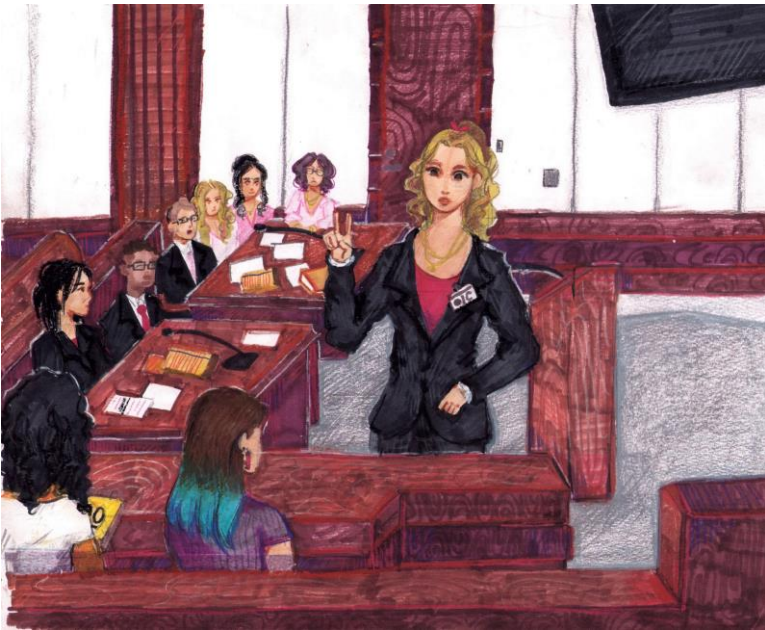




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# NEW MEXICO HIGH SCHOOL MOCK TRIAL COMPETITION RULES



Artwork by Sydney Zellers



**CENTER FOR  
CIVIC VALUES**

PROVIDING EDUCATION AND RESOURCES  
FOR PUBLIC PARTICIPATION IN THE LAW

# GENE FRANCHINI NEW MEXICO HIGH SCHOOL MOCK TRIAL RULES OF COMPETITION

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## Article 1 Administration

### Rule 1.1 Rules

#### Rule 1.1.1 Rules Generally

- A. All trials are governed by the Gene Franchini New Mexico High School Mock Trial Rules of Competition and the National High School Mock Trial Championship Rules of Evidence.
- B. Questions or interpretations of these rules are within the discretion of the Mock Trial Coordinator, whose decision is final.
- C. Inclement Weather Policy
- D. In the event of inclement weather, a text message will be sent to teacher coaches with the information regarding delays or cancellations. If the majority of teams scheduled to compete in a given region or scheduled to compete at state finals are able to make their way to the competition site, the event will go forward as scheduled, unless the building has been closed by local authorities. If the building has been closed by local authorities, every attempt will be made to reschedule the event.

*The Rules of Competition may contain Commentary. Any Commentary serves the purposes of explaining the Center for Civic Values (CCV) Board's rationale when adopting the Rule and providing guidance to Participants in interpreting the Rule; however, such Commentary is not part of the Rule itself. In the unusual event of a conflict between the Commentary and the accompanying Rule, the Rule prevails.*

#### Rule 1.1.2 Clarification of the Rules and Case Materials

- E. Questions or interpretations of the Rules of Competition and Rules of Evidence are within the discretion of the Mock Trial Coordinator and/or the Board of Directors of the CCV whose decision is final.
- F. Any clarification of the Rules of Competition, the Rules of Evidence, or the case materials will be issued in writing to all participating teams in a timely manner and no less than two weeks prior to the qualifier competition(s) whenever possible.

#### Rule 1.1.3 Alterations to the Rules

- G. The CCV Board may alter the Rules of Competition consistent with Rule 1.5.

#### Rule 1.1.4 Definitions

Under these Rules of Competition, the following terms have the following meanings:

- A. "Ballot" means the decision made by a scoring judge as to which team made the best presentation in the round.

- B. “Coach” means any individual who has been registered as a coach of an Official Team for the NMHSMT Competition (including, but not limited to, teacher-coach and attorney-coach).
- C. “Competing Team Member” means an individual who will compete in one or more rounds of the NMHSMT Competition as part of an Official Team.
- D. “Dispute Resolution Committee” means the committee appointed by the CCV Board.
- E. “During the competition” means the period beginning with the start of Round 1 and ending at the conclusion of Round 4.
- F. “Mock Trial Organization” means a team that is composed of students that attend the school that is approved to participate in the NMHSMT Competition and is:
  - 1. A school (whether public, private, charter, parochial, etc.);
  - 2. A member of the New Mexico Activities Association.
- G. “Board” means the Board of Directors of the Center for Civic Values.
- H. “Non-Competing Team Member” means a student who is associated with an Official Team but who is not an Official Team Member.
- I. “Official Team” or “Official Team Members” means members of a school competing in the Competition, inclusive of the Mock Trial Team, the Courtroom Artist, and the Courtroom Journalist, as those terms are defined in Rule 2.3.
- J. “Participant” means any individual attending any activity as a part of the NMHSMT Competition, in-person or virtually, including Competing Team Members, Coaches, Non-Competing Team Members, and observers. All references in the Rules to “participation” or “participating” include attendance at and any action that is part of the NMHSMT Competition in which a “Participant” engages.
- K. “Rules of Competition” means the New Mexico High School Mock Trial Rules of Competition.
- L. “Rules of Evidence” means the National High School Mock Trial Championship Rules of Evidence.
- M. “Score Sheet” means the form on which points are recorded by a scoring judge.

## Rule 1.2 Code of Conduct

### Rule 1.2.1 Application

- A. The Rules of Competition, as well as proper rules of courthouse and courtroom decorum and security, must be followed by all Participants.
- B. All teams are responsible for the conduct of Participants associated with their teams throughout the Competition, and any conduct by a Participant associated with a team will apply to that team.

- C. The Codes of Conduct must be signed by all Participants. The Codes of Conduct can be found on the CCV [website](#).

#### Rule 1.2.2 Code of Conduct Violations

- A. The Mock Trial Coordinator and/or the Board may penalize (impose sanctions on) Official Teams or other Participants for misconduct, serious rule violations, or any breach of decorum that either affects the conduct of a trial or harms the reputation or integrity of any team, school, Participant, judges, court officials or the Competition.
- B. Sanctions may include, but are not limited to, adjustment of points or standings, disqualification, immediate eviction from the NMHSMT Competition events, and forfeiture of all fees and awards (if applicable).

*Commentary to Rule 1.2: This Rule is meant to remind all Participants that part of the educational aspect of the Competition is to learn about the rule of law and civil discourse. Lawyers who appear in a U.S. courts are expected to comply with the rules of ethics and to be civil; non-lawyers who appear are also expected to tell the truth and to provide due respect to the Court. This Rule is meant to encapsulate this concept.*

#### Rule 1.3 Effect of Violations of Rules on Scoring

- A. Scoring judges may consider in their scoring any violation of these Rules or the Code of Conduct that they observe or a team raises. Other sanctions may be imposed by the Mock Trial Coordinator and/or CCV Board regardless of whether scoring judges have included the violation in their scoring.
- B. Whether a rule has been violated and the manner in which to assess that violation are left to the sole discretion of each scoring judge. Scoring judges are not bound by the decision of a presiding judge regarding whether there has been a violation of these Rules or the Code of Conduct.
- C. To the extent that a Rule provides for a specific penalty or otherwise conflicts with this rule, that rule controls.

#### Rule 1.4 Relationship to Other Laws; Accommodations

- A. The Rules of Competition will be interpreted and administered consistent with all applicable laws. Accordingly, should any applicable law require variance from these Rules of Competition or accommodation of any competitor for any reason, their coach may apply to the Mock Trial Coordinator for accommodation.
- B. The Mock Trial Coordinator shall provide reasonable accommodation, including those required by applicable law, for Competing Team Members upon timely request, preferably no later than two weeks prior to the start of competition. These accommodations may include adjustment of the Rules of Competition where appropriate.

- C. Where possible, teams competing against the team for which an accommodation was granted shall be informed of the accommodation in advance of a competition round but will ordinarily not be informed of the specific nature of the issue that led to the accommodation.

## Rule 1.5 Adoption or Modification of Rules During Competition

### Rule 1.5.1 When the Rules Fail to Address an Issue

If the Mock Trial Coordinator determines that the Rules of Competition fail to address an issue raised during the competition, they shall bring it to the CCV Board and the Board may establish a rule to be in effect for the duration of that competition.

### Rule 1.5.2 When the Rules Operate in an Unforeseeable Manner

Not applicable

### Rule 1.5.3 Notification

Not applicable.

## Article 2 Teams

### Rule 2.1 Team Eligibility

Subject to the other provisions of this article, an Official Team representing a school in the competition must be comprised of students who are registered at the school and attending that school in which they are competing:

1. Are enrolled in grades nine (9) through twelve (12).
2. Meet New Mexico State Board of Education criteria for participation in an extracurricular activity. Middle school students can compete at the high school level if allowed by the school district in accordance with NMAA rules.
3. The competition is sanctioned by the NMAA and it is the teacher coach's responsibility to follow the necessary procedures for obtaining approval of eligibility.
4. Teams are responsible for providing transportation to and from the competition and awards ceremony site(s); transportation must be provided in accordance with New Mexico State law and the team's school district policy.
5. Participation by an ineligible team member shall result in forfeiture of each round in which such participation occurred. An ineligible team member may observe competition and, as a spectator, has the same restrictions as those outlined for teacher coaches, attorney coaches, and any other observers.
6. Only those attorneys who have signed the Attorney Coach Agreement provided by CCV shall be eligible for participation as attorney coaches. CCV reserves the right, in its sole discretion, to deny participation by an attorney.
7. Only those team members (teacher coach, attorney coach) who have signed the Code of Ethical Conduct provided by CCV shall be eligible for participation. Violation of the Code of Ethical Conduct by any team member may result in sanctions, including but not limited to, that team's immediate ejection from the Competition, forfeiture of awards (if applicable), and debarment from future competitions.
8. Teams competing at the state finals are to be comprised of students who participated on the advancing qualifier team. Should a participant from the advancing qualifier team be unable to participate, the Mock Trial Coordinator shall have sole discretion to allow a substitution. The student acting as the substitute must have been enrolled as a student at the school that advanced to the state final. The teacher coach has an affirmative obligation to verify each competitor's eligibility.
9. Each school may enter a maximum of three teams.

