Bulldog Invitational Rules of Competition

The Yale Mock Trial Bulldog Invitational is governed by the Rules of the Competition and the Harkness Rules of Evidence. Any clarification of rules or case materials will be issued in writing to all participating teams no less than two weeks prior to the tournament. The tournament directors will distribute to each team any such clarification. Any dispute arising from these rules during the tournament will be resolved by one of the tournament directors or the tabulation director. All decisions made by the tournament directors or tabulation director regarding these rules are final.

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Rule 1.1: Rules and Scope

All trials will be governed by the Bulldog Invitational Rules of Competition and the Harkness Rules of Evidence. Questions or interpretations of these rules are within the discretion of the Tournament Directors of the Yale Mock Trial Association. ("YMTA") and the Tabulation Director. All decisions made by the Tournament Directors or Tabulation Director regarding these rules are final.

Rule 1.2: Code of Conduct

The Bulldog Invitational Rules of Competition must be followed. Professional, ethical and collegial behavior is expected at all times.

The Yale Mock Trial Association possesses discretion to impose sanctions, including but not limited to disqualification, loss of points, and loss of ballots for any misconduct occurring while a team is present for the Invitational including but not limited to:

- disparaging comments based on race, color, religion (creed), gender, gender expression, age, national origin (ancestry), disability, marital status, sexual orientation, military status, political beliefs, or any other protected class;
- failure to treat fellow participants, schools, teams, or judges with respect;
- damage to Yale buildings or property;
- dishonesty in any matter related to the tournament;
- illegal or reckless conduct of any sort;
- deliberate failure to follow the instructions given by tournament officials.

Article II: Teams

Rule 2.1: Student Eligibility

An eligible student is a student enrolled in a United States high school, foreign secondary school, or homeschool organization who has not yet received a high school or secondary school diploma.

Rule 2.2: School Eligibility

Each team may consist only of eligible students from a single high school (A United States high school, foreign secondary school, or homeschool organization). In order to be eligible for application, a school must have a good faith belief that they will be able to field a team of at least six students on the relevant tournament dates, and that they will be able to pay the registration fees for every student they register.

Rule 2.3: Team Composition

A team must be composed of at least six and no more than twelve eligible students.
Rule 2.4: Use of Ineligible Team Members

Any team that knowingly uses an ineligible person as a member will be subject to sanctions. Challenges alleging eligibility of a competitor must be made to a Tournament Director or the Tabulation Director before or after a round or during a trial break, but not to a judge, and not during trial functions.

Rule 2.5: Payment of Fees

The fee for each participating student in the Bulldog Invitational is $90. Each school must pay all student registration fees by September 8, 2017. Schools that fail to pay all registration fees by September 8, 2017, must pay a $100 late payment fee. Failure to pay all registration fees by the beginning of opening ceremonies will result in immediate disqualification from the tournament. All registration fees submitted according to Rule 2.5 are non-refundable.

Rule 2.6: Rosters

Each team shall submit a roster with the names of all competing students and contact information for coaches, captains, or adult chaperones at least one week before the tournament. Teams will submit timely updates to their roster if there are any changes after it is submitted.

Rule 2.7: Student Timekeepers

(a) Providing a Timekeeper. Each team is expected to supply a timekeeper for each trial. The timekeeper shall be a person who is named on the team roster. Coaches and non-rostered spectators may not timekeep. If a team only has six students rostered (and so all students are performing as either attorneys or witnesses in every trial), then the witnesses for that team may take it in turns to serve as timekeeper when they are not on the stand.

(a) Timekeeper Duties. Each timekeeper shall accurately monitor the time remaining during all portions of the trial using the time limits outlined in Rule 3.9. The timekeeper may unobtrusively indicate to her/his team the amount of used or remaining time through the use of written time cards or hand signals, but should not give verbal time warnings unless explicitly asked for a time check. The timekeeper shall announce aloud to the court when the time for any part of the trial has expired. After the trial has ended the timekeepers are responsible for taking the blue scoring ballots to the tabulation room to be checked and then returning to the trial rooms to indicate either that the judges need to complete a portion of the ballots or that the ballots have been filled out correctly.

