.

Group stage
Players are assigned pairs, with each pair typically containing one "strong" player and one "weak" player. Pairings are determined by a pre-seeding list made by the tournament organizers, typically based on the Players' Page PAL ranking (https://mariokartplayers.com/smk/afp.php). If there are, for example, 32 players participating, the 1st seed is paired with the 17th, the 2nd with the 18th, and so on. The "weak" player goes first, playing through all 20 tracks while the "strong" player records their course times. Once all 20 tracks are completed, the roles are reversed.
After all players have finished, the group stage ranking is established based on each player's average rank on each track relative to the rest of the field. If two players are tied in average rank, the tie is broken by their total time across all tracks.
The Top 24 advance to the knockout stage.

Knockout stage
The knockout stage is played in a Last Karter Standing format separated into three phases:
- in the first phase ("first barrage"), the 8 players ranked #17 to #24 in group stage compete on four tracks, and the player with the slowest time on each individual track is eliminated. The four remaining players advance to the second phase.
- in the second phase ("second barrage"), the four remaining players from the first phase and the four players ranked #13 to #16 in group stage compete on four tracks, and the player with the slowest time on each individual track is eliminated. The four remaining players advance to the third phase.
- in the third phase, the four remaining players from the second phase and the players ranked #1 to #12 in group stage compete on individual tracks, and the player with the slowest time is eliminated. When 8 players remain, they each receive a second life. They then continue to compete on individual tracks, and the player with the slowest time on each track loses a life. If a player runs out of lives, they are eliminated. When four players remain, they each receive an additional life (and thus have either two or three lives remaining). When two players remain, they each receive an additional life

(and thus have between two and four lives remaining). This process continues until there is only one Last Karter Standing.

Tracks are drawn in a random order and do not get reselected until all tracks have been drawn. This carries over between phases.

If two or more players are tied for the slowest time on any track, those players replay the same track and the player with the slowest time is declared the loser. This process is to be repeated as many times as necessary to establish a single loser for each track in the knockout stage.

There are short breaks (5-10 minutes each) at 5 predetermined points in the knockout stage: before the start of the second phase, before the start of Top 16, before the start of Top 8, before the start of Top 4, and before the start of Top 2.

IV. Match Race

Group stage

All players compete in a Swiss-system tournament (https://en.wikipedia.org/wiki/Swiss-system_tournament) with 12 rounds. In each round, each player is paired against the player with the closest score that they have not yet faced. If there is a tie in scores (in particular in the early rounds), pairings will be established via an initial seeding based on each player's perceived skill level. Until round 10, pairings are established from the top of the provisional ranking downwards. From round 11 onwards, pairings are established from #20 (or the middle rank if there are fewer than 40 players) in the provisional ranking outwards.

Each pair of players compete in a match over four tracks. These tracks are randomly selected for all matches in a round and must be played in the order provided by the tournament organizers. Tracks do not get reselected until all tracks have been drawn (so the tracks played in round 1 will not be played again until at least round 6).

If there are an odd number of players competing, then a "Loser" player is added, which acts as a bye. Players paired against Loser automatically receive a 4-0 win.

The final ranking for group stage is established as follows:

1. A match win (3-1 or 4-0) is worth two points, a draw (2-2) is worth one point, and a loss is worth zero points. These win/draw/loss (WDL) points are the main ranking criterion.
2. Point differential across all matches. For example, if a player won 22 points and their opponents won 18 points, their point differential is +4.
3. WDL score between tied players (with unplayed matches counting as a draw).
4. Point differential between tied players.
5. Shootout: extremely short sudden death matches as a last resort for breaking ties, such as a single track in Match Race.

Note that if the number of players is sufficiently small (approx. 12 or fewer), the group stage will be played out as a round-robin tournament (https://en.wikipedia.org/wiki/Round-robin_tournament), where all players face each other. Similarly, if there are approx. between 12 and 20 players, the group stage will be played out as two separate round-robin groups, with groups determined via seeding based on perceived skill level.

The Top 24 advance to the knockout stage.

Knockout stage

Prior to the start of the knockout stage proper, 8 preliminary matches commonly referred to as "barrages" will be played. The first round of barrages consists of four first-to-3 matches opposing group stage #17 vs #24, #18 vs #23, #19 vs #22, and #20 vs #21. The second round consists of four first-to-4 matches opposing #13 vs the winner of #20 vs #21, #14 vs the winner of #19 vs #22, #15 vs

the winner of #18 vs #23, and #16 vs the winner of #17 vs #24.

The remaining 16 players compete in a standard double-elimination tournament (https://en.wikipedia.org/wiki/Double-elimination_tournament), seeded based on their group stage results (and barrage results if applicable).

Each round of the knockout stage has a randomly drawn track list to be played in the order provided by the tournament organizers. Upper Eighths, Upper Quarters, Lower Round 1, and Lower Round 2 are first-to-5, Upper Semis, Lower Eighths, and Lower Quarters are first-to-7, and all later matches are first-to-9.