### Rule 2.2 Participation by Non-Member Organizations

D. Not applicable.

## Rule 2.3 Team Composition

A School's Official Team is the School's Mock Trial Team and, if competing, the School's Courtroom Artist and/or Courtroom Journalist. A Competing Team Member on an Official Team may only qualify as a Competing Team Member under one of the following rules (that is, the same individual cannot qualify under both Rule 2.3.1 and Rule 2.3.2).

### Rule 2.3.1 Mock Trial Team Composition

- A. Teams consist of a minimum of seven and a maximum of fourteen members assigned to roles representing the Prosecution/Plaintiff, Defense/Defendant sides, including two official timekeepers. Only seven members, which includes the timekeeper, may participate in any given round. (See Rule 3.3 for further explanation referring to team participation). At no time may any team for any reason substitute unofficial team members for official team members.
- B. On a form provided by CCV, teams will submit a Team Member List. The List will become official at the time of onsite registration for an in-person competition and at 5:00 pm Mountain time seven (7) days prior to the competition for qualifier competition and 5:00 pm seven (7) day prior to the state finals competition for a virtual competition.
- C. Any student outside the declared Official Team is considered a Non-Competing Team Member. Non-Competing Team Members may neither compete nor keep time for the Mock Trial Team at any point during the Competition.

### Rule 2.3.2 Courtroom Artist

Each school that has a Courtroom Artist program may register their Courtroom Artist (or an alternate pursuant to 0) to compete in the NMHSMT Courtroom Artist Contest. The Courtroom Artist will use the same team code as their school's Mock Trial Team.

### Rule 2.3.3 Courtroom Journalist

Each school that has a Courtroom Journalist program may register their Courtroom Journalist (or an alternate pursuant to 0) to compete in the NMHSMT Courtroom Journalist Contest. The Courtroom Journalist will use the same team code as their school's Mock Trial Team.

## Rule 2.4 Substitution of Competing Team Members

### Rule 2.4.1 Substitution of Members on a State Final Team

- A. If a team has seven or more students available to compete at the state final, it may not add additional students to its roster for the state final competition.
- B. If a team has four, five or six students available to compete in the state final, the team may add up to three students to reach a roster size of a maximum of seven students. A state final team may not have a roster size of greater than seven students if any student on the team is a replacement

student. Additional students may be added only from individuals who were members of the mock trial team's school during the current academic year, although they do not have to have participated in mock trial (e.g., a team may add an otherwise-eligible student enrolled at the same school, even if that student did not participate in mock trial).

- C. If a substitution is made in accordance with Rule 2.4. the teacher coach and team must complete a new Code of Ethical Conduct prior to the start of the state final.

#### Rule 2.4.2 Substitution of Official Team, Courtroom Artist, or Courtroom Journalist

Should a Mock Trial Team, Courtroom Artist, or Courtroom Journalist be unable to compete at the state final competition, the next highest-ranked team, artist, or journalist from the qualifier competition will be invited to participate in their place.

Commentary to this Rule anticipates situations where teams lose official members for various reasons (e.g., illness, conflicts with other events, travel concerns). When adding Official Team Members under this Rule, a team may add an otherwise-eligible student enrolled at the same school.

#### Rule 2.5 Team Duties

- A. Each team must present the side assigned to it in each round.
  - 1. Except as permitted during technical difficulties under Rule 3.7. in each round.

#### Rule 2.6 Team Roster Form

##### Rule 2.6.1 Generally

The Official Team Roster Form(s) will be provided to each school prior to the Competition. Each Team must complete the team Roster Form(s) consistent with this Rule.

- B. Copies of the Team Roster Form must be completed and duplicated by each team prior to arrival at the courtroom for each round of competition for an in-person competition. For a virtual competition, each Mock Trial Team must submit its Official Team Roster Forms in accordance with the protocol established and announced for the Competition.
- C. Teams must be identified by the code assigned by the CCV. Teams shall not knowingly disclose their place of origin to any member of the judging panel.
- D. Official Team Roster Form(s) include a section for teams to identify their preferred form of address. Official Team Members may, but are not required, to complete this section.

#### Rule 2.6.2 Distribution of Official Team Roster Forms

- A. For an in-person competition, before the beginning of each round, the Teams must exchange copies of the Official Team Roster Forms and should also provide copies of their Official Team Roster Form to the judging panel.
- B. For a virtual competition, Official Team Roster Forms will be provided to the teams and judging panel according to the protocol established by the Board.

## Article 3 The Trial

### Rule 3.1 Courtroom Setting

#### Rule 3.1.1 In-Person Competition

- A. The prosecution/plaintiff team will be seated closest to the jury box.
- B. No team may rearrange the courtroom without prior permission of the Mock Trial Coordinator. If a team is granted permission to rearrange the courtroom, that team shall restore the courtroom to its original condition at the conclusion of the trial round.

#### Rule 3.1.2 Virtual Competition

- A. Each Participant is encouraged to log into the virtual platform separately from a normal personal computer, tablet, cellular phone, or similar device. At a minimum, each participating attorney, witness, and timekeeper shall utilize an individual device while those individuals are active in the round.
- B. Each Participant shall use a screen name formatted according to the protocol established and announced by the CCV.
- C. Once the trial begins, only Participants who are competing in a particular trial segment will have their camera turned on. All Participants who are not actively participating in that trial segment must have their cameras turned off, except for timekeepers turning on their cameras to display remaining time consistent with Rule 6.4.2.
- D. For purposes of this Rule, the witness, direct-examining attorney, and cross-examining attorney must have their cameras turned on for the entire witness examination.

### Rule 3.2 Reading into the Record Not Permitted

Neither the indictment nor the charge to the jury will be read into the record. Stipulations will be considered a part of the record and already read into evidence.

### Rule 3.3 Jury Trial

The case will be tried before a jury. Arguments are to be made to a judge and the jury. Teams may address the scoring judges as the jury.

### Rule 3.4 Use of Notes

Attorneys may use notes in presenting their cases. Witnesses are not permitted to use notes while testifying during the trial. Attorneys may consult with each other at counsel table verbally or through notes. The use of laptops or other electronic devices is prohibited, except during a virtual competition or as necessary to provide a reasonable accommodation under Rule 1.4.

### Rule 3.5 Name Tags and Name Plates

Unless provided by the CCV, name tags or name plates at counsel table are not permitted. In a virtual competition, students may be directed to display screen names according to a protocol established and announced for a virtual competition. Such display is not a violation of this rule.

### Rule 3.6 Emergencies

#### Rule 3.6.1 Generally

During a trial, the presiding judge has the discretion to declare an emergency and adjourn the trial for a short period of time to address the emergency.

#### Rule 3.6.2 Emergencies Affecting an Official Team

If an emergency would cause a Mock Trial Team to be unable to continue a trial or to participate with less than six Competing Team Members:

- A. The team must notify CCV as soon as is reasonably practical.
- B. It is within the sole discretion of the CCV or its designee to determine that an emergency exists. Upon a determination that an emergency exists, the CCV, or its designee(s), will declare an emergency and will decide whether the team will forfeit or may direct that the team take appropriate measures to continue any trial round with less than six members. A penalty may be assessed if a team continues with less than six members. A forfeiting team will receive a loss, zero Ballots, and points equal to the score of the team that received the fewest points in that round. The non-forfeiting team will be treated as if it received a “bye” pursuant to Rule 10.3.2. All fractions resulting from averaging shall be rounded down if it is .4 or lower and up if it's .5 or higher.

#### C. Medical Emergencies:

Attorney coaches and teacher coaches are not permitted to enter the well of the courtroom unless there is a medical emergency. If there is a medical emergency, the trial shall be stopped and all necessary actions to protect the health and safety of the participant shall be taken. The Mock Trial Coordinator or their designee shall be notified as soon as is practicable; however, emergency medical assistance shall be called immediately, if necessary.

#### D. Trial Emergencies and Procedures

It is recognized that every round of mock trial is subject to the vagaries of the competition, and each participant, attorney coach, teacher coach and judge is reminded that part of the experience is learning how to address unexpected rulings from the presiding judge. In extremely rare instances, a presiding judge's ruling (including but not limited to exclusion of a witness or their substantive testimony or exclusion of an exhibit if that exhibit forms the basis of the witness' testimony) may result in a fundamental and substantive modification in the evidentiary outcome of the trial. If the proffering attorney believes the presiding judge's ruling both

fundamentally and substantively modifies the evidentiary outcome of the trial, then the proffering attorney may use the following procedure to address the issue;

1. The proffering attorney shall stand, request permission to address the Court and provide specific information to explain to the presiding judge why their ruling fundamentally and substantively modifies the evidentiary outcome of the trial.
2. If the presiding judge disagrees and does not change their ruling, the proffering attorney may request the presiding judge to call a brief recess to contact the Mock Trial Coordinator or their designee. The presiding judge shall call a recess and contact the Mock Trial Coordinator or their designee.
3. During the recess or intervention, the Mock Trial Coordinator or their designee shall meet with the presiding judge to discuss the ruling. Such meeting shall take place without the participation and outside the presence of both teams. After meeting with the judge, the Mock Trial Coordinator shall meet with the proffering attorney and opposing counsel. Each counsel shall have two minutes to present their position.
- E. Prior to the trial reconvening, the Mock Trial Coordinator or their designee shall announce their decision in open court, after which the issue shall be considered resolved and no further discussion regarding the issue shall occur. All decisions of the Mock Trial Coordinator or their designee regarding the presiding judge's ruling and remedies, if any, are final.
- F. In the event the procedures and requirements of Rule 3.6 are frivolously invoked or violated by either teams' members (students, attorney coaches, teacher coaches) or observers, the Mock Trial Coordinator or their designee may at their discretion sanction the violating team. Sanctions are within the sole discretion of the Mock Trial Coordinator or their designee. Such sanctions may include verbal reprimands, point reduction, removal of the violating individual(s) from the courtroom for the remainder of the round, forfeiture of the round, or ejection of the team from the entire competition.