(a) Discrepancies. Timekeepers for opposing teams shall cooperate to ensure accurate timekeeping. If there is a discrepancy of more than 15 seconds between the two timekeepers, the timekeepers should notify the presiding judge at the end of the examination, and the judge may decide how much time is remaining based upon the two timekeepers calculations.

Rule 2.8: Bye-Buster Teams

Should an odd number of teams be competing at the Invitational, a Bye-Buster team will be formed. As outlined in Article 4, the Bye-Buster team will always be placed against the bottom ranked team. Everyone accompanying a team to a tournament, including alternate team members not competing in the immediate round, timekeepers, and spectators may be required to serve on a Bye-Buster team at the discretion of the Tournament Directors. Students may not compete on the Bye-Buster against their own school. Should a school
Rule 2.9: Team Identification

No team shall identify themselves by school or state to a judge while the blue scoring ballots are in the trial room or before the timekeepers have returned and indicated that all ballots have been filled out correctly. No spectators or team members for any team should wear any items of clothing which identify their school or state or carry any other items that might be visible to the judges which would identify their school or state.

Article III: Trials

Rule 3.1: The Case Problem

The problem will be a fact pattern selected for the tournament by the Tournament Directors. Stipulations and pretrial orders provided in the case packet may not be disputed at trial. Witness statements may not be altered. The problem shall consist of three witnesses per side, all of whom shall have names and characteristics that would allow them to be played by any competing student regardless of race, gender, etc. All three of the witnesses on each side of the case must be called in each trial.

Rule 3.2: Team Duties

The six competing members of the team must divide their duties as follows during the trial:

(a) Witness Roles. Three students will portray witnesses. Each of the three student witnesses must portray one witness and no more than one witness. Each team must call all three of its assigned witnesses. Witnesses must be called only by their own team during their case-in-chief and examined by both sides. Witnesses may not be recalled by either side.

(b) Attorney Roles. Three students will portray attorneys. No student may be a witness and an attorney in the same trial. Each attorney will perform one direct and one cross examination. No student may perform more than one direct or more than one cross examination during a trial. One attorney will give the opening statement. One attorney will give the closing argument. The same student may not give both the opening statement and the closing argument. The attorney who conducts the direct examination of a particular witness will be the only person permitted to make objections during the cross examination of that witness, and the attorney who cross-examines a witness will be the only person permitted to make objections during the direct examination of that witness.

Rule 3.3: Invention of Fact

(a) Improper Invention Mock trial competitors are reminded that they are to argue the case based on the facts provided. Teams must rely on the facts stated in the Case Problem rather than creating new facts or denying existing facts in order to advantage their side. It is inappropriate for a team to invent a material fact on direct or redirect examination—this is an “improper invention.”
(i) **Material Facts.** Teams should note that a material fact is one that affects the merits of the case and is significant enough that it might be something one would want to use in a closing argument. It is not inappropriate to invent an immaterial fact (facts invented to develop a character or to provide background are allowed and, indeed, encouraged).

(ii) **Cross Examination.** Teams should also note that there is no such thing as improper invention on cross examination. The witnesses’ only obligation on cross is to remain consistent with their statement and to be responsive to the attorney’s questions. Attorneys who ask questions that they do not know the answer to are taking a risk and must deal with the consequences.

(b) **In Trial Remedies for Improper Invention.** There is no “Improper Invention” or “Unfair Extrapolation” objection at this tournament. The only in-trial remedy for improper invention is impeachment using the witnesses affidavit (either by omission or by contradiction). Judges will be instructed to penalize a witness who they believe has been effectively impeached or to increase the score of the impeaching attorney for an effective impeachment when they believe an effective impeachment has occurred. No team will attempt to object based on improper invention or ask the trial judge to rule on whether an improper invention has occurred.

(c) **Post-Trial Remedies for Improper Invention.** If a team believes that another team has made an egregious Improper Invention, it may report that allegation to the Tabulation Director within 30 minutes of the end of the trial in which the alleged invention took place. The Tabulation Director will speak with both teams present in the trial (and, if possible, the judge of that trial) to determine whether an egregious Improper Invention took place. If the Tabulation Director believes an egregious Improper Invention took place they may issue sanctions pursuant to Article VI. Teams seeking post-trial remedy for Improper Invention should note that the Tabulation Director will be extremely biased against giving sanctions for Improper Invention.