V. Battle Mode

In order to avoid extended standstill situations, the following guidelines are in place:

- when a player obtains a ghost, they must use it as soon as they are in proximity of an active item box.

- the above clause is overridden if the opponent has a star. The player with the ghost may keep it for as long as the opponent's star is active, after which the above clause comes into effect again.

- on Battle Course 2, players cannot remain within the shallow water for over 10 consecutive seconds. Players are expected to exit the shallow water as soon as they have a reasonably safe opening to do so.

If a player repeatedly breaks the spirit of these guidelines, they will be issued a warning. If this behavior persists, they will be penalized at the discretion of the tournament organizers.

If one player obtains a ghost while the other player does not have an item, the other player is NOT obligated to pick up an item for the player with the ghost to steal.

Group stage

The same format as Match Race is used, with each match being played on each of the four Battle Courses in order. If a match has been taking longer than average and ends Battle Course 3 on a score of 3-0, players should replay Battle Course 1 instead of Battle Course 4. Players may also agree to replay Battle Course 1 instead of Battle Course 4 even if the score is not 3-0.

Knockout stage

The same format as Match Race is used, with an initial Battle Course being randomly selected for each round, and play cycling through the Battle Courses in order from there. The first round of barrages are first-to-3 and the second round of barrages are first-to-4. Matches in Top 16 prior to Top 8 are first-to-5, and matches in Top 8 (Upper Semis and Lower Eighths onwards) are first-to-7.

VI. Grand Prix

Matches are played in 150cc.

If both players in a match agree, they can choose to play Mushroom Cup instead of Special Cup. Note that this rule is intended for players who would generally not be able to finish Special Cup.

Once a cup has begun, it cannot be restarted. Please keep track of your score throughout the cup, especially if neither player has any remaining lives.

A player should not Give Up in-game until their opponent has finished the race. This rule can be ignored by mutual agreement of both players in a match.

The same format as Match Race is used, with each match being played on a single cup. The match score is determined by the in-game point system for a cup (e.g. 45-30 if one player finishes 1st and the other finishes 2nd on all tracks).

If there are an odd number of players competing, then players paired against Loser do not receive an automatic win. Instead, they must play the assigned cup against an immobile opponent and accumulate as many points as they can.

If the winner of the cup is already determined prior to the start of the last track (e.g. if one player finishes 1st in the first four tracks), the cup should still be played to completion.

If one of the players abandons the cup prior to completion, the other player should continue to play as if they were playing against Loser (i.e. an immobile opponent).

Knockout stage

The same format as Match Race is used, with match scores reflecting the number of cups won (based on the in-game point system). All barrages are played on a single cup. Matches in Top 16 prior to Top 4 are first-to-2, and matches in Top 4 (Upper Final and Lower Semi onwards) are first-to-3, with each round having a randomized cup list.

If the winner of the cup is already determined prior to the start of the last track, then the cup can be ended prematurely by mutual agreement of the players. Note that, typically, the winning player will ask the losing player whether they want to finish playing the cup, thus allowing the losing player to decide.

In case of a draw by in-game points, each player receives half a match point and play continues to the next cup in the list. If all cups in the list have been played and the match is not yet over, the list is extended as needed. In the unlikely scenario that both players reach the winning match score simultaneously (due to a drawn cup), play continues until a player wins a cup.

VII. Overall Ranking

The overall ranking is established by assigning scores to each player's performance in each of the modes. For each mode, a player may receive up to 1000 points for group stage and up to 2000 points for knockout stage, for a maximum total of 12000 points overall. Points are distributed as follows.

Group stage

Time Trial: a player is awarded 50 points for setting the fastest time on a track, and 0 points for setting the slowest time. All players in between receive an amount of points linearly interpolated from these two extremes based on their rank. Each player's total group stage score is the sum of their individual track scores, rounded to the nearest whole number.

2-player modes: a player is awarded 1000 points for winning all of their matches, and 0 points for losing all of their matches. All players in between receive an amount of points linearly interpolated from these two extremes based on their number of WDL points, with the addition of a small corrective factor based on their point differential, rounded to the nearest whole number. In particular, a player with a WDL score of n and a perfect point differential would receive the same number of points for the overall ranking as a player with a WDL score of n+1 and the worst possible point differential.

Knockout stage

Players receive a fixed number of points based on their final placing in each knockout stage (including

barrages).
Time Trial:
1st - 2000
2nd - 1600
3rd - 1300
4th - 1000
5th - 800
6th - 700
7th - 600
8th - 500
9th - 420
10th - 400
11th - 380
12th - 360
13th - 340
14th - 320
15th - 300
16th - 280

17th - 160
18th - 150
19th - 140
20th - 130
21st - 120
22nd - 110
23rd - 100
24th - 90

2-player modes:
1st - 2000
2nd - 1600
3rd - 1300
4th - 1000
5th-6th - 750
7th-8th - 550
9th-12th - 400
13th-16th - 300

17th-20th - 150
21st-24th - 100