#### Rule 3.6.3     Emergencies Affecting the Judging Panel

- A. If an emergency causes the judging panel to be unable to continue with at least three judges, the presiding judge will call for a brief recess and assess whether the judging panel member will be able to return in a reasonably short period of time.
- B. If the judging panel member is unable to return to the courtroom or virtual competition platform in a reasonably short period of time, the Dispute Resolution Committee must be informed.
- C. Once the judging panel composition is adjusted by the Dispute Resolution Committee to best meet the requirements of the Rules, the round should continue.

- D. During any recess under this Rule, the Mock Trial Teams, whenever possible, should remain in their appropriate positions within the courtroom or in the virtual competition platform until the round resumes.
- E. If the emergency impacts the presiding judge, a designated scoring judge will serve as the presiding judge until the Dispute Resolution Committee can be informed and can act to adjust the panel composition.

### Rule 3.7 Technical Difficulties in a Virtual Competition

#### Rule 3.7.1 Generally

- A. For purposes of this Rule, technical difficulties include internet failure, and computer, device, or microphone failure that make it impossible for a Competing Team Member to compete. Failure of a camera only is not a technical difficulty under this Rule. Official Team Members who lose internet connection will rejoin the trial using a telephonic connection, if possible.
- B. In the event of technical difficulties substantially impairing participation in the trial during a virtual competition, the presiding judge has the discretion to adjourn the virtual trial for a short period of time to resolve the technical difficulties.
- C. An attempt to feign a technical difficulty violates the Rules of Competition and Code of Conduct and may be sanctioned under Rule 1.2.

#### Rule 3.7.2 Technical Difficulty Involving Attorney or Witness

- A. If the technical difficulty is substantially impairing a Competing Team Member's participation in the trial and cannot be resolved within a reasonable, but brief, amount of time, then the trial will continue with another Competing Team Member of the impacted Mock Trial Team substituting for the impacted Competing Team Member. The emergency substitute must be an Official Team Member of the same Official Team as the impacted Competing Team Member.
- B. Before making an emergency substitution, the impacted Mock Trial Team must make the presiding judge aware, by stating words to the effect of, "Your honor, before I begin I would like to inform the court that I am [insert name] and I am substituting for [insert name], who is unable to compete due to technical difficulties." Teams shall advise the Mock Trial Coordinator of any emergency substitution following the round of competition.
- C. The presentation will be scored based on the performance by the initial team member and the emergency substitute, taken as a whole.
- D. Once the presiding judge determines that a Competing Team Member is unable to compete in a role due to technical difficulties, to minimize disruption, the impacted Competing Team Member is not permitted to return and compete in the role for which a substitution was made during that round.
- E. If the technical difficulty is resolved, the impacted Competing Team Member may return and participate in their other roles, if any.

- F. A witness examination consists of direct, cross, any redirect and any recross. A Competing Team Member who requires an emergency substitution for a witness examination may not return and participate until the entire witness examination is completed.

#### Rule 3.7.3 Technical Difficulty Involving Timekeeper

In the event of a loss of connection for a timekeeper, that Mock Trial Team shall defer to its opponent's timekeeper for that trial segment. The Mock Trial Team whose timekeeper lost connection may substitute another timekeeper qualified under Rule 6.1 for the remaining trial segments.

#### Rule 3.7.4 Technical Difficulty Involving Entire Team

- G. If the technical difficulty prevents an entire Mock Trial Team from competing in part or all of a round, the presiding judge shall declare a recess of up to 15 minutes to allow that Mock Trial Team to reconnect, either via video or by connecting on audio-only via telephone.
- H. If reconnection is impossible, the Mock Trial Coordinator or its designee may:
1. Declare a forfeit in favor of the Mock Trial Team that maintains its connection no sooner than the end of the 15-minute recess, or
  2. If at least five witnesses have been subject to cross-examination, may in its sole discretion complete the Ballot, assigning scores equal to the disconnected Mock Trial Team's average score on all segments that could not be completed by the disconnected Mock Trial Team and a "10" to the Mock Trial Team that remained connected.
- I. If a technical emergency prevents an entire Mock Trial Team from connecting via video, but that Mock Trial Team is able to connect via audio-only, the opposing Mock Trial Team and all judges shall turn off their video until video connection from both Mock Trial Teams has been restored.

#### Rule 3.7.5 Technical Difficulty Involving Judging Panel

Technical emergencies resulting from the loss of the connection of a presiding or scoring judge shall be handled in accordance with Rule 3.6.3.

## Article 4 Attorney Portrayal

### Rule 4.1 Attorney Duties

- A. Except as permitted during technical difficulties in a virtual competition, the attorney's duties for each Mock Trial Team will be divided as follows:
1. One attorney will be responsible for the direct examination of one witness and the cross-examination of one witness;
  2. One attorney will be responsible for the direct examination of one witness, the cross-examination of one witness, and the opening statement; and

3. One attorney will be responsible for the direct examination of one witness, the cross-examination of one witness, and the closing argument (including rebuttal, if any).
- B. The attorney who examines a particular witness on direct examination is the only person who may make the objections to the opposing attorney's questions of that witness' cross-examination, 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 4.2 Opening Statements and Closing Arguments

Opening statements and closing arguments must be given by both sides at the beginning and end of the trial, respectively.

### Rule 4.2.1 Opening Statements

The prosecution/plaintiff gives its opening statement first and may not reserve rebuttal time.

### Rule 4.2.2 Closing Arguments

- A. Closing arguments must be based on the actual evidence and testimony presented during the trial.
- B. The prosecution/plaintiff gives its closing argument first and may reserve a portion of its closing time for a rebuttal.
1. The prosecution/plaintiff need not request or state that it is reserving rebuttal time.
  2. The rebuttal is limited to the scope of the defense/defendant's closing argument.
- C. During closing argument, Mock Trial Teams may show the jury any document introduced as evidence and may use as a demonstrative any trial exhibit marked under Rule 7.7, the jury verdict sheet or special interrogatories, and jury instructions.

### Rule 4.2.3 Objections During Opening Statements or Closing Arguments

No objections may be raised during opening statements or during closing arguments. If a Mock Trial Team believes an objection would have been warranted during the opposing Mock Trial Team's opening statement or closing argument, the opposing attorney for that segment may, following the opening statement or closing argument, object and provide a basis for the objection. The opposing Mock Trial Team is then allowed to respond to the objection. The presiding judge will not rule on this objection, and each scoring judge will weigh the objection individually.

## Rule 4.3 Prohibited Motions and Procedures

- A. Motions are prohibited except for motions requesting the presiding judge to strike testimony following a successful objection to its admission.
- B. Mock Trial Teams may not request actual or constructive sequestration or exclusion of witnesses.

- C. Mock Trial Teams may not request bench conferences, and bench conferences are not permitted. Objections are deemed to have occurred at sidebar.
- D. No offers of proof may be requested or tendered.
- E. Voir dire examination of a witness is not permitted.

#### Rule 4.4 Standing During Trial

##### Rule 4.4.1 In-Person Competition

Student attorneys will stand if able while giving opening statements and closing arguments, during direct and cross examinations, and for all objections, unless excused by the presiding judge.

##### Rule 4.4.2 Virtual Competition

Student attorneys may elect to stand or remain seated while giving opening statements and closing arguments, during direct and cross examinations, and for all objections.

#### Rule 4.5 Redirect/Recross

Redirect and recross examinations are permitted, but any redirect and recross examination is limited in scope to matters raised in cross examination and redirect examination, respectively. Re-redirect and re-recross examination are not allowed.

#### Rule 4.6 Objections

In addition to objections that are available under the Rules of Evidence, attorneys may raise the following objections:

1. Argumentative questions: An attorney shall not ask argumentative questions.
2. Lack of proper predicate/foundation: Attorneys shall lay a proper foundation prior to moving the admission of evidence. After the exhibit has been offered into evidence, the exhibit may still be objected to on other grounds.
3. Assuming facts not in evidence: Attorneys may not ask a question that assumes unproved facts. However, an expert witness may be asked a question based upon stated assumptions, the truth of which is reasonably supported by evidence (sometimes called a “hypothetical question”).
4. Questions calling for narrative or general answer: Questions must be stated to call for a specific answer. (Example of an improper question: “Tell us what you know about this case.”)
5. Non-responsive answer: A witness’ answer is objectionable if it fails to respond to the question asked.
6. Repetition: Questions designed to elicit the same testimony or evidence previously presented in its entirety are improper if merely offered as a repetition of the same testimony or evidence from the same or similar source.



## Article 5 Witness Portrayal

### Rule 5.1 Costuming

- A. No costumes are permitted unless authorized specifically in the case materials. Costuming is defined as hairstyles, clothing, accessories, or makeup that is case specific.
- B. An accent is not considered costuming. Witnesses may affect an accent that is not their own.

*Commentary to Rule 5.1: The purpose of this rule is to ensure that teams have an even playing field despite their resources. While judges are instructed to only consider a team's performance, things like a police officer's uniform, a lab coat, or even a hairstyle fashionable by an older person may at the very least subconsciously influence a judge's score for a witness. In interpreting this rule, teams should err on the side of caution.*

### Rule 5.2 Filibustering or Deliberate Time Wasting

- A. Consistent with common trial practice, witnesses may give a brief, responsive answer other than a simple "yes" or "no" to questions on cross-examination.
- B. No witness may provide non-responsive or narrative answers on cross to consume the other Mock Trial Team's cross time.
- C. The presiding judge is encouraged to control any effort at marginally-responsive, narrative "filibustering" or "deliberate time wasting."
  - 1. An effort to deliberately consume the opposing Mock Trial Team's time through these techniques may also violate the Code of Conduct and may be sanctionable under Rule 1.2.
  - 2. A presiding judge who believes that egregious misconduct under this Rule has occurred may refer the matter for consideration by the Mock Trial Coordinator immediately following the trial round.
  - 3. Whether to bring this concern to the attention of the Mock Trial Coordinator is solely at the discretion of the presiding judge; individual Mock Trial Teams may not raise this issue under Rule 11.1.
- D. Scoring judges may deduct points for filibustering or deliberate time wasting whether or not the presiding judge has directed the witness to answer more responsively, and scoring judges should deduct points for filibustering or deliberate time wasting that persists after such a direction by the presiding judge.