(i) **Egregious Improper Invention.** An Improper Invention is egregious if it is (1) so material as to be the kind of fact that could change the verdict of a real trial and (2) the kind of fact that cannot be effectively remedied by impeachment. For example, suppose an expert witness’s affidavit indicates that they were called in after the case was filed in order to review the evidence and provide an expert report. If that witness declares on the stand that they were, in fact, also an eye witness to the case and that the report they submitted was only intended as a summary of their expert conclusions—and not their eye-witness testimony—then the tabulation director will probably issue sanctions.

**Rule 3.4: Extrinsic Legal Authority**

No team shall rely upon, cite, or invoke any legal code, statute, ruling, doctrine, law, or judicial opinion during trial, unless it is expressly included in the case materials or rules of evidence in use at the tournament.

**Rule 3.5: Extrinsic Documents and Demonstrative Aids**

No team shall enter into evidence, show to the jury, or present to the judge any documents not included in the case materials, rules of evidence, or rules of competition, even for
demonstrative purposes. No documents from the case packet, rules of evidence or rules of competition may be altered or marked in any way prior to trial. No illustrative aids of any kind may be used unless provided in the case packet. No enlargements of the case materials will be permitted. Absolutely no props are permitted unless expressly included in the case packet.

Rule 3.6: Final Versions

Unless expressly indicated otherwise in the case materials, all documents contained within the case materials are the final versions of said documents. There may be no suggestion by either team that this is not the case. Revision dates in the case materials are for administrative purposes only and may not be referred to by either team during trial.

Rule 3.7: Physical Characteristics of Witnesses

The YMTA shall endeavor to ensure that all witnesses in the case problem shall have names and characteristics that would allow them to be played by any competing student regardless of race, gender, sexual orientation, gender expression, physical characteristics, etc. No student shall attempt to question the witness on the basis of the race, gender, sexual orientation, gender expression, or physical characteristics of the student portraying the witness. If a student portraying a witness has any sort of physical infirmity or disability that would prevent them from performing any of the acts attributed to their character in the case materials, it is to be assumed that the physical infirmity or disability was acquired after the events described in the case materials.

Rule 3.8: Trial Sequence

The trial shall proceed as follows:

(a) All Clear: At the beginning of each trial the teams will receive an “All Clear” from a YMTA representative indicating that all judges have been assigned to rooms and there are no conflicts. The trial should not begin until the “All Clear” has been received.

(b) Preliminary Matters and Introductions: The judge shall allow a brief time for the teams to introduce themselves (though, of course, not by school) and address any housekeeping matters necessary (e.g., offering courtesy copies of legal documents for judicial reference or asking the judge’s preference on courtroom etiquette and procedure). Preliminary matters are not timed, but judges will be instructed to keep them brief.

(c) Opening Statements: The Plaintiff/Prosecution will make its opening statement first followed by the Defense. The Defense may not opt to reserve its opening statement until after the plaintiff’s case in chief.

(d) Plaintiff/Prosecution Case In Chief: The Plaintiff/Prosecution will call its three witnesses and perform direct examinations of those witnesses. After each direct examination, the Defense will have the opportunity for cross-examination. There is no limit to the number of redirects and recrosses, but no witness may be recalled after they are excused.

(e) Break: The judge shall, at the discretion of the teams, permit a short break in between the cases in chief. The teams may opt to waive trial break if they feel they are getting too close to all loss (see rule 3.9).

(f) Defense Case In Chief: The Defense will call its three witnesses and perform direct examinations of those witnesses. After each direct examination, the Plaintiff/Prosecution
will have the opportunity for cross-examination. There is no limit to the number of redirects
and recrosses, but no witness may be recalled after they are excused.

(g) Break: The judge shall, at the discretion of the teams, permit a short break before
closing arguments. The teams may opt to waive trial break if they feel they are getting too
close to all loss (see rule 3.9).

(h) Closing Arguments: The Plaintiff/Prosecution will make its closing argument first
followed by the Defense. The Plaintiff/Prosecution will then have the opportunity to use
any time they have remaining from their closing argument (see rule 3.9) to give a rebuttal.
The Plaintiff/Prosecution need not explicitly reserve time for this rebuttal; they may use
any and all time they happen to have left following their closing argument. The defense is
not allowed a rebuttal.

