The following Supplemental Rules and Guidelines are in addition to the Official Rules and Participation Requirements already published by and for the 2023 Gender and Sexuality Moot Court Competition.

As noted in the Official Rules, the competition will take place on March 18-19, 2023, virtually through the online Zoom platform. The purpose of these Supplemental Online Rules and Guidelines is to ensure that the Competition runs smoothly and equitably as a virtual competition.

Section VII of the Official rules indicated:

*Oral arguments are limited to a total of thirty (30) minutes per side, fifteen (15) minutes per issue. A maximum of (5) minutes may be reserved by the petitioners for rebuttal, during which time one or both of the petitioners may present. No time may be reserved for rebuttal by respondents.*

*All teams will argue three preliminary rounds. At least one preliminary round will be on-brief, and one preliminary round will be argued off-brief. If two petitioners or two respondents must argue against each other in the quarterfinal, semifinal, or final rounds because of an unequal number of petitioner and respondent teams have advanced, the teams to argue on-brief will be determined by a coin toss.*

The 2023 GSMCC will be held virtually. An email will be sent to each advocate and team contact prior to the first day of competition to provide Zoom link information and mandatory check-in times for all rounds. All advocates, bailiffs, coaches, and advisors should have a Zoom account and should download the most recent version of the Zoom application to their device. Advocates will be asked to display their Last Name (Roe) speaking position (Pet/Resp 1/2), Team number (Team 10). If Jordan Roe is arguing for the Respondent on the second issue for Team 10, their Zoom Name would appear as “Roe, Resp. 2 Team 10.” All participants should use a device that enables them to participate by video as well as audio. Participants should keep a phone available to use as a backup if connection issues arise. Virtual backgrounds may not be used. Nothing in a room used for argument may identify a team member’s school or geographical location. Advocates may sit or stand during their argument. Advocates may use a headset or a microphone. No argument may be recorded or otherwise preserved in any manner. Advocates may be physically present in the same room, using the same computer. No one else, including coaches, advisors, or other team members may be physically present in the same room. Team members may also elect to participate from separate locations using separate computers. Team members arguing from separate locations must mute themselves when not arguing but must leave on cameras/video and remain visible to judges. No one else may be physically present in the room from which an advocate is arguing during a round.

**ADDITIONAL ZOOM (ONLINE) ARGUMENT RULES**

A. **Zoom Access:** All rounds of the 2023 GSMCC Competition will be held online via the Zoom platform. Competitors are responsible for their own internet and video conferencing capabilities.

B. **Pairings.** Competitors will receive their pairings for the three preliminary rounds no later than 48 hours in advance of the competition. Pairings will include Zoom meeting information for each round. On Saturday, March 18, 2023, all competitors must check-in to a Zoom meeting room (“Advocate Room”) at least 20 minutes before the first round begins. Both team members must check in to show internet connectivity and an appropriate Zoom name. You will then be instructed to connect to your first competition room.
C. **Zoom Rooms.** Participants will have the ability to move between Zoom rooms and conference administrators can also move participants between Zoom rooms. Advocates should stay in the “Advocate Room” until dismissed by the Room host. Judges will have a separate Zoom room. The Bailiff will manage competition rooms.

D. **Coaches and observers: Preliminary Rounds:** One Coach or faculty advisor may observe arguments in the preliminary rounds. Coaches should display the word Coach and the Team number on the Zoom Screen. They should mute both their audio and video for the entire round. They must be present at the start of the round. If they have connectivity issues the round will proceed without them. We ask that coaches whose connectivity requires them to leave the competition round not return to that round for the potential disruption it may cause.

E. **Video and Audio Sharing:**
   
   i. All participants must take all possible precautions to avoid potential disruptions to the round. Please silence all notifications and electronic devices like cell phones during the round.

   ii. Arguing team members must keep their video sharing turned on during the entire round and must be muted except when arguing.

   iii. Judges will keep their video sharing turned on and remain unmuted during the entire round.

   iv. Bailiffs will keep their video sharing turned on and remain muted during the round but will unmute to make announcements at the beginning and end of the round.

   v. Non-arguing team members, coaches, faculty advisors and invited guests must have their video sharing turned off and must remain on mute for the entire round. Please note that the displayed names for non-arguing team members, coaches, faculty advisors and invited guests must not identify the name of any law school.

