

ARIZONA HIGH SCHOOL MOCK TRIAL

RULES OF THE COMPETITION

The Arizona High School Mock Trial Program is governed by the Rules of the Competition and the Arizona High School Mock Trial Rules of Evidence, both of which have been adapted from the rules promulgated by National High School Mock Trial Championship, Inc. All teams participating in the Arizona High School Mock Trial Program are responsible for reviewing the Rules of the Competition and ensuring that the conduct of persons associated with their teams comports with the Rules of the Competition throughout the mock trial event.

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RULES OF THE COMPETITION

ADMINISTRATION

Rule 1.1. Rules

All trials will be governed by the Rules of the Arizona High School Mock Trial Program and the Arizona High School Mock Trial Program Rules of Evidence.

Questions or interpretations of these rules are within the discretion of the Legal Counsel Coordinator, the State Coordinator, and the Arizona Foundation for Legal Services & Education's Law-Related Education Committee and Board of Directors (the "Foundation"), whose decisions are final. The local tournament coordinator, the Legal Counsel Coordinator, the State Coordinator and the Foundation are referred to collectively as the "Organizers".

Rule 1.2. Code of Conduct

The Rules of Competition, as well as proper rules of courthouse and courtroom decorum and security, must be followed. The Organizers possess discretion to impose sanctions, including but not limited to disqualification, immediate eviction from the tournament, and forfeiture of all fees and awards (if applicable) for any misconduct occurring while a team is participating in the tournament, for flagrant rule violations, and for breaches of decorum which affect the conduct of a trial or which impugn the reputation or integrity of any team, school, participant, court officer, judge, or the mock trial program. In these rules, all references to "participating" include any activity as a part of a mock trial tournament conducted in-person or virtually.

Rule 1.3.A. Emergencies - General

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

In the event of an emergency that would cause a team to be unable to continue a trial or to participate with less than six members, the team must notify the tournament coordinator as soon as is reasonably practical. If the tournament coordinator, in their sole discretion, agrees that an emergency exists, the tournament coordinator shall 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.

A forfeiting team will receive a loss and points totaling the average number of the ballots and points received by the losing teams in that round. The non-forfeiting team will receive a win and an average number of ballots and points received by the winning teams in that round.

Final determination of emergency, forfeiture, reduction of points, or advancement, will be made by the Organizers.

Rule 1.3.B. Emergencies - Virtual Competitions

In the event of technical difficulties during the trial in a virtual competition, the presiding judge shall have discretion to declare a brief recess to resolve any technical difficulty substantially impairing a participant's participation in the trial. If the technical difficulty cannot be resolved within a reasonable, but brief, amount of time, then the trial will continue with another member of the impacted team substituting for the impacted team member. The emergency substitute must be a member of the same team as the impacted participant.

Before making an emergency substitution, the impacted 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 tournament coordinator of any emergency substitution following the round of competition.

The presentation will be scored based on the performance by the initial team member and the emergency substitute, taken as a whole.

Once the presiding judge determines either at the request of the team or *sua sponte* that a student is unable to compete in a role due to technical difficulties, to minimize disruption, the impacted student is not permitted to return and compete in the role for which a substitution was made. If the technical difficulty is resolved, the impacted participant may return and participate in their other roles, if any. For purposes of this rule, a witness examination consisting of direct, cross, any re-direct and any re-cross is one role, so that a participant who requires an emergency substitution for a witness examination may not return and participate until the entire witness examination is completed.

For purposes of this rule, technical difficulties include internet failure and computer, device or microphone failure; failure of a camera only does not permit emergency substitution under this rule. Students who lose internet connection shall rejoin the trial using a telephonic connection, if possible.

In the event of a loss of connection for a timekeeper, that team shall defer to its opponent’s timekeeper for that trial segment. The team whose timekeeper lost connection may substitute another timekeeper qualified under Rule 1.4 for the remaining trial segments. The timekeepers shall confer consistent with Rule 4.6.e regarding time remaining at the beginning of each trial segment.

Technical emergencies resulting from the loss of the connection of a presiding or scoring judge shall be handled in accordance with Rule 5.2.A.