(i) Commentary: After the conclusion of the closing arguments, the timekeepers should
take the blue ballots to the tabulation room to be checked. Once the blue ballots have been
removed from the room, the judges may give brief commentary to the teams. No judges or
teams should leave the room until the timekeepers have returned and indicated that there
are no problems with the ballots. No team should identify themselves by school or home
state until the timekeepers have returned and indicated that there are no problems with the
ballots.

Rule 3.9: Time Limits

(a) Time Limits for Individual Trial Functions: The above trial functions shall be
timed as follows:

- Opening Statements: 5 minutes per side
- Direct Examinations: 25 minutes per side for all three witnesses combined
- Cross Examinations: 25 minutes per side for all three witnesses combined
- Closing Arguments: 5 minutes per side (Plaintiff has 5 minutes for closing and rebuttal
  combined and may choose to allocate this time in any manner they wish)

(b) Expired Time: If time expires during opening statements or closing arguments, the
attorney must stop speaking immediately. If time expires during direct examination, both
the attorney and the witness must stop speaking immediately. If the time expires during
cross examination the attorney must stop speaking, but a witness who has begun an answer
may finish it (provided they stay responsive to the question asked).

If direct examination time expires before a witness takes the stand, then that witness
and the attorney directing that witness will both receive a score of 0. The cross examining
attorney may choose to cross examine the witness or not. If the cross examining attorney
elects to cross examine the witness, the cross examining attorney will receive a score for cross
examination and the witness will take the stand and receive a score for cross examination.
No redirect will be allowed. If the cross examining attorney elects not to cross examine the
witness, both the witness and the cross examining attorney will receive a score of 0.

If cross examination time expires before an attorney begins their cross examination, that
attorney will receive a score of 0 for their cross examination. The witness who they would
have cross examined will receive a cross examination score identical to their score on direct.
(c) **Untimed Activities:** Time spent on objections or while the judge is speaking will not count towards the time limits for either side for the purposes of rule 3.9(a). The timekeepers should stop their clocks as soon as the attorney begins to object or the judge begins to speak and should restart them as soon as examination begins again. Preliminary matters and breaks are also not timed for the purposes of rule 3.9(a).

(d) **All Loss:** All trials must be completed within three hours or both teams will be penalized by losing one ballot from their final record.

(i) **All Loss Time:** The “All Loss Time” will be three hours after the last trial room has received the all clear. The All Loss Time will be clearly posted in the hallways promptly after the start of each round.

(ii) **Trials Must Be Completed:** All trials must be completed by the All Loss Time. A trial is deemed completed when the Plaintiff/Prosecution attorney stops speaking for rebuttal (or when the defense attorney stops speaking for closing if the plaintiff has elected not to give a rebuttal).

(iii) **Penalty:** If a trial has not been completed by the All Loss Time both teams competing in that trial shall have one ballot subtracted from their final ballot total.

(iv) **Duties of Teams:** It is the duty of the teams competing in the trial to ensure that the trial does not go on past all loss. If necessary teams may need to forgo breaks, shorten their examinations, or shorten closing statements to ensure that they do not run the trial past all loss. If examinations or closings must be shortened, the teams should endeavor to shorten each team’s portions of the trial equally (e.g. cut two minutes off of the defense directs, two minutes off of the plaintiff crosses, and shorten each closing to three minutes). If a trial is running close to all loss (within 5 minutes), the teams should instruct the presiding judge to write down the time that the trial ended on the top of his or her ballot and sign it to certify that the trial did not go past the all loss time.

(v) **Intervention:** If the teams believe that the trial is going to go past all loss due to circumstances beyond their control (e.g., the presiding judge speaking at length at inappropriate times, one or more judges taking an excessive time to return from trial break, or a student becoming ill during trial), the teams may send representatives to the tabulation room to ask for intervention. The tabulation directors or tournament directors will attempt to remedy the situation by instructing the judges to change their behavior and/or by extending the All Loss Time for that particular trial.