### Rule 5.3 Reference to Witness Gender and Physical Traits

- A. Unless such information is included in a witness statement, a witness or attorney is prohibited from referring to the physical traits or gender of any witness. Such references are unfair extrapolations under Rule 7.4. All witnesses are gender neutral. Personal pronoun changes in

witness statements indicating gender of the characters may be made. Any student may portray the role of any witness of any gender.

- B. A Competing Team Member playing a witness is allowed to act as though the Competing Team Member has any condition, deformity, or disability described in the witness's statement.
1. Under no circumstances is the opposing Mock Trial Team permitted to question the existence of such conditions because the Competing Team Member playing the witness does not actually have them.
  2. While the opposing Mock Trial Team may cross-examine the witness on the extent of the condition based on information provided in the witness's statement, the opposing Mock Trial Team may not challenge the witness to prove the existence of the condition by asking the Competing Team Member to show the condition to the jury.

*Commentary to Rule 5.3: For example, it would be a violation of this Rule for a witness to call attention to their own physical size to show an inability to complete some physical act included in the case materials or to state that the witness was treated differently because of the witness's gender. However, this Rule does not prohibit teams from raising issues about general or common human traits and abilities relevant to the case. For example, if a character in a case regularly used a wheelchair, it would not violate these Rules to note that such a person might have difficulty using stairs.*

#### Rule 5.4 Swearing of Witnesses

- A. The following oath may be used before questioning begins:

"Do you promise that the testimony you are about to give will faithfully and truthfully conform to the facts and rules of the mock trial competition?"

The presiding judge will indicate that all witnesses are deemed to be sworn using the above oath.

Witnesses shall stand if able to do so.

## Article 6 Timekeeping

### Rule 6.1 Student Timekeepers

- A. Each Mock Trial Team participating in the Competition is responsible for providing at least one student as an official timekeeper. All timekeepers must be Official Team Members.

### Rule 6.2 Role of Timekeepers

- A. Timekeepers are responsible for fairly and accurately keeping and reporting the time during the trial presentation and during any disputes under Rule 11.1.
- B. During the rounds of the Competition, timekeepers are to act as a neutral entity and may not communicate with their respective teams during the trial presentation, recesses, or during any dispute procedure, except to display the time remaining or to indicate (as directed by the presiding judge) how much time is remaining during a particular part of the trial.

### Rule 6.3 Timing the Trial

#### Rule 6.3.1 Generally

Timekeepers shall use stopwatches to keep time.

#### Rule 6.3.2 Trial Sequence and Time Limits

- A. The trial sequence and time limits are as follows:
  - 1. Opening Statement (5 minutes per side)
  - 2. Direct and Redirect (optional) Examination (25 minutes per side)
  - 3. Cross and Recross (optional) Examination (20 minutes per side)
  - 4. Closing Argument (5 minutes per side)
- B. Attorneys are not required to use the entire time allotted to each part of the trial.
- C. Time remaining in one part of the trial may not be transferred to another part of the trial.

#### Rule 6.3.3 Time Charged

Time runs from the beginning of the witness examination, opening statement, or closing argument until its conclusion. Time does not stop for introduction of exhibits.

#### Rule 6.3.4 Time Not Charged

- A. Introductions of counsel or witnesses prior to the opening statement are not included in the time allotted for opening statements. However, if counsel or witnesses are introduced once the opening statement has commenced, such time is included in the time allotted for the opening statement.
- B. Time stops only for objections or questioning from the judge.

C. The presiding judge shall have discretion to stop time for technical difficulties-

## Rule 6.4 Timecards

### Rule 6.4.1 In-Person Competition

- A. In trial, each Mock Trial Team will use three sets of timecards, one set for openings and closings, one set for direct examination, and one set for cross-examination. Each timecard will display both the “Time Elapsed” and the “Time Remaining.”
- B. The CCV will provide the time cards to the teams.
- C. The timecards will be allocated as follows (shown as Time Elapsed/Time Remaining):
  - 1. Openings and Closings: 1:00 / 4:00; 2:00 / 3:00; 2:30 / 2:30; 3:00 / 2:00; 3:30 / 1:30; 4:00 / 1:00; 4:20 / 0:40; 4:30 / 0:30; 4:40 / 0:20; 4:50 / 0:10; STOP.
  - 2. Direct examinations: 3:00 / 22:00; 5:00 / 20:00; 7:00 / 18:00; 10:00 / 15:00; 13:00 / 12:00; 15:00 / 10:00; 18:00 / 7:00; 20:00 / 5:00; 21:00 / 4:00; 22:00 / 3:00; 23:00 / 2:00; 24:00 / 1:00; 24:20 / 0:40; 24:40 / 0:20; STOP.
  - 3. Cross-examinations: 2:30 / 17:30; 5:00 / 15:00; 7:30 / 12:30; 10:00 / 10:00; 12:30 / 7:30; 15:00 / 5:00; 16:00 / 4:00; 17:00 / 3:00; 18:00 / 2:00; 19:00 / 1:00; 19:20 / 0:40; 19:40 / 0:20; STOP.
- D. Mock Trial Teams may not use these timecards to signal time other than the aggregate time elapsed and remaining. (For example, Mock Trial Teams may not use these cards to show the time remaining of the time allocated by that Mock Trial Team to a particular trial segment.)
- E. Attorneys are not required to use the entire time allotted to each part of the trial. Time remaining in one part of the trial may not be transferred to another part of the trial.

### Rule 6.4.2 Virtual Competition

- A. Timekeepers will signal time by posting the time signals in the chatroom function of the virtual competition platform.
- B. The timekeepers may also display timecards by activating their camera to do so. Any timecards used must conform with Rule 6.4.1.
- C. Timekeepers will also post the time elapsed and remaining at the end of each task during the trial presentation (i.e., at the end of each opening, at the end of each witness direct examination, at the end of each cross examination, and at the end of each closing argument).

## Rule 6.5 Time Extensions and Scoring

- A. Presiding judges are responsible for enforcing the time limits.
- B. The presiding judge has sole discretion to grant time extensions. Such extensions should be granted sparingly and should be limited in duration, for example, to finish a question, answer, or thought or if the presiding judge finds there have been repeated violations of Rule 5.2.

- C. In all other cases, the presiding judge must stop the presentation once time expires.
- D. If time has expired and an attorney continues without permission from the court, each scoring judge may deduct points in a category because of over-runs in time.

#### Rule 6.6 Timekeeping Disputes

- A. At the end of each task during the trial presentation (i.e., at the end of each opening, at the end of each direct witness examination, at the end of each cross examination, and at the end of each closing argument), the timekeepers must notify the presiding judge if there is more than a 15-second discrepancy between the timekeepers. Discrepancies of less than 15 seconds will not be considered.
- B. The presiding judge will rule on the discrepancy, the timekeepers will synchronize their stopwatches accordingly, and the trial will continue. The presiding judge's decision regarding the resolution of the time discrepancy is final.
- C. No time disputes will be entertained after the trial concludes.

## Article 7 Case Materials

### Rule 7.1 The Problem

- A. The problem will be an original fact pattern which may contain any or all the following: statement of facts (i.e., a separate statement of facts agreed to for the case; not the case introduction); pleadings; indictment (if a criminal trial); stipulations (which may not be disputed at trial); witness statements; jury charges; orders/rulings; and exhibits.
- B. Mock Trial Teams may refer only to materials included in the trial packet.
- C. The problem will consist of three witnesses per side, all of whom shall have names and characteristics that would allow them to be played by individuals of any gender. All three witnesses must be called.

### Rule 7.2 Exhibits and Demonstratives

- A. No illustrative aids, enlargement of the case materials, or other props are permitted unless provided in the case packet or by the Board. For the avoidance of doubt, Mock Trial Teams may not provide enlarged or alternate versions of an exhibit during the trial.
- B. The Mock Trial Coordinator may provide an enlarged or alternate version of an exhibit. If so provided, use of that version of that exhibit does not violate these rules.

*Commentary to Rule 7.2: The purpose of this rule is to ensure that Mock Trial Teams have an even playing field despite their resources. Mock Trial Teams should interpret the rule “prop” broadly. For example, a tissue held or used by a crying witness should be considered a prop. Or for example, a pencil that an attorney breaks during closing arguments to emphasize a point should be considered a prop. Teams are encouraged to err on the side of caution.*

### Rule 7.3 Witnesses Bound by Statements

- A. Witnesses cannot contradict the facts contained in their statements, the stipulations, and any statements made or adopted by them. If a witness testifies to a fact that contradicts the witness’s statement, the stipulations, or statements made or adopted by the witness, the opposing attorney may impeach by demonstrating the contradiction.
- B. Witness statements may not be altered except that personal pronouns may be changed to indicate the preferred gender of the characters.
- C. A witness is not bound by facts contained in other witness statements.
- D. All witness statements are considered to have been made under oath and to contain everything that the witness knows, observed, or believes to be relevant to the case. Each witness was given the opportunity to revise the statement immediately prior to trial to amend, correct, edit, or complete their testimony, and each witness declined to do so after reviewing their statement.