F. **Time Warnings.** Each team will be limited to 30 minutes of oral argument per round divided between two team members. Both teams must communicate to the bailiff, prior to the start of the round, how they wish to allocate their time, including time reserved for Petitioner’s rebuttal. The first Petitioner must ask the Chief Justice’s permission for rebuttal, which is not reserved by communication with the bailiff. The Petitioner team may reserve up to two minutes for rebuttal. The Chief Justice has the discretion to allow additional time for the advocate’s response on rebuttal. Teams do not need to designate who will give rebuttal ahead of time.

G. **Name Display:** Competitors should keep their full names and team number on the Zoom window and introduce themselves to the Court by their names. Example: “Roe, Resp.2 Team 10” Competitors should check their Zoom names prior to each round.
H. Law school affiliation: Team members arguing the case shall introduce themselves by name to the Court and NOT identify the name of their law school. Nobody appearing on the videoconference may wear or otherwise display anything which identifies the name of any team’s law school.

I. Judge Identification: The judges will be instructed to have “Honorable,” “Hon.” or “Chief Justice” before their name.

J. Judges: It is expected that all rounds will have three judges, who will be volunteer attorneys. However, it is possible that a preliminary round may have two or four judges, and elimination rounds may have up to five judges.

K. Conflicts: If a competitor happens to personally know a judge, the competitor must notify the bailiff and/or Competition Director immediately so arrangements can be made to recuse the judge and assign a new judge. Failure to notify the Competition Director or a bailiff of a competitor’s personal acquaintance or familiarity with a judge may result in disqualification.

L. Attire: Each competitor is expected to be dressed in full business formal courtroom attire for each argument.

M. Equipment: For the virtual format, competitors may choose whether to sit or stand while arguing. Headsets, earbuds, speakers, and microphones are permitted and encouraged to enhance sound quality. The use of appropriate lighting so that advocates facial features and gestures can be easily seen is recommended. Please avoid backlighting or light placed behind or above the advocate’s head. The Justices will be informed about these options and instructed not to factor them into the score.

N. Virtual Backgrounds: The use of virtual backgrounds will not be permitted. Justices will be instructed not to consider the room or background used by a competitor. Nonetheless, competitors should take care to ensure their background looks uncluttered and professional.

O. Competition location: Teammates may compete from the same room or from separate rooms. Teammates competing from separate locations may communicate in writing or by electronic devices, excluding the computer on which the Zoom round is taking place, during the round at times when neither team member is speaking. The Justices will be informed of this policy, so they do not downgrade competitors for communicating during the round. Competitors otherwise may not communicate with anyone else other than judges and the bailiff during a round.

P. Time Notifications: Bailiffs will provide a visual notice of time either by timecards or a running clock displayed on screen. If timecards are used, competitors will be given time warnings at 5 minutes, 3 minutes, 1 minute, and then a “Stop” or “0” card showing that time has expired. Competitors may separately run their own time, so long as the timing device is set on silent mode. It is recommended that teams keep a running timer in the event the bailiff has connectivity issues or timekeeping is otherwise interrupted.
i. Competitors MUST stop their arguments immediately upon the expiration of their reserved time. The Chief Justice has discretion to permit the competitor, upon request, to finish answering a question and/or briefly conclude.

Q. Connectivity: Competitors will connect to virtual rounds by the internet. Each competitor must be prepared to connect by the call-in function as a backup in the event of an internet service disruption. A competitor must not be connected by more than one device at a time, absent extenuating circumstances in which case different devices may be used for audio and video.

i. For each argument, competitors will be provided a cell number to call to contact the bailiff in case of disconnection. If a competitor who is arguing is disconnected, time will be paused. If the competitor cannot reconnect to the internet within two minutes, the competitor will need to connect by phone and finish the argument by audio only. Time will resume when the competitor reconnects and resumes the argument. If a competitor who is not arguing is disconnected, the argument will proceed, and the competitor must reconnect as soon as possible.

ii. The round will not be stopped if a judge’s internet connection falters. The judge will be instructed to attempt to fix the problem, and if the judge cannot do so quickly, the judge will call in. The judge will continue listening and asking questions over a phone used to call in for audio.