**Rule 3.10: In Trial Communication:**

Teams may not communicate with anyone who is not on their official team roster after the All Clear is received and before the timekeepers have returned and indicated that all ballots have been correctly filled out. This includes but is not limited to other students from their school, other teams at the tournament who are not part of their trial, spectators, family members, and coaches. This rule does not apply to communications with judges or representatives of the YMTA.
Rule 3.11: Use of Electronic Devices:
With the exception of electronic time pieces used by timekeepers and cameras to record rounds, students may not use any electronic devices during rounds (including during trial break). No time pieces or cameras used may be used for any form of communication with any non-rostered individual. Cell phones, tablets, laptops or other wireless communication devices may not be used for any reason by any student competing in the round.

Rule 3.12: Viewing a Trial:
Team members, alternates, attorney coaches, teachers, family members, spectators, and any other persons directly associated with a mock trial team are not allowed to view trials other than the ones involving the team with which they are affiliated while their team remains in the competition.

Rule 3.13: Video Tapping and Recording by the YMTA:
By registering to compete at the Bulldog invitational, each student, by default, grants the YMTA the right to photograph or videotape their performance and use it for any mock trial related purpose including in promotional materials. If a student or team does not wish to be photographed or recorded that student or team must notify the tournament directors in writing prior to the start of opening ceremonies.

Rule 3.14: Video Tapping and Recording by Other Parties:
Any school competing at the Bulldog Invitational may film any trial of which they are a part, provided that they receive permission from the other school competing in that trial before the start of that trial. If a school decides to record a trial, they are required to make the recording available to the other school competing in that trial. Recordings of trials at the Bulldog invitational may be made only for the educational purposes of the school making the recording. Schools may not share recordings of trials with other schools not involved in the trial. Schools may not publicize the recordings of trials at the bulldog invitational or put them online in ways that are available to the public (e.g., YouTube). No party who is not affiliated with either the schools competing in a trial or with the YMTA may record a trial.

Rule 3.15: Swearing in of Witnesses:
All witnesses are presumed to be constructively sworn in prior to their taking the stand. Witnesses need not be sworn in during trial.

Rule 3.16: Sequestration of Witnesses:
All witnesses with the exception of party representatives may be constructively sequestered during preliminary matters by the invocation of Harkness Rules of Evidence 615. Students portraying these witnesses are not required to actually leave the room during trial, but, for the purpose of their testimony, they are presumed to be absent from the courtroom when not testifying.

Rule 3.17: Costuming:
There is no rule against costuming of witnesses at the Bulldog Invitational. The YMTA will not police what students wear to trial, assuming it is court appropriate.
Rule 3.18: Objections:
(a) When objections are permitted. Objections are permitted during examinations of witnesses. Objections may not be made during opening statements or closing arguments but may be made to opening statements or closing arguments after the conclusion of the statement or argument.

(b) Permitted objections. The only objections that are permitted are objections pursuant to the Harkness Rules of Evidence or pursuant to the case law, pretrial rulings, or other instructions provided in the case materials.

Rule 3.19: Permitted Motions:
The only permitted motions are motions to enter evidence, motions to strike testimony or evidence, and motions to constructively sequester witnesses pursuant to Harkness Rule of Evidence 615.

Rule 3.20: Voir Dire:
Voir Dire is permitted and shall count towards the cross examination time of the team choosing to voir dire.

Rule 3.21: Authenticity of Documents and Signatures:
Unless there is express indication in the case packet that a document may not be authentic, no witness may deny that a document contained within the case packet is authentic. Unless there is express indication in the case packet to the contrary, no witness may deny that a document which purports to bear their signature was signed by them. If a witness indicates in their affidavit, deposition, or report that they are familiar with a document in the case materials, they must acknowledge, if asked, that they are familiar with that document as it appears in the case materials.

Rule 3.22: Black and White Copies:
Unless otherwise indicated, teams may always use either black-and-white or color copies of the case materials. No objection may be raised on grounds that a document which was in color in the case packet is printed in black-and-white. No witness may fail to authenticate a document on grounds that it is in black-and-white.

Rule 3.23: Notes:
Attorneys are permitted to use notes at any point during the trial. Witnesses may not use notes at any point during a trial, unless they are competing on a bye buster team, in which case they may use notes.

Rule 3.24: Emergencies:
In the case of an emergency (as determined by the presiding judge), the judge will have the power to adjourn the trial for a short time to address the emergency. If the emergency adjournment results in the trial going long, representatives should be sent to the tabulation room to address all loss issues.