## Rule 7.4 Extrapolations

### Rule 7.4.1 Generally

- A. An extrapolation is testimony by a witness to a fact or information not directly or explicitly contained in witness's statement, documents with which the witness is familiar, or facts that are stipulated.
- B. An extrapolation that is fair is permitted. An extrapolation that is unfair is prohibited.
  - 1. An extrapolation is considered fair if either:
    - a. It is implied by or can reasonably be inferred from the witness's statement, documents with which the witness is familiar, or facts that are stipulated; or
    - b. It is immaterial, i.e., it does not affect the outcome of any issue in the case, cause prejudice to any party, or make any fact at issue more or less likely. For example, testimony that constitutes background information used solely to develop or enhance the character or portrayal of the witness is immaterial, because it does not affect the merits of any issue in the case.
  - 2. An extrapolation is considered unfair if it is both:
    - a. Not implied by and not reasonably inferable from the witness's statement, documents with which the witness is familiar, or facts that are stipulated; and
    - b. Material to the outcome of the case i.e., affects the outcome of any issue in the case, causes prejudice to any party, or makes any fact at issue more or less likely.
- C. On cross examination, the opposing attorney may ask the witness about material facts, events, or observations that are not included in the statement, stipulations, or statements made or adopted by the witness. In response, it is an unfair extrapolation for the witness to testify that the witness perceived, said, or did anything material to the case if it is not contained in or reasonably inferable from the witness's statement, the stipulations, or statements the witness has made or adopted. If the witness does so, the cross-examining attorney may impeach by omission, i.e., may challenge the witness's credibility or identify the unfair extrapolation by impeaching with the witness's statement.

*Commentary to Rule 7.4: The case materials are intended to be balanced, and thus efforts to inject material information into the case are forbidden. Accordingly, it is critical to distinguish between natural or salutary efforts to fill in the blanks and unfair efforts to distort the balance of the case. For example, it would be a fair extrapolation to respond to the question "What color was the sky that night?" by saying "black," because it being night implies that the sun was away.*

*Likewise, it would be fair to extrapolate from a witness's statement that it was a beautiful, sunny day that the sky was blue or that no fog obscured sight lines. It would also be fair to extrapolate - assuming that the case materials don't provide these facts - inherent professional or personal background. So*

*it is fair to assume that someone who has a valid driver's license knows how to drive a car, that someone who is identified as a driver in the case has a valid driver's license unless otherwise provided in or inconsistent with the case materials, or that a police officer who makes arrests was trained putting handcuffs on an arrestee.*

*It is not fair to extrapolate that material observations were made or steps were taken, even if in the common course they would be, if those observations or steps are not in the case materials. For example, if the case materials do not contain any reference to fingerprints being taken, a particular witness being interviewed, or a background check being run, it would be unfair for a police officer to testify that any of those actions occurred. Likewise, it would be unfair for an expert witness to identify experiments run, measurements made, or treatises consulted if the witness's statement contains none of those bases for the expert's opinion.*

*However, it is reasonable to infer that a witness with a medical doctorate studied basic human anatomy and the germ theory of disease, but such extrapolations cannot become determinative in evidentiary rulings or render witnesses expert in fields the case materials do not suggest. The witness statements are written to be portrayed in manifold ways, and it is impossible for the case materials to state every fact about a witness's background or training. For a particular witness portrayal to be entertaining, flavorful, or authentic, some extrapolation beyond the facts provided is appropriate. Thus, it would be a fair extrapolation for a witness to talk about their favorite musical artist, sports team, nickname, family background, favorite sneaker, restaurant, or the foods they ate growing up in an ethnic household, so long as none of those things affect the issues of the case at bar. (If the case involves a print left by a particular shoe, though, a sneakerhead character might materially affect the outcome, and the extrapolation that was fair can become unfair.)*

#### Rule 7.4.2 Addressing Unfair Extrapolations

- A. Unfair extrapolations are best addressed through impeachment, but they also may be addressed through making an objection under this Rule. In either case, they should always be addressed during the trial.
- B. Attorneys making an objection may refer to that objection as “unfair extrapolation” or “invention of material fact” and may make reference to this Rule in making this objection.
- C. When such an objection is made, the judge must rule either:
  - 1. No extrapolation has occurred;
  - 2. An extrapolation occurred, but it was fair; or
  - 3. An unfair extrapolation has occurred.

## Rule 7.5 Sleeves and Lamination of Trial Exhibits

Mock Trial Teams may, but are not required to, use lamination or page sleeves for their trial exhibits or other case materials. If a Mock Trial Team chooses to laminate a page or use page sleeves, that Mock Trial Teams will ensure that each page is clean prior to trial.

## Rule 7.6 Procedure for Introduction of Exhibits

### Rule 7.6.1 In-Person Competition

As an example, the following steps effectively introduce an exhibit:

- A. All exhibits will be pre-marked as exhibits.
- B. Ask for permission to approach the witness. “Your Honor, may I approach the witness with what has been marked for identification purposes as Exhibit No. \_\_\_\_?”
- C. Show the exhibit to opposing counsel.
- D. Ask the witness to identify the exhibit. “I now hand you what has been marked for identification as Exhibit No. \_\_\_\_\_. Would you identify it please?” The witness should answer to identify only.
- E. Ask the witness a series of questions that are offered for proof of the admissibility of the exhibit. These questions lay the foundation or predicate for admissibility, including questions of the relevance and materiality of the exhibit.
- F. Offer the exhibit into evidence. “Your Honor, we offer Exhibit No. \_\_\_\_ into evidence.”
- G. Court: “Is there an objection?” (If opposing counsel believes a proper foundation has not been laid, the attorney should be prepared to object at this time.)
  - 1. Opposing Counsel: “No, Your Honor,” OR “Yes, Your Honor.” If the response is “yes,” the objection will be stated for the record. Court: “Is there any response to the objection?”
  - 2. Court: “Exhibit No. \_\_\_\_ (is/is not) admitted.” If admitted, questions on content may be asked.
- H. If an exhibit is introduced into evidence, a Mock Trial Team may publish it to the jury at the presiding judge’s discretion.

### Rule 7.6.2 Special Rules for a Virtual Competition

The procedure in Rule 7.6.1 shall be followed, except:

- A. All witnesses shall have all case materials available and in their possession during their testimony but may only refer to them when prompted by an examining attorney.
- B. Attorneys will not physically approach witnesses. Instead, attorneys will identify the exhibit they wish to show the witness and request the Court’s permission for the witness to view it.
- C. Attorneys will not be required to confirm that they have shown the exhibit to opposing counsel.

- D. Instead of the language in Step D, above, the attorney will say words to the effect of “I now show you what has been marked for identification as Exhibit No. \_\_\_\_\_. Would you identify it please?” The witness should answer to identify only.
- E. When an exhibit—or, during impeachment or refreshment of recollection, some other document—is shown to a witness, a member of the examining attorney’s Mock Trial Team shall make that document available to all Participants via “screen sharing” or similar technology. The individual responsible for posting the exhibit must be a Competing Team Member in the round or the timekeeper for the round.
- F. Exhibits or other documents posted in this manner will be deemed not to have been shown to the jury unless they are admitted into evidence and formally published to the jury. Publication to the jury is at the presiding judge’s discretion.
- G. Mock Trial Teams may use technology to mark exhibits electronically only to the extent that marking physical exhibits would have been permitted by Rule 7.7. Any marked electronic exhibits may only be used as provided in Rule 7.7.

#### Rule 7.7      Marking Documents at Trial

- A. No trial exhibits may be modified prior to the trial exhibit being admitted.
- B. Once a trial exhibit has been admitted, attorneys and witnesses may in real time highlight, underline, zoom in, or otherwise mark (e.g., circling, drawing an arrow, or making another, similar mark) the admitted exhibits during direct or cross examination, either physically or electronically.
  - 1. If a Mock Trial Team wishes to mark a trial exhibit entered but not marked by the opposing Mock Trial Team, it must substitute its own clean copy of that trial exhibit for this purpose before any markings are made.
  - 2. No other alterations, animations, or enhancements to the trial exhibit are allowed.
- C. A Mock Trial Team may also mark other documents in the case materials during trial, such as by real time highlighting, underlining, zooming in, or otherwise marking a pleading or witness statement.

#### Rule 7.8      Sharing Documents with Scoring Panel

- A. Unless otherwise provided in the Case Materials, the only documents which the Mock Trial Teams may provide to the presiding judge or scoring panel are the individual trial exhibits as they are introduced into evidence and the Roster Forms. Exhibit notebooks are not to be provided to the presiding judge or scoring panel.
- B. If a trial exhibit is marked during an examination for demonstrative purposes, the marked exhibit may be used as a demonstrative exhibit during the trial and during closing arguments but may not be entered into evidence as a trial exhibit.

- C. Other documents, such as witness statements or pleadings, whether marked under Rule 7.7 or not, may not be entered into evidence, used as demonstratives during closing argument, or otherwise shown to the scoring panel.

## Article 8 Trial Logistics

### Rule 8.1 Trial Communication

#### Rule 8.1.1 Generally

- A. Non-competing Participants (including Official Team Members who are not competing in that particular round of competition) may not talk to, signal, communicate with, or coach their Official Teams during trial. This rule remains in force during any recess that may occur.
- B. Competing Team Members (other than the timekeeper) may, among themselves, communicate during the trial; however, no disruptive communication is allowed, and no Participant may communicate with a witness while that witness is testifying other than through the course of that witness's questioning.
- C. Signaling of time by timekeepers is not a violation of this rule.

#### Rule 8.1.2 Location of Individuals

Non-competing Participants must remain outside the bar in the spectator section of the courtroom. Only Official Team Members participating in this round may sit inside the bar and communicate with each other.

#### Rule 8.1.3 Virtual Competition

- A. No one may use the "chat," "instant message," or "chatroom" function of the electronic platform, except to display timekeeping messages as permitted by Rule 6.4.2 or to communicate in the case of a technical emergency where audio and video functions are lost but access to chat or instant messaging functions remain intact.
- B. Non-competing Participants are not permitted to use the chat or instant messaging functions at any time.
- C. Only the six participating attorneys and witnesses may communicate with one another. The six participating attorneys and witnesses may use computers, cellular telephones, or other devices to facilitate this communication.