In the event that a technical emergency prevents an entire team from completing in part or all of a round, the presiding judge shall declare a recess of up to 15 minutes, to allow that team to reconnect, either via video or by connecting on audio-only via telephone.

In the event that a technical emergency prevents an entire team from connecting via video but that team is able to connect audio-only via telephone, the opposing team and all judges shall turn off their video until video connection from both teams has been restored.

If reconnection is impossible, a forfeit shall be declared in favor of the team that maintains its connection. If at least five witnesses have been subject to cross-examination, the Organizers may in their sole discretion complete the ballot, assigning scores equal to their average score on all segments that could not be completed by the disconnected team and a “10” to the team that remained connected.

No student or team may feign technical difficulty or invoke the technical difficulty rule for purposes other than a genuine technical difficulty. Such an act would violate the Rules of Competition and Code of Ethical Conduct and may be sanctioned at the discretion of the Organizers through point deductions or other means up to and including disqualification from the competition.

Rule 1.4. Relationship to Other Laws; Accommodation of Disability

These Rules will be interpreted and administered consistent with all applicable laws. Accordingly, should any applicable law require variance from these rules or accommodation of any competitor for any reason, including a legally-recognized disability, that team member or their coach may apply to the Organizers for accommodation, and such reasonable accommodation as the law requires shall be granted. 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.

THE PROBLEM

Rule 2.1. The Problem

The Organizers will create or adapt case materials which may contain any or all of the following: statement of facts, pleadings, indictment, stipulations, witness statements/affidavits, jury charges, orders/rulings and exhibits. Stipulations may not be disputed at trial. Witness statements may not be altered.

The problem shall consist of three witnesses per side, all of whom shall have names and characteristics that would allow them to be played by either males or females. All three of the witnesses must be called.

Rule 2.2. Witnesses Bound by Statements

Each witness is bound by the facts contained in their own witness statement, the Statement of Facts, if present, and/or any necessary documentation relevant to their testimony. Fair extrapolations may be allowed, provided reasonable inference may be made from the witness' statement. If, in direct examination, an attorney asks a question which calls for extrapolated information pivotal to the facts at issue, the information is subject to objection under Rule 2.3, "unfair extrapolation."

A witness is not bound by facts contained in other witness statements.

Rule 2.3. Unfair Extrapolation

A fair extrapolation is one that is neutral. Unfair extrapolations are best attacked through impeachment and closing arguments and are to be dealt with in the course of the trial.

If a witness is asked information not contained in the witness' statement, the answer must be consistent with the statement and may not materially affect the witness' testimony or any substantive issue of the case.

Attorneys for the opposing team may refer to Rule 2.3 in a special objection, such as "unfair extrapolation," or "This information is beyond the scope of the statement of facts."

Possible rulings by a judge include:

- a. No extrapolation has occurred;
- b. An unfair extrapolation has occurred;
- c. The extrapolation was fair; or,
- d. Ruling is taken under advisement.

The decision of the presiding judge regarding extrapolations or evidentiary matters is final.

When an attorney objects to an extrapolation, the judge will rule in open court to clarify the course of further proceedings.

Rule 2.4. Gender of Witnesses

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.

Rule 2.5. Voir Dire

Voir dire examination of a witness is not permitted.

TEAMS

Rule 3.1. Team Eligibility

a. Each team shall be composed of six to nine qualified high school students and at least one teacher-coach. A teacher may serve as a teacher-coach for multiple teams from the same school. It also is recommended that each team include at least one attorney-coach. The eligibility of a team to participate in a tournament is within the general discretion of the tournament coordinator. Any dispute concerning eligibility shall be made pursuant to Section 6 of these Rules.

b. To compete on a mock trial team, a student must meet the following criteria:

(1) Except as provided in paragraph (2), all students on a team must be officially enrolled at the same public or private high school. Students officially enrolled at more than one school may only compete for the school at which their official permanent records are located. A student is not considered officially enrolled at a school unless they are taking a course at the school for which they will receive a grade, other than a pass/fail, and which is entirely unrelated to mock trial or the student's participation in the mock trial program.