Should a team member, as a result of an emergency, be unable to continue competing in the trial another student may be substituted in to replace that student for the duration of that trial. In order of preference, this student should be a) any other student on the roster
of the affected team, b) any other student on the roster of any other team competing in the invitational who is willing to assist.

**Article IV: Tabulation**

**Rule 4.1: Tabulation and Pairing**

The tabulation at the Bulldog Invitational will follow the tabulation manual of the American Mock Trial Association, which can be found at http://www.collegemocktrial.org/Tabulation%20Manual%20(August%202015).pdf. For the fourth round of the tournament, the fourth round procedures for the National Championship tournament will be followed.

**Rule 4.2: Accommodations:** Should a team or part of a team be required to miss one day of the tournament for religious or similar reasons, the following procedures will be followed:

(a) **Accommodation Options:**

(i) **Sub teams:** A team of nine or more students may compete on only one day by splitting into two sub-teams, one playing plaintiff/prosecution both rounds and one playing defense both rounds. This will allow the team as a whole to compete in four rounds total and the scores of the two sub teams will be added together to produce the team’s final record.

(A) **Allocation of Students onto sub-teams** If the the team has twelve students, six will compete on each sub team. If the team has fewer than twelve students, up to three students may serve on both sub-teams. Students serving on more than one sub-team must portray witnesses on both sub-team.

(B) **Tabulation Adjustments for Sub-Teams.** If the team will only be present on Sunday, both sub-teams will be paired randomly in the first round, and then ranked as per usual procedure for second round. Sub-teams will be ranked separately. If the team will only be present on Saturday, both sub teams will be paired as though they were the median team in round 3, and then ranked based on a score of triple what was earned in round 3 for round 4. At the end of the tournament, the scores of the sub teams will be added together to create the final team score.

(ii) **Same Side Days** A team on which only a small portion of its members are unable to attend one day may opt to play one side of the case twice in one day and then the other side twice the next day (e.g. if two members who play on the defense side of the case will be absent on Saturday, the team will be assigned to play Plaintiff/Prosecution twice on Saturday and Defense twice on Sunday.)

(A) **Allocation of Students onto Sides** All students who must be absent on a given day must be assigned to the side of the case that will not be played that day. Students who will need to be absent on one day may not play both sides of the case.

(B) **Tabulation Adjustments for Same Side Days.** Teams with same side days will be ranked per usual tabulation guidelines, but placed on the side of the case on which they need to compete. If there is an odd number of teams with same-side days, one other team will be assigned to compete
with same side days (in order to balance rounds two and 4). The YMTA will seek volunteers for this extra team, and if no volunteers are to be found, a random team will be selected.

(b) **When Accommodations Will be Offered:** Because accommodations place a burden on the resources of the YMTA, and can, in principal affect other teams, we will only offer accommodations to teams that can demonstrate a genuine need for accommodation for religious or similar reasons. These accommodations are not available to teams who simply find it convenient to not attend on one day.

(c) **Notification:** Teams must notify the YMTA by September 8, 2017 to receive accommodations.

**Rule 4.3: Tabulation Room Entry:**

(a) **Team Representatives** Each team should designate tabulation room representatives (preferably coaches, but students are also allowed). No more than two people per team should be tab representatives.

(b) **Tabulation Period** After each round, there will be a tabulation period in which YMTA representatives will add ballots and set pairings for the next round pursuant to rule 4.1. During the tabulation period, no team members, coaches, spectators, or non-YMTA affiliates will be allowed in the tabulation room except in the case of an emergency or a rules dispute. In the case of a rules dispute, one representative from each involved team will be allowed into the tabulation room to resolve the dispute.

(c) **Review Period** After the tabulation period, there will be a review period. During the review period, a team’s tabulation room representatives will be allowed to enter the tabulation room and look at their own ballots. Teams may not look at any other team’s ballots. Team tabulation representatives will also be allowed to look at the tabulation cards during the review period. If any mistakes in tabulation are discovered by any team, they will be resolved by YMTA representatives. Because of this provision, pairings for rounds are not final until the end of the review period. Any mistakes which are not addressed during the review period will not be corrected and no remedies for such mistakes will be available.