iii. If the Zoom room itself crashes, the bailiff will immediately stop the timer. The competitors and judges should wait a minute or so and attempt to reconnect. If the bailiff is not able to reconnect the Zoom room after 5 minute, competitors and judges should return to the MAIN ROOM to receive further instruction. It is likely that the round will continue in a breakout room connected to MAIN ROOM. The competitor who was disrupted by the crash will gain an additional 30 seconds to ramp their argument back up in either situation.

iv. A competitor who experiences a distracting pause while arguing may request that the Chief Justice pause the round so that the technical problem can be addressed. The Chief Justice shall, in consultation with the bailiff, have discretion to pause the round and have the oralist call in, or allow the round to continue.

R. Feedback: At the conclusion of each round, judges will be asked to turn off their cameras and microphones while entering scores. Students should keep their cameras on during this time but should be on mute. After entering scores, judges will provide brief feedback to competitors, after which competitors will be dismissed from the Zoom room.

S. Order of Proceedings. The Competition Directors will set pairings as follows:

i. Teams will be randomly paired in preliminary rounds. Each team will argue On Brief and once Off-Brief during the first two rounds. In the third preliminary round, teams may be required to argue on-brief or off-brief.

ii. The top eight teams after preliminary rounds will advance to quarterfinals. Advancement shall be determined by adding the team’s total oral scores from the three rounds and weighing the oral argument scores 75% and the team’s brief score 25%. If a tie exists after the oral argument and brief scores are considered, the team with the higher oral score will advance.
iii. The top eight teams will be seeded and placed in a bracket. The highest seeded team will be
paired against the lowest seeded team, the second highest team will be paired against the
second lowest seeded team, etc.

iv. The team will win the round based on Judge vote. Each judge will score the round and the
team winning the majority of ballots will be the winning team. The winner of the final round
will be determined by a judge vote, with the winning team receiving a majority of judge
ballots.

T. Oral Argument Timing: Oral arguments shall be limited to 30 minutes per team. Each team
member must argue for at least 10 minutes, but the 30-minute total time may otherwise be split at
the team’s discretion.

i. If arguing on behalf of Petitioner, a team should reserve time for and present a rebuttal
argument. No more than 5 minutes may be reserved for rebuttal, and the time is included
in the team’s allotted 30 minutes. The time must be requested from the Court at the start
of Petitioner’s argument so that proper time may be maintained; failure to request rebuttal
constitutes a waiver of the ability to make a rebuttal argument. One or both members of
the team may rebut. Questions may be posed to the speaker by the judges during rebuttal.

U. Video and Audio Recording: The recording of any part of the virtual competition by any team
member or anyone affiliated with any team (e.g., coach, faculty advisor or any other guest) is
strictly prohibited. For the avoidance of doubt, this also means that nobody may take photos of
the videoconference screen. Failure to comply shall automatically disqualify a team from the
competition. Each round will be recorded by the competition and the Semi, and Final Rounds will
be available for observers to view.

V. Awards: At the conclusion of the final round of arguments, the scores will be tallied and there
will be a virtual Awards Ceremony for all participants and guests to attend. A separate
videoconference link will be provided for the Awards Ceremony. All participants and guests may
share their video with one another during the Awards Ceremony. The Competition Coordinator
will direct everyone as to when to place themselves on mute during the Awards Ceremony.

W. ANTICIPATED COMPETITION SCHEDULE

Saturday, March 18, 2023
8:30 Zoom Rooms Open
8:30 – 8:50 a.m. CHECK IN (Zoom Room)

Preliminary Rounds
(Participants will be assigned three of the
following times)
9:15 a.m. Round A
11:00 a.m. Round B
1:00 p.m. Round C
2:45 p.m. Round D
4:15 -5:00 p.m. Announcement of Teams that
qualify for elimination rounds

Sunday, March 29, 2023
8:45 a.m. CHECK IN (Zoom Meeting Room)
9:15-10:30 a.m. Quarterfinals
11:00 a.m.-12:15 p.m. Semifinals
1:00-2:00 P.M. Finals

2:30 PM Zoom Award ceremony

This schedule is subject to change. All times
are EASTERN STANDARD TIME (EST)