(2) Home-schooled students may compete on public school teams as may be permitted by the policies of the local school district. For purposes of competing on a public-school team, a home-schooled student will be considered an officially enrolled student at any high school within the school district in which they reside for home school. Home-schooled students also may form teams with other home-schooled students.

c. A student must be in grades 9 to 12. No junior high school students are eligible.

d. A student engaged in college courses or an internship will be considered an officially enrolled high school student provided that the school at which the student's official records are located still considers the student officially enrolled at the school and the student is not considered to have graduated or withdrawn from the school.

e. Students must be officially enrolled at the time the team is registered for the mock trial program. Any student not officially enrolled on the day of a tournament will not be allowed to participate in any capacity.

f. No regional or consolidated teams will be allowed. If a high school is composed of several campuses or affiliated schools that operate separately with separate faculties and staffs, all students on a team must attend classes at the same campus. If the mock trial teacher coach teaches classes on multiple campuses, then the school may register a team comprised of students who attend class on any of the campuses where the mock trial teacher coach teaches. Except as permitted by this rule, in the event a student attends classes on more than one campus, each campus will be considered a different school and the limitations set forth for dual-enrolled students in subsection b(1) will be applicable.

g. The teacher-coach of a team must be a faculty member at the same public or private high school at which the students are officially enrolled. The teacher is deemed to certify that all students meet the criteria as an officially enrolled student when the team is registered. The teacher-coach must notify the tournament coordinator of any change in a student's status. A teacher-coach who fails to certify the eligibility of the students on the team or to notify the appropriate entities of any change in a student's status may be suspended from the mock trial program for one year. A parent of a home-schooled student may serve as the teacher-coach of a team comprised of home-schooled students. A parent who serves in this capacity has all of the responsibilities and obligations of a teacher-coach under these Rules.

Rule 3.2. Team Composition

a. Teams consist of six to nine official members assigned to attorney, witness, and timekeeper roles representing the prosecution/plaintiff and defense/defendant sides. Only six of the nine official members will participate in any given round as attorneys and witnesses. (See Rule 3.3 for further explanation referring to team participation.) Any student outside the declared official team is considered an additional non-competing team member. Additional non-competing team members may neither compete nor keep time for the team at any point during the competition. The team roster will become official at the close of on-site registration for an in-person competition, and at 5:00 p.m. on the day prior to the first round for a virtual competition.

b. The timekeeper must be an official team member. If a team has only six official members, it must designate two or more of its witnesses to serve as timekeepers in each round. If there are seven or eight members on a mock trial team, one team member may be designated solely as a timekeeper. If there are nine members on a team, at least one team member shall be designated solely as a timekeeper. A team member who is not designated solely as a timekeeper may participate in any number of rounds as an attorney or a witness, but must participate in at least one round as an attorney or a witness. Any team member who participates in more than one round other than as a timekeeper must be a witness at least once and an attorney at least once; provided, however, that this limitation does not apply to a finals round.

c. For purposes of the entire mock trial program, the “team” will include all student members, student timekeepers, attorney-coaches, and teacher-coaches. Sanctions (against an individual or the team as a whole) may be imposed when the actions of any team member are deemed improper by the tournament coordinator or the Organizers.

Rule 3.3. Team Presentation

Teams must present both the Prosecution/Plaintiff and Defense/Defendant sides of the case, using six team members in each trial round. For each trial round, teams shall use three students as attorneys and three students as witnesses.

Rule 3.4. Team Duties

Except as permitted during an emergency under Rule 1.3.B, team members are to evenly divide their duties. Each of the three attorneys will conduct one direct examination and one cross-examination; in addition, one will present the opening statement and another will present the closing arguments. In other words, the eight attorney duties for each team will be divided as follows:

1. Opening Statement
2. Direct Examination of Witness #1
3. Direct Examination of Witness #2
4. Direct Examination of Witness #3
5. Cross Examination of Witness #1
6. Cross Examination of Witness #2
7. Cross Examination of Witness #3
8. Closing Argument (including Rebuttal)

Opening Statements must be given by both sides at the beginning of the trial.