### Rule 8.2 Scouting and Viewing Trials

- A. Participants associated with an Official Team or school, except for those authorized by the Mock Trial Coordinator, are not allowed to view other Mock Trial Teams' performances in rounds of the competition.
- B. No person shall display anything that identifies their school, home state or territory, or organization of origin while in the courtroom.
- C. Official Team Members and other Participants associated with Official Teams are prohibited from contacting teachers, students, and attorney coaches from any other Official Team or School in any manner if the intent of the contact is to obtain strategic information about an opponent.

- D. It is not a violation of this Rule for Official Teams to participate in practice or scrimmage matches. It is a violation of this Rule for Participants to seek information about other Official Teams in rounds of the competition from individuals who observed such scrimmages, including members of the Official Team competing in that scrimmage.

*Commentary to Rule 8.2: The broad purpose of this rule is to prohibit Official Teams from seeking out information from or about other Official Teams in an effort to gain a strategic advantage. Official Teams are strongly discouraged from actively seeking out information of this kind, and it may constitute scouting for a member of an Official Team to actively seek out information (including, but not limited to, through personal communication, electronic communication, or through internet/social media sites) about a future opponent.*

*It is possible that information about an Official Team may be made publicly available. For example, a school may make publicly available footage of that school's scrimmage or round, the viewing of such material would not violate this Rule so long as a Participant did not affirmatively seek out that information for the purposes of gaining a strategic advantage over an opponent at the competition.*

### Rule 8.3 Videotaping/Photography

- A. To support civics education, facilitate media coverage, and provide a maximum opportunity for family, friends, peers, and teachers to view our Official Teams competing, all Participants are deemed to have consented to video or audio recording and electronic posting (including video meeting, social media, or other platforms) of each performance at the competition.
- B. No team may post, share with another Official Team, or otherwise disseminate any recording of any round prior to the conclusion of that year's Competition.
1. Each team will inform all Participants associated with their team of this Rule.
  2. Violations of this Rule, including those by a Participant associated with an Official Team, may result in the Official Team associated with the Participant who violated this rule being sanctioned under Rule 1.2.
- C. The Mock Trial Coordinator or its designee(s) may permit exception to this Rule for media coverage.

## Article 9 Judging

### Rule 9.1 Finality of Decisions

All decisions of the judging panel are FINAL.

### Rule 9.2 Composition of Judging Panels

- A. The judging panel will consist of at least three (3) individuals.
- B. The composition of the judging panel and the role of the presiding judge will be at the discretion of the Mock Trial Coordinator or its designee, as follows:
  - 1. One presiding judge and two scoring judges; or
  - 2. One presiding judge and three scoring judges.
    - a. No former mock trial student team member may judge her or his former team in competition for a period of four years after graduation.
    - b. No former mock trial attorney or teacher coach may ever judge her or his former team.
- C. All presiding and scoring judges will receive orientation materials, and a briefing in a judges' orientation.

### Rule 9.3 Conflicts of Interest

#### Rule 9.3.1 Determination of Conflict

- A. The Mock Trial Coordinator or its designee(s) have sole discretion to determine if a judicial conflict exists.
- B. Subject to Rule 9.3.3, a judge **will** be disqualified from participating in a trial if the judge is:
  - 1. A coach of an Official Team in that trial;
  - 2. A close family member of an Official Team Member or Coach of an Official Team in that trial.
- C. The Mock Trial Coordinator or its designee(s) will use reasonable efforts to prevent a judge who was a Coach for a team in a school from judging a round involving an Official Team from that school, with the understanding that if that is not reasonably possible with regard to judges the Mock Trial Coordinator or its designee(s) may allow that judge to participate in a trial, taking into consideration that person's experience as a judge and whether the judge is familiar with either Official Team involved in the trial.
- D. In general, it is not a conflict of interest if the judge recognizes a Participant associated with an Official Team through professional acquaintance, through participation in a competition, or through participation in previous competitions, absent a more significant conflict that would prevent the judge from fairly scoring a round.

### Rule 9.3.2 Notification of Conflict by a Judge

- A. A judge who becomes aware of a conflict prior to or during a trial should be excused from the panel as soon as possible.
- B. If the judge was not aware of the conflict until after the judge has completed the scoresheet, it is left to the discretion of the Mock Trial Coordinator to determine whether to disqualify the judge.

### Rule 9.3.3 Reasonable Efforts

The Mock Trial Coordinator will take reasonable steps to avoid any conflict between judges, Official Teams, and Coaches. In all such cases, however, the Mock Trial Coordinator or its designee(s) reserves the right to permit a judge to participate in a trial if there are no reasonable alternatives.

## Rule 9.4 Score Sheets, Ballots, and Scoring

### Rule 9.4.1 Score Sheets and Ballots

- A. Score Sheets are to be completed individually by the scoring judges and the presiding judge.
- B. The Mock Trial Team that earns the highest points on an individual judge's Score Sheet is the winner of that Ballot. Subject to Rule 9.5, the Mock Trial Team that receives the majority of the Ballots wins the round.
- C. All scores and awards are determined individually by scoring judges; the judging panel does not deliberate or confer on individual scores or awards.

### Rule 9.4.2 Scoring

- A. For each trial, each scoring judge will record a number of points (1-10) for each presentation of the trial.
- B. Scoring judges are not bound by the rulings of the presiding judge.
- C. During scoring, each judge should consider any violations of these Rules or the Code of Conduct.
- D. No ties are permitted; each scoring judge must adjust scores if necessary to avoid submitting a tied ballot.

## Rule 9.5 Disqualification of a Ballot/Score Sheet

### Rule 9.5.1 Generally

The Mock Trial Coordinator or its designee(s) have discretion in cases involving judge irregularity to disqualify a scoring judge's Ballot/Score Sheet.

### Rule 9.5.2 Replacement of Ballot/Score Sheet if There Are More Than Three Ballots

Not applicable.

### Rule 9.5.3 Replacement of Ballot/Score Sheet if There Are Less Than Three Ballots

#### Rule 9.5.3.1 Remaining ballots agree

If there are only two legal Ballots and those Ballots agree on the winning Mock Trial Team of the round, a third Ballot and Score Sheet will be generated consisting of the average total score of those two Ballots/Score Sheets.

#### Rule 9.5.3.2 Remaining ballots disagree

If there are only two legal Ballots and those Ballots do not agree on which Mock Trial Team won the round, the following process will be employed:

- A. An average of the total points on the two valid Score Sheets shall be generated, and the winner on points of that average Ballots/Score Sheets will be deemed the winner of the trial.
- B. If the average Score Sheet is tied, the tie shall be broken by highest average score in the closing argument category.
- C. If the Score Sheet remains tied, that tie shall be broken by the highest average score in the opening statement category.
- D. If the Score Sheet remains tied, the winner of the trial shall be determined by coin toss. However, the tie is broken, that Mock Trial Team shall be given one additional point on the third Ballot.

#### Rule 9.5.3.3 Effect of created third Ballot

A Ballot created under Rule 9.5.3 will be treated the same as any other Ballot for the purposes of power matching and final rankings.

#### Rule 9.5.3.4 Whole numbers required

In all cases where the averaging of two Score Sheets above results in a score that is not a whole number, the score shall be averaged by rounding up to the nearest whole number.

### Rule 9.6 Judge Critiques/Debriefing

- A. The judging panel is allowed ten (10) minutes for critiquing. The timekeepers will monitor the critique following the trial. Presiding judges are to limit critique sessions to a combined total of ten (10) minutes. There is no critique in the fourth round.
- B. The critique/debriefing should be positive.
- C. Judges shall not make a ruling on the legal merits of the trial. Judges may not inform the students of Score Sheet results.
- D. There is no critique/debriefing in a virtual competition.

## Article 10 Mock Trial Team Ranking and Advancement

### Rule 10.1 Mock Trial Team Ranking Generally

Mock Trial Teams will be ranked based on the following criteria in the order listed:

- A. Total rounds won;
- B. Number of Ballots won;
- C. Strength of Schedule, as determined by opponents' wins, ballots, point differential, and total points, in that order;
- D. Point Differential – Total points scored by the team versus the total points scored by their opponents in the rounds in which the team competed against them.
- E. Total points scored in all rounds;

### Rule 10.2 Power Matching and Seeding

#### Rule 10.2.1 Generally

- A. Pairings for the first round will be determined randomly.
- B. The second round will be determined by power matching based on the following order:
  - 1. Wins
  - 2. Ballots Won
  - 3. Point Differential
  - 4. Total Points
- C. third and fourth rounds, ranking of Mock Trial Teams for purposes of power matching shall be in the order of:
  - 1. Total rounds won;
  - 2. Number of Ballots won;
  - 3. Strength of Schedule, as determined by opponents' wins, ballots, point differential, and total points, in that order;
  - 4. Total point differential in all rounds to that point; and  
Total points scored in all rounds to that point.
- D. Pairings will be made in accordance with the following rules, in order of importance:
  - 1. Mock Trial Teams will not meet the same opponent twice.