**Article V: Workshops**

**Rule 5.1: Workshop Assignment:**

Teams will be provided with a list of available workshops by September 15, 2017. Students must sign up for the workshops they intend to attend by September 23, 2017. Any students or teams who fail to sign up for workshops by September 23, 2017 will be added to workshops as space allows, but may not be admitted to their first choice workshop if that workshop has already been filled. Students who wish to switch workshops after September 23, 2017 will be allowed to do so up until the start of workshops, but only insofar as as space allows.

**Rule 5.2: Workshop Conduct:**

Students will be asked to participate in and be respectful during workshops, both of the YMTA workshop leaders and of other students in the workshops. We recognize that there will always be students at varying skill levels in a workshop. Behavior designed to deride or
belittle any other student will not be tolerated. Students who violate this rule will be asked
to leave workshops. This will be at the discretion of the YMTA workshop leader.

Rule 5.3: Workshop Preparation:
Some workshops may be marked as requiring advance preparation on the part of the
students. Students will not be allowed to sign up for these workshops after September
23, 2017. Students will be asked to complete all preparation before the workshops begin.
Students who do not complete the preparation may be asked to leave and attend a different
workshop that does not require preparation. This will be at the discretion of the YMTA
workshop leader.

Article VI: Sanctions and Interventions

Rule 6.1: Reporting Rules Violations:
(a) Time Frame: Any rules violations may be reported at any time during the tour-
nament, and sanctions may be imposed at any time. If a reporting team wishes to have a
rules violation remedied by sanctions that might affect scoring or win/loss record, they must
report it by the end of the review period after the round in which the violation occurred.
(b) Representatives: The only individuals who may impose sanctions for rules vio-
lations are the Tournament Directors or the Tabulation Director. No team or individual
shall be excluded from a round, award, or tournament without a majority decision of the
Tournament Directors and Tabulation Director.

Rule 6.2: Sanctions for Violations in Trial:
The following penalties may be imposed for violations that occur in trial:

• warning, verbal or written
• loss of points (including invalidation of a specific score)
• loss of ballots
• loss of individual awards
• loss of team awards
• exclusion of an individual competitor, coach, or spectator from a round or from the
tournament
• disqualification of a team from a tournament.

In general, violations under Article III (unless particularly egregious and deliberate) will
result in one of the first three sanctions. Violations under other articles (particularly Rules
1.2 and 5.2) may be met with more severe sanctions.
Rule 6.3: Requests for Interventions:

(a) **Interventions:** An intervention occurs when a Tournament Director or the Tabulation Director enters a trial room and acts in such a way as to alter the progress of the trial in a material way.

(b) **Available Interventions:** Teams may seek interventions to address the following:

- To prevent a trial from going over All Loss time due to conditions beyond the students’ control
- To provide clarification of rules or procedures upon request of the judge
- To address a major rules violation by either team or the judge that is likely to affect the remainder of the trial
- To address behavior of a team, spectator, or coach that is disruptive and likely to affect the remainder of the trial

In general, interventions should only be sought to address matters that will continue to affect later parts of the trial. Any other matters can be handled after the trial.

(c) **Time Frame:** Any team seeking intervention must seek it as quickly as possible after an alleged violation or problem occurs. At the latest, interventions should be sought during the next trial break after the issue is identified.

(d) **Who May Seek Interventions:** It is generally preferred that interventions be sought by students if they are to be sought at all. If the intervention is sought to address the behavior of another student, the intervention must be sought by a student. However, the YMTA recognizes that when dealing with issues stemming from the behavior of coaches, judges, or other adults, it may be easier for an adult to seek intervention. In this case, an adult representative from a team is permitted to seek intervention.

(e) **Who May Address Intervention Requests:** Only a Tournament Director or the Tabulation Director may intervene.

(f) **Opportunity to be heard:** A Tournament Director or the Tabulation Director may dismiss a request for intervention without hearing from representatives from both teams but may not grant it without hearing from both teams. Thus, if a representative from one team wishes to request an intervention, it is strongly recommended that they be accompanied to the tabulation room by a representative from the other team so that the intervention request may be addressed in a timely manner.

Rule 6.4: Decisions Final:

All decisions of Tournament Directors or Tabulation Director are final with regard to sanctions or interventions.