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 one permitted to make objections during the direct examination of that witness.

Each team must call all three of its assigned witnesses. Witnesses must be called only by their own team during their case-in-chief and examined by both sides. Witnesses may not be recalled by either side.

Rule 3.5. Team Roster Form

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, teams must submit Team Roster Forms in accordance with the protocol established and announced for the competition. Teams must be identified by the code assigned at registration. No information identifying team origin should appear on the form.

Before beginning a trial in an in-person competition, the teams must exchange copies of the Team Roster Form. Team Roster Forms will be distributed to judges in a virtual competition according to the protocol established for the competition. The Form should identify the gender of each witness so that references to such parties will be made in the proper gender. Copies of the Team Roster Form should also be made available to the judging panel and presiding judge before each round. Teams shall not knowingly disclose their school to any member of the judging panel or to the presiding judge.

THE TRIAL

Rule 4.1. Courtroom Setting

For an in-person competition, the Prosecution/Plaintiff team shall be seated closest to the jury box. No team shall rearrange the courtroom without prior permission of the judge.

For a virtual competition, 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. Each participant shall use a screen name formatted according to the protocol established and announced for the competition. Once the trial begins, only participants who are competing in a particular trial segment will have their camera turned on. All team members 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 1.4. 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 4.2. Stipulations

Stipulations will be considered a part of the record and already admitted into evidence.

Rule 4.3. Reading into the Record Not Permitted

Stipulations, the indictment, or the Charge to the Jury will not be read into the record.

Rule 4.4. Swearing of Witnesses

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 swearing of witnesses will occur in one of two ways. Either the presiding judge will indicate that all witnesses are deemed to be sworn using the above oath, or the above oath will be administered by the presiding judge or a bailiff provided by the Organizers. The Organizers will indicate which method will be used during all rounds of the current year's tournament. Witnesses may stand or sit during the oath.

For a virtual competition, all witnesses will be deemed to be sworn.

Rule 4.5. Trial Sequence and Time Limits

Each team will have 35 minutes to present its case. The total trial time will be 70 minutes. Each team is free to determine how to apportion its use of time, except that closing argument is limited to the lesser of five minutes or the team's total remaining time.

The following time guidelines are suggested, except that the time limits for closing arguments are mandatory:

1. Opening Statement (3 minutes per side)
2. Direct and Redirect (optional) Examination (15 minutes per side)
3. Cross and Re-cross (optional) Examination (12 minutes per side)
4. Closing Argument (the lesser of 5 minutes per side or the team's total remaining time)

The Prosecution/Plaintiff gives the opening statement first. The Prosecution/Plaintiff gives the closing argument first; the Prosecution/Plaintiff may reserve a portion of its closing time for a rebuttal. The Prosecution/Plaintiff need not request or state that it is reserving rebuttal time. The Prosecution/Plaintiffs rebuttal is limited to the scope of the Defendant's closing argument.

Rule 4.6. Timekeeping

- a. Timekeepers are responsible for fairly and accurately keeping and reporting the time during the trial presentation and during any disputes pursuant to Rule 6.1.A - 6.3.B.
- b. During the rounds of the competition, timekeepers are to act as a neutral entity. Timekeepers are not to communicate with their respective teams during the course of 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.
- c. Time limits are mandatory and will be enforced. Time runs from the beginning of the witness examination, opening statement, or closing argument until its conclusion. Introduction of counsel or witnesses prior to the opening statement shall not be included in the time allotted for opening statements. However, if counsel or witnesses are introduced once the opening statement has commenced, such time shall be included in the time allotted for the opening statement. Time stops only for objections, questioning from the judge, or administering the oath. Time does not stop for introduction of exhibits. The presiding judge shall have discretion to stop time for technical difficulties in a virtual competition that do not rise to the level of an emergency under Rule 1.3.B.
- d. In trial, each team is to use a set of "Time Remaining" cards with the following designations to signal time: 30:00, 25:00, 20:00, 15:00, 10:00, 9:00, 8:00, 7:00, 6:00, 5:00, 4:00, 3:00, 2:00, 1:00, 0:40, 0:20, and "STOP". Modification of intervals is not permitted. For an in-person competition, the Organizers will provide "Time Remaining" cards on the mock trial website. Teams may not use these cards to signal time other than the aggregate time remaining. (For example, teams may not use these cards to show the time remaining of the time allocated by that team to a particular trial segment.)
- e. 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) if there is more than a 15 second discrepancy between the teams' timekeepers, the timekeepers must notify the presiding judge of the discrepancy. The presiding judge will then rule on the discrepancy, the timekeepers will synchronize their stopwatches accordingly and the trial will continue. Any discrepancies between timekeepers less than 15 seconds will not be considered. No time disputes will be entertained after the trial concludes. The decisions of the presiding judge regarding the resolution of time disputes are final.