2. To the greatest extent possible, all Mock Trial Teams will present each side of the case once during rounds one (1) and two (2) of competition, and once during rounds three (3) and four (4) of competition. In the event that a Mock Trial Team presents the same side during rounds one (1) and two (2) of competition, that Mock Trial Team will present the opposite side during rounds three (3) and four (4) of competition;
  3. If there is an odd number of Mock Trial Teams in a bracket/sub-bracket, the top-ranked Mock Trial Team from the next lower bracket/sub-bracket will be moved into the higher bracket/sub-bracket to create a bracket/sub-bracket with an even number of Mock Trial Teams. In Round 2 or 4, this Rule shall be applied to move into a higher bracket enough Mock Trial Teams from a lower bracket to provide an even number of Mock Trial Teams on each side of the case, to meet the side constraints of Rule 10.2.1(B)(2).
  4. Brackets and sub-brackets will be determined by win/loss record. If after the application of the above Rules, the number of Mock Trial Teams in a bracket is greater than twelve (12), the bracket will be split to create two (2) roughly equal sub-brackets for power matching purposes.
- E. To the greatest extent possible, the Mock Trial Team with the highest rank in a bracket/sub-bracket will be matched with the Mock Trial Team with the lowest rank in the bracket/sub-bracket, the team with the next highest rank will be matched with the Mock Trial Team with the next lowest rank, and so forth, until all teams are paired.
- F. If there is more than one location for qualifiers the teams that rank in the top spot will be guaranteed a spot at state finals. The remaining spots will be determined by a percentage. For example: if there are a total of 32 teams competing at all sites and a total of 8 teams advance to state finals:  $8/32 = .25$  or 25%. 25% from each site will advance to state finals. . In this example  $10 \times .25 = 2.5$  and  $22 \times .25 = 5.5$ . In this scenario, the site with more participants will be rounded up to add the additional team. Otherwise, normal rounding rules apply (less than .4 or less is rounded down and .5 or higher is rounded up).
1. The top sixteen teams from the qualifier competitions will advance to the state final.

### **First Round of State Finals**

Teams are ranked 1-16 based on the final standings from the qualifiers.

Matchups for Round 1 are as follows:

1. Team 1 vs. Team 9
2. Team 2 vs. Team 10
3. Team 3 vs. Team 11
4. Team 4 vs. Team 12

5. Team 5 vs. Team 13
6. Team 6 vs. Team 14
7. Team 7 vs. Team 15
8. Team 8 vs. Team 16

After the conclusion of Round 1, the power matching system will determine matchups for the subsequent three rounds.

## **Why Pairing 1 vs. 9 Is Better Than 1 vs. 16 for High School Mock Trial Competitions**

### **Promotes Meaningful Learning Opportunities**

**1 vs. 9** pairing ensures that teams face opponents closer to their skill level, creating a more engaging and competitive experience. This fosters meaningful growth as students are challenged to think critically and adapt in a close match, rather than facing an overwhelmingly one-sided competition that does little to build confidence or skill.

### **Encourages Fairness and Motivation**

1 vs. 16 pairing may feel discouraging for lower-seeded teams, as the match could appear unwinnable. Conversely, a **1 vs. 9** pairing offers every team a more realistic chance of competing effectively, boosting morale and encouraging teams to give their best effort throughout the competition. This motivates students to stay engaged and learn from the experience, regardless of the outcome.

### **Highlights the Importance of Preparation and Strategy**

Teacher and attorney coaches emphasize preparation as a key skill in mock trial. In a **1 vs. 9** pairing, both teams must engage deeply in strategy and anticipate close arguments, rather than defaulting to an obvious outcome. This gives coaches more opportunities to teach advanced legal concepts and case-building strategies in a context where every decision matters.

### **Develops Resilience and Adaptability**

Facing a closely matched opponent in the first round (e.g., **1 vs. 9**) allows students to experience the pressure and nuance of a competitive trial early on. This helps them build resilience and adaptability, which are essential skills for both legal professionals and students learning to think on their feet.

### Supports Long-Term Team Development

When matches are too one-sided (as they might be with 1 vs. 16), students on both sides miss valuable opportunities for learning. A **1 vs. 9 pairing** creates a more balanced learning environment, where teacher-coaches and attorney-coaches can focus on developing analytical, rhetorical, and teamwork skills in a competitive yet achievable setting.

### Preserves the Integrity of the Competition

Teachers and attorney coaches care about the integrity of the mock trial experience. A **1 vs. 9** pairing ensures that the strongest teams have to consistently perform well to advance, while lower-ranked teams still have a fair opportunity to compete. This strengthens the reputation of the competition as both rigorous and equitable.

#### Rule 10.2.2 The National Championship

Not applicable.

#### Rule 10.3 Byes

##### Rule 10.3.1 Intent to Avoid Byes Whenever Possible

Not applicable

##### Rule 10.3.2 Procedure When Byes are Necessary

When a bye is necessary:

- A. A Mock Trial Team receiving a bye in round one will be awarded a win and three Ballots for that round. For power-matching purposes, the Mock Trial Team will temporarily be given total points equal to the average number of points for all round one winning Mock Trial Teams. In subsequent rounds, this total will be adjusted at the end of each round to reflect the average points earned by that Mock Trial Team.
- B. A Mock Trial Team receiving a bye in rounds two through four will, by default, receive a win and three Ballots for that round. For power-matching purposes, the Mock Trial Team will temporarily be given points equal to the average of its own points earned in its preceding trials. In subsequent rounds, this total will be adjusted at the end.

## Article 11 Dispute Resolution

### Rule 11.1 Dispute at the Conclusion of Trial

#### Rule 11.1.1 Generally

- A. At the conclusion of each trial, the presiding judge must inquire of the Mock Trial Teams whether either Mock Trial Team believes that a substantial violation of the Rules occurred during trial.
- B. The Competing Team Members are permitted to consult with the Mock Trial Team's Coach(es) for a time not to exceed two minutes before determining whether the Mock Trial Team wishes to raise any substantial violations it believes occurred.

#### Rule 11.1.2 Dispute Procedure for In-Person

The process for determining that dispute shall be as follows (scoring judges shall remain in the courtroom for the duration of the dispute):

- A. One of the Competing Team Members who competed in that round will state that the Mock Trial Team wishes to file a claim that a substantial Rules violation occurred (a "dispute").
- B. The presiding judge will provide the Competing Team Member with a dispute form, on which the Competing Team Member will record in writing the nature of the dispute. No more than two minutes per Mock Trial Team shall be allotted for this process. The Competing Team Member may communicate with their Official Team Members and Coach(es) in preparing the form.
- C. The Mock Trial Team accused of a substantial rules violation will have the opportunity to respond in writing. No more than two minutes per Mock Trial Team shall be allotted for this process. The Competing Team Member may communicate with their Official Team Members and Coach(es) in preparing the form.
- D. One Competing Team Member who competed in that round from each Mock Trial Team will briefly present their Mock Trial Team's position to the presiding judge. No more than two minutes per Mock Trial Team shall be allotted for this explanation.
- E. The presiding judge will ask any questions and perform any additional investigation they believe appropriate.
- F. The presiding judge will inform the Mock Trial Teams whether the dispute is granted or denied. The announcement will be made with no further discussion, but the presiding judge will record the reasons for the decision. The presiding judge will then retire to complete their Score Sheet (if applicable) and submit the dispute form to the Mock Trial Coordinator.

#### Rule 11.1.3 Virtual Competition

The foregoing Rules apply in virtual competitions, except that the designated Competing Team Members will not complete a dispute form. Instead, the Competing Team Members will have two minutes to prepare an argument regarding their dispute in consultation with Coaches and Official

Team Members, and the presiding judge shall take notes regarding the nature of the dispute and the arguments presented by each team.

#### Rule 11.1.4 Effect of Violation on Score

After hearing the Mock Trial Teams' arguments, the scoring judges may account for their view of that dispute in their scoring. The presiding judge's determination of the dispute is not binding on the scoring judges.

### Rule 11.2 Disputes After the Conclusion of the Trial

#### Rule 11.2.1 Generally

Prior to the first round of the qualifier competition in a given year, the CCV Board will designate a Dispute Resolution Committee.

#### Rule 11.2.2 In-Person Competition

If a dispute could not have been brought to the attention of the presiding judge under Rule 11.1, a coach for an Official Team may bring the dispute to the attention of the Mock Trial Coordinator or its designee(s) under the following procedure:

- A. The Coach must promptly notify the Mock Trial Coordinator, or their designee, that a dispute which the Coach believes could not have been raised under Rule 11.1 exists.
- B. The Mock Trial Coordinator will ask the Coach to complete a dispute form.
- C. The form will be taken to the competition's communications center, whereupon the Dispute Resolution Committee will notify all pertinent parties; allow time for a response, if appropriate; conduct a hearing; and rule on the charge.
- D. The Dispute Resolution Committee may notify the judging panel of the affected courtroom of the ruling on the charge and/or may assess an appropriate penalty.

#### Rule 11.2.3 Virtual Competition

The foregoing Rules will also apply in virtual competitions, except that the Mock Trial Coordinator may designate in advance of competition a mechanism for submission and resolution of disputes.

## Article 12 Courtroom Artist Contest

### Rule 12.1 Trials/Trial Depiction

#### Rule 12.1.1 In-Person Competition

- A. Each mock trial team may register courtroom artists with their team (up to three courtroom artists per school). A team does not have to have a named artist at the time of registration, but when the team submits their roster, they must list the artist. An artist who participates with a team will still compete solely on their own efforts and will NOT be considered as part of their school's team in terms of advancing or not advancing to the state competition.
- B. Up to three students may compete from any high school, even if the school does not have a mock trial team.
- C. Courtroom artists are subject to all relevant Mock Trial Competition Rules, restrictions, and eligibility requirements and will be held to the Mock Trial Code of Ethical Conduct. If the courtroom artists are competing as part of a mock trial team, they will use the same team code and will accompany their state team throughout the entire competition. The courtroom artists may not service as any other role on their school's mock trial team. If the courtroom artist is competing without a mock trial team, they will be given their own code and will be assigned courtrooms by the mock trial staff.
- D. Sketches must depict actual courtroom scenes observed by the Courtroom Artist. Sketches are created and completed by the Courtroom Artist during the first two rounds of competition without the help of any source or person. Laptops are not permitted in the competition venue.
- E. Courtroom Artists may only observe and sketch the trials in which their School is competing.
- F. The presiding judge may allow Courtroom Artists to sit in the jury box, but they must be seated in such a way to not see the scoring judges' scoresheets. Once the trial begins, Courtroom Artists may not move about the courtroom or communicate with any other person, except as directed by the presiding judge.

#### Rule 12.1.2 Virtual Competition

The rules for trial depiction are the same as those during an in-person competition, except that:

- A. Because there is no physical "courtroom" in a virtual competition, Courtroom Artists are permitted to create details of a courtroom setting in crafting their competition pieces.
- B. Competing student attorneys may be drawn either standing or sitting, even if they were sitting during the virtual competition round.
- C. It is not a violation of these Rules for Courtroom Artists to depict a courtroom scene that they did not observe. If a template courtroom is provided by the CCV, that courtroom must be used in the depiction.