During a virtual competition, timekeepers shall post the time remaining using the “chat” or similar feature visible to all participants 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).

- f. In a virtual competition, the timekeepers must signal time by posting the time signals permitted by subsection d in the chatroom function of the virtual competition platform. The timekeepers also may display Time Remaining cards by activating their camera to do so.
- g. Students keeping time may use stopwatches or cellular phones. Any cellular phone used for timekeeping must be kept in airplane mode and silenced during the duration of the trial round.
- h. Although the clock stops for objections, judges have discretion to deduct points from a team that makes excessive or improper objections. To be excessive or improper, objections need not be frivolous or without merit. Points may be deducted for objections that, in the judge’s discretion, serve no strategic purpose or are merely to harass or intimidate an opposing counsel.

Rule 4.7. Time Extensions and Scoring

A team must immediately stop its presentation when its time expires and the “STOP” card is displayed. A team may continue with its presentation after the “STOP” card is displayed only with permission granted by the presiding judge. 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. In all other cases, the presiding judge must stop the presentation once time expires. If time has expired and an attorney continues without permission from the court, the scoring judges may individually decide whether or not to deduct points in a category because of over-runs in time.

Rule 4.8. Motions Prohibited

The only motion permissible is one requesting the judge to strike testimony following a successful objection to its admission.

Rule 4.9. Sequestration or Exclusion

Teams may not invoke the rule of sequestration or exclusion.

Rule 4.10. Bench Conferences

Bench conferences are not permitted in either in-person or virtual competitions. Objections are deemed to have occurred at sidebar.

Rule 4.11. Supplemental Material: Accents, Costuming, Exhibits

Teams may refer only to materials included in the trial packet. No illustrative aids of any kind may be used, unless provided in the case packet. No enlargements of the case materials will be permitted. Absolutely no props or costumes are permitted unless authorized specifically in the case materials. Costuming is defined as hairstyles, clothing, accessories, and make up which are case specific. An accent is not considered costuming.

The student playing the witness is allowed to act as though they are afflicted with any condition, deformity, or disability described in the affidavits. Under no circumstances is the opposing team permitted to question the existence of such conditions based on the fact that the student playing the witness does not actually have them. While the opposing team may cross examine the witness on the extent of the condition based on information provided in the affidavits, the opposing team may not challenge the witness to prove the existence of the condition by asking them to show it to the jury.

A witness is prohibited from making reference to their or own physical traits or gender or physical traits or gender of other witnesses where such information is not included in any witness statement. (For example, a witness cannot call attention to her size to show inability to complete some physical act included in the case materials or state that she was treated differently because she is woman.) An attorney is likewise prohibited from making argument pointing out physical traits of a witness not otherwise included in the case materials. Such references are unfair extrapolations. (see Rule 2.3). Teams are not prohibited, however, from raising issues about general or common human traits and abilities relevant to the case.

The only documents which the teams may present to the presiding judge or scoring panel, are the individual exhibits as they are introduced into evidence and the team roster forms. No roster forms may be altered except to provide the information requested. No exhibits may be modified before trial, but attorneys and witnesses may highlight, underline, or otherwise mark exhibits during direct or cross examination. Such marked documents may be used as demonstrative exhibits during the trial and during closing arguments, but may not be entered into evidence. If a team wishes to mark an exhibit entered by the opposing team, it must substitute its own clean copy of that exhibit for this purpose before any markings are made. Exhibit notebooks are not to be provided to the presiding judge or scoring panel.

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 4.12. Trial Communication

Coaches, teachers, alternates, and observers shall not talk to, signal, communicate with, or coach their teams during trial. This rule remains in force during any emergency recess, which may occur. Team members 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. Signaling of time by the teams' timekeepers shall not be considered a violation of this rule.

Coaches, teachers, alternates and observers must remain outside the bar in the spectator section of the courtroom. Only team members participating in this round may sit inside the bar and communicate with each other.

During a virtual competition, no team member, coach, or judge may use the "chat," "instant message," or "chatroom" function of the electronic platform, except to: (1) display timekeeping messages, as permitted by Rule 1.4, and (2) to communicate in the case of a technical emergency where audio and video functions are lost but access to the chat or instant messaging function is intact. Observers are not permitted to use the chat or instant messaging functions at any time.

During a virtual competition, only the six participating team members may communicate with one another. The six participating team members may use computers, cellular telephones, or other devices to facilitate this communication.

Rule 4.13. Scouting and Viewing Trials

Team members, coaches, and any other persons directly associated with a mock trial team, except for those authorized by the Observers, are not allowed to view other teams' performances in the competition, so long as

their team remains in the competition. No person shall display anything that identifies their school or organization while in the courtroom.

Team members and individuals associated with competing teams are prohibited from contacting teachers, students and attorney advisors from any other team in any manner in an effort to obtain information about an opponent. This prohibition is read and will be construed broadly, and it includes, without limitation, any form of personal communication, voice/telephone communication, and/or electronic communication, including electronic mail, instant messaging, and communication or messaging through social media sites.

It is not a violation of this rule for teams to participate voluntarily in practice or scrimmage matches in advance of the mock trial competition. It is a violation of this rule for teams to seek information about opposing teams in rounds of the competition from individuals who observed such scrimmages, including members of the team competing in that scrimmage.

To the extent that a team or its members makes information publicly available that bears on its strategy or other issues that would normally constitute the object of scouting, it shall not constitute scouting for another team to view these materials. For example, if members of a team post videos of its performance in exhibitions or scrimmages to the public internet; create publicly-accessible online materials such as scripts or flash cards on an internet site; or post to publicly-accessible social media information about their performance, strategy, or other matters, it is not scouting for a potential opponent of that team to view that material. Teams are strongly discouraged from actively seeking out information of this kind, and it may constitute scouting for a member of a competing team to actively seek on social media information posted about a future opponent, such as social media information posted by members of teams that opponent faced in prior rounds.

Rule 4.14. Videotaping/Photography

In order to support civics education, facilitate media coverage, and provide a maximum opportunity for family, friends, peers, and teachers to view our teams competing, all participants must consent to video or audio recording and electronic posting (including video meeting, social media, or other platforms) of each performance at the tournament, except as provided in Rule 1.4 or otherwise determined by the Organizers.

No team may post, share with another competing team, or otherwise disseminate any recording of any competition round prior to the conclusion of that year's state tournament. Each team shall inform any family member or other observer of this rule. Violations of this rule, even by an individual who is not a team member, may result in sanction of the team affiliated with the individual who recorded and/or posted, shared, or otherwise disseminated the recording up to and including disqualification from the competition.

The Organizers may permit exception to this rule for media coverage.

Rule 4.15. Bench/Jury Trial

Whenever a trial round includes a judging panel, the case will be tried to a jury; arguments are to be made to judge and jury. Teams may address the scoring judges as the jury. Whenever a trial round is scored by a single presiding/scoring judge, the case will be tried as a bench trial.

Rule 4.16 Standing During Trial

For in-person trials, student attorneys will stand while giving opening statements and closing arguments, during direct and cross examinations, and for all objections, unless excused by the presiding judge. For virtual trials, student attorneys may elect to stand or remain seated during their own examinations, opening statements, and closing arguments, but all objections shall be made while seated.

Rule 4.17. Objections During Opening Statement/Closing Statement

No objections may be raised during opening statements or during closing arguments. If a team believes an objection would have been warranted during the opposing team's opening statement or closing argument, the opposing attorney for that segment may, following the opening statement or following the closing argument, object and provide a basis for the objection. During a virtual competition, the attorney shall make the objection while remaining seated. The opposing 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 4.18. 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 so as to call for a specific answer. (Example of 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.

Teams are not precluded from raising additional objections that are available under the Arizona High School Mock Trial Rules of Evidence.

Rule 4.19 Reserved

Rule 4.20.A Procedure for Introduction of Exhibits – Generally

As an example, the following steps effectively introduce evidence:

1. All evidence will be pre-marked as exhibits.
2. 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. ____?"
3. Show the exhibit to opposing counsel.
4. 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?" Witness should answer to identify only.
5. 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.
6. Offer the exhibit into evidence. "Your Honor, we offer Exhibit No. ____ into evidence."
7. 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.)
8. 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?"
9. Court: "Exhibit No. ____ (is/is not) admitted." If admitted, questions on content may be asked.

10. If an exhibit is introduced into evidence, a team may publish it to the jury at the presiding judge's discretion.

Rule 4.20.B Procedure for Introduction of Exhibits – Special Rules for a Virtual Competition

During a virtual competition, the procedure in Rule 4.20.A shall be followed, except that:

1. 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.
2. 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.
3. Attorneys will not be required to confirm that they have shown the exhibit to opposing counsel.
4. Instead of the language in Step 4, 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?" Witness should answer to identify only.
5. 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 team shall make that document available to all participants via "screen sharing" or similar technology. The member of the team responsible for posting the exhibit must be a team member competing in the round or the timekeeper for the round.
6. 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.
7. Teams may use technology to mark exhibits electronically only to the extent that marking physical exhibits would have been permitted by Rule 4.11. Any marked electronic exhibits may only be used as provided in Rule 4.11.

Rule 4.21. 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, through the use of notes, or as set forth in these rules for virtual competitions. The use of laptops or other electronic devices is prohibited, except during a virtual competition.

Rule 4.22 Redirect/Recross

Redirect and recross examinations are permitted, provided they conform to the restrictions in Rule 611(d) in the Arizona High School Mock Trial Rules of Evidence.

Rule 4.23. Scope of Closing Arguments

Closing arguments must be based upon the actual evidence and testimony presented during the trial.

Rule 4.24. The Critique

The judging panel is allowed time for critiquing as permitted by the Organizers. There is no critique in the last preliminary round before the final rounds.

Judges shall not make a ruling on the legal merits of the trial. Judges may not inform the students of score sheet results.

Rule 4.25 Offers of Proof

No offers of proof may be requested or tendered.

JUDGING AND TEAM ADVANCEMENT**Rule 5.1. Finality of Decisions**

All decisions of the judging panel are FINAL.

Rule 5.2.A Composition of Judging Panels

If there is only one judge available to preside over the trial, that judge will be the presiding and scoring judge. If a panel of judges is available to preside over the trial, the panel will consist of three or four individuals. The composition of the judging panel and the role of the presiding judge will be at the discretion of the tournament coordinator, with the same format used throughout the tournament to the extent practicable, as follows:

1. One presiding judge and two scoring judges (all three of whom complete the score sheet/ballots); or
 2. One presiding judge and three scoring judges (scoring judges only complete the score sheets/ballots);
- or
3. One judge who both presides and scores the round.

The scoring judges may be persons with substantial mock trial coaching or scoring experience or attorneys. Each scoring panel shall include at least one attorney. The presiding judge shall be an attorney.

At the discretion of the Organizers, final rounds may have a larger panel.

All presiding and scoring judges will receive the mock trial materials and a briefing in a judges' orientation.

In the event of an emergency (i.e., sudden illness, etc.), if a judging panel member must leave the courtroom or the virtual competition platform, 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. If the panel member is unable to return to the courtroom or virtual competition platform in a reasonably short period of time, the tournament coordinator must be informed. Once the panel composition is adjusted by the tournament coordinator to best meet the requirements of the rules, the round should continue. During any recess under this rule, the teams, whenever possible, should remain in their appropriate positions within the courtroom or in the virtual competition platform until the round resumes.

If the technical or other emergency impacts the presiding judge, a designated scoring judge will serve as the presiding judge until the tournament coordinator can be informed and can act to adjust the panel composition. If the round has a single presiding/scoring judge, one representative from each team immediately shall inform the tournament coordinator.

Rule 5.2.B Conflicts Between Judges and Teams

The Organizers recognize that conflicts of interest between judges and participants may arise. This program requires extensive volunteer support and it is assumed all participants will make every effort to identify

potential conflicts. The sole discretion for determining whether a judicial conflict exists is vested in the Organizers. The following criteria will be applied in determining whether a presiding judge or scoring judge will be disqualified, and apply equally to both types of judges:

1. A judge shall be disqualified from participating in a trial when the judge has a conflict with either team involved in the trial. Examples of a mandatory disqualifying conflict include where the judge is a coach of one of the teams, or is a relative or close friend of a competing student or one of the team's coaches.
2. A judge shall be excused if that judge or their family members attended one of the schools competing, a judge has a personal friendship with a team advisor or parent, or a judge previously scored a trial involving one of the teams competing (for the year in question). However, in the case of such potential conflicts, it is within the discretion of the Organizers to determine whether such a conflict exists.
3. A situation where the judge recognizes a team advisor or student/parent through professional acquaintance or through participation in mock trials in years previous will not ordinarily be considered to be a conflict, unless there is a closer relationship of the kind that would prevent the judge from fairly scoring a round. Mere recognition of a team or its members is not a basis for disqualification absent a more significant conflict.

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

The Organizers will take reasonable steps to avoid any conflict between judges, teams, coaches and coordinators or sponsors of teams. In all such cases, however, the Organizers reserve the right to permit a judge to participate in a trial if there are no reasonable alternatives.

Rule 5.2.C Disqualification of Judges

The Organizers have discretion in cases involving judge irregularity to disqualify a scoring judge's score sheet.

Rule 5.2.D Process Following Disqualification of a Ballot

In the event that a judge's ballot needs to be disqualified following the conclusion of a round, if there are two legal ballots remaining and those ballots agree on the winning team of the round, a third ballot will be generated consisting of the average total score of those two ballots. This third ballot will be used as the official ballot for power matching purposes.

In the event that a judge's ballot needs to be disqualified following the conclusion of a round, if there are two legal ballots remaining and those ballots do not agree on which team won the round, the following process will be employed:

1. If the presiding judge has not already cast a scoring ballot, the presiding judge shall cast an unscored ballot for the trial winner only. That team shall be deemed to have won the trial.
 - a. The total points on the remaining two valid scoring ballots shall be averaged.
 - b. If the team deemed to have won the trial based on the presiding judge's ballot has more points on the third, averaged ballot than the team deemed to have lost, this ballot will be used as the official ballot for power matching purposes.
 - c. If, when the third ballot is averaged, the team deemed to have lost has more points on the third ballot, the score of the team deemed to have won will be adjusted until it is 1 point

higher than the score for the team that was deemed to have lost. This third ballot shall be used for all power matching purposes.

2. If the presiding judge was already scoring the round in which the ballot was disqualified, then:
 - a. An average of the total points on the two valid ballots shall be generated, and the winner on points of that average ballot shall be deemed the winner of the trial.
 - b. If the average ballot is tied, the tie shall be broken by highest average score in the closing argument category. If the ballot remains tied, that tie shall be broken by the highest average score in the opening statement category. If the ballot remains tied, the winner of the trial shall be determined by coin toss. However the tie is broken, that team shall be given one additional point on the third ballot.
 - c. This third ballot shall be used for all power matching purposes.
3. In all cases where the averaging of two ballots 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 5.3. Score Sheets/Ballots