- D. All depictions of competing students and judges shall be accurate to the mode and manner of their dress and of traditional courtroom dress, even if the entirety of their clothing is not visible during the virtual competition.
- E. Courtroom Artists are advised not to focus too much on the courtroom background for their competition pieces. Competition piece judging will weigh more heavily the depiction of faces and bodies during a virtual competition.
- F. Courtroom Artists are permitted to use a laptop computer throughout a virtual competition.
- G. Courtroom Artists are encouraged to explore ways to utilize the virtual competition's chosen technical platform to make their art easier to create and more detailed. For example:
  - 1. Courtroom Artists may wish to test whether a particular method of connection (e.g. using an app vs. a direct internet connection, using an app on an iPad vs. a laptop) provides the clearest views and best controls.
  - 2. Courtroom Artists may wish to test using different views (such as a layout in which the video of the individual speaking will appear larger on the screen).
  - 3. Courtroom Artists are permitted to experiment with these settings on their own systems during round 1, so that they may prepare to use those that prove most effective in Round 2.
- H. Courtroom Artists will be permitted into the virtual courtroom on the same terms as any Official Team Member, except that if a Courtroom Artist loses connection, it shall not constitute an emergency for purposes of Rule 3.6 or Rule 3.7.

## Rule 12.2 Submission Specifications

### Rule 12.2.1 In-Person Competition

- A. Artists will be provided with an 11" x 14" sketch pad for use in the competition. Students must use the sketch pad provided for their submission. The submission may be done in color or in black and white, using any of the following media: color pencil, pen and ink, pastel, or marker. No watercolors or paint are allowed. The art submission must have the artist's name and team code placed on the back of the sketch; no signatures on the front of the submission are allowed.
- B. The art submission will be left in a designated room before the start of round 4 for both qualifiers and state.

### Rule 12.2.2 Virtual Competition

The rules for submission of the artist's work following Round 3 are the same as those during an in-person competition, except that:

- A. At the conclusion of the trial, the artist must turn on their video to allow for a screenshot of the drawing.

- B. A picture of the art sketched during the qualifier Round 3 must be submitted within 30 minutes of the conclusion of the Round 3 trial to be considered in the contest.
- C. A picture of the art sketched during the state Round 3 must be submitted within 30 minutes of the conclusion of the Round 3 trial to be considered in the contest.
- D. The submission process, labeling protocol, and technical specifications for Courtroom Artist depictions – maximum file size, minimum or maximum resolution, and image format (.jpg, .tiff, .pdf, etc.) – shall be announced in advance of the competition by the Mock Trial Coordinator. In advance of the competition, artists are encouraged to explore options for high-resolution scanning or photography of their work.
- E. Courtroom Artists shall maintain a digital copy and shall retain the physical copy of their Round 3 submission piece. A prepaid envelope will be provided for the artist to mail their submission to the CCV.

### Rule 12.3 Judging

Sketches are evaluated and scored anonymously by a judge or judging team. A sample judging scoresheet will be posted to the NMHSMT website for information on how sketches are scored. The highest scored sketch will be named the NMHSMT Courtroom Artist Champion. The results will be announced at the Awards Ceremony.

### Rule 12.4 Release

All Courtroom Artist submissions become the property of the NMHSMT and may be used for any purpose it deems appropriate, including but not limited to reproduction and dissemination, with recognition to the artist.

## Article 13 Courtroom Journalist Contest

### Rule 13.1 Trials/Trial Depiction

#### Rule 13.1.1 In-Person Competition

- A. Journalists must supply their own materials. As it is not likely that Journalists will have a hard surface to write on, it is suggested they carry a clip board.
- B. For qualifiers, all participants must write their articles based on their team's round 1 or round 2 and for state finals round 1 or round 2. Articles are written and completed by the courtroom journalist during the course of the trials without the help of any person.
- C. Laptops are not permitted in the competition venue.
- D. The courtroom journalist may only observe and write about the trials in which her/his/their team is competing or the courtroom they are assigned.
- E. At the beginning of each round the journalist will introduce themselves to the court and then seat themselves in the jury box or the front row of the gallery.
- F. Once the trial begins, the courtroom journalist may not move about the courtroom. The courtroom journalist may not communicate, either verbally or non-verbally, with any members of the teams or any visitors in the courtroom during the trial rounds.
- G. The presiding judge may allow Courtroom Journalists to sit in the jury box, but they must be seated in such a way as to not see the scoring judges' scoresheets. Once the trial begins, Courtroom Journalists may not move about the courtroom or communicate with any other person, except as directed by the presiding judge.

#### Rule 13.1.2 Virtual Competition

The rules for trial depiction are the same as those during an in-person competition, except:

- A. Courtroom Journalists are permitted to use a laptop computer or other electronic device throughout a virtual competition for purposes of observing the trial. Otherwise, Rule 3.4 applies, and they must take all notes by hand.
- B. Courtroom Journalists will be permitted into the virtual courtroom on the same terms as any Official Team Member, except that if a Courtroom Journalist loses connection, it shall not constitute an emergency under Rule 3.6 or Rule 3.7.

### Rule 13.2 Submission Process

- A. At the conclusion of the trial, the Courtroom Journalist must move to a location other than the courtroom to type their article.

- B. Courtroom Journalists must either bring three copies of their submission to CCV staff prior to the start of Round 3 for both qualifiers and state competitions OR submit their article via email. It is the responsibility of the journalist to confirm that their emailed article has been received.
  - 1. Articles must be sent as attachments to the email, not in the body of the email itself. Attachments must be in Microsoft Word or .pdf format.
  - 2. In the body of the email, the Courtroom Journalist will provide a word count for the article using the word count function of their word processing program. Any false statement with respect to word count is a violation of Rule 1.2.
- C. Courtroom Journalists may not have dictionaries and thesauruses in the courtroom, but they may have and use them in completing their articles.
- D. Courtroom Journalists may use any publicly available source of information (e.g., webpages not behind a paywall) in completing their articles.
- E. Courtroom Journalists will maintain a digital copy of their article submission piece until, at least, the end of the Competition.

### Rule 13.3 Article Specifications

- A. Submitted articles should be in the voice of a reporter covering a trial.
- B. Each Courtroom Journalist shall place their name and team code only—on the top left corner of each page.
- C. The article must be double spaced; in 12-point, Times New Roman font with one-inch margins; and may not exceed 850 words (exclusive of the journalist's name and team code).

### Rule 13.4 Judging

Articles are evaluated and scored anonymously by a judge or judging team. A sample judging scoresheet will be posted to the NMHSMT website. The top 16 Courtroom Journalists will move on to the State Finals. The highest scored article at the State Finals will be named the NMHSMT Courtroom Journalist Champion. The results will be announced at the Awards Ceremonies.

### Rule 13.5 Release

All Courtroom Journalist submissions become the property of the NMHSMT and may be used for any purpose it deems appropriate, including but not limited to reproduction and dissemination, with recognition to the Courtroom Journalist.

<b>Old Rules</b>	<b>Revised Rules</b>
Preamble	Rule 1.1
Rule 1.1	Rule 1.1
Rule 1.2	Rule 1.2
Rule 1.3.A	Rule 3.6
Rule 1.3.B	Rule 3.7
Rule 1.4	Rule 6.1
Rule 1.5	Rule 1.4
Rule 1.6	Rules 1.1, 1.5
Rule 2.1	Rule 7.1
Rule 2.2	Rule 7.3
Rule 2.3	Rule 7.4
Rule 2.4	Rule 7.3
Rule 2.5	Rule 4.3
Rule 3.1	Rules 1.1, 2.1 – 2.2
Rule 3.2	Rule 2.4
Rule 3.3	Rule 2.3.1
Rule 3.4	Rule 2.5
Rule 3.5	Rule 2.6
Rule 4.1	Rule 3.1
Rule 4.2	Rule 3.2
Rule 4.3	Rule 3.2
Rule 4.4	Rule 5.4
Rule 4.5	Rule 6.3
Rule 4.6	Rules 6.1 – 6.6
Rule 4.7	Rule 6.5
Rule 4.8	Rule 4.3
Rule 4.9	Rule 4.3
Rule 4.10	Rule 4.3
Rule 4.11	Rules 5.1, 7.2
Rule 4.12	Rule 8.1
Rule 4.13	Rule 8.2
Rule 4.14	Rule 8.3
Rule 4.15	Rule 3.3
Rule 4.16	Rule 4.4
Rule 4.17	Rule 4.2
Rule 4.18	Rule 4.6
Rule 4.19	Rule 5.2
Rule 4.20	Rule 7.6
Rule 4.21	Rule 3.4
Rule 4.22	Rule 4.5
Rule 4.23	Rule 4.2
Rule 4.24	Rule 9.6
Rule 4.25	Rule 4.3
Rule 4.26	Rules 7.1(B), 7.2

Rule 4.27	Rule 7.6
Rule 4.28	Rule 7.7
Rule 4.29	Rule 5.3
Rule 4.30	Rule 2.6, 3.5
Rule 4.31	Rule 7.5
Rule 5.1	Rule 9.1
Rule 5.2.A	Rule 9.2
Rule 5.2.B	Rule 9.3
Rule 5.2.C	Rule 9.5
Rule 5.2.D	Rule 9.5
Rule 5.3	Rule 9.4
Rule 5.4	Rule 9.4
Rule 5.5	Rule 10.1
Rule 5.6	Rules 10.2
Rule 5.7	Rule 10.2
Rule 5.8	Rule 10.3
Rule 6.1	Rule 11.1
Rule 6.2	Rule 11.1.4
Rule 6.3	Rule 11.3
Rules 7.1 et seq.	Rules 2.3.2, 12.1 et seq.
Rules 8.1 et seq.	Rules 2.3.3, 13.1 et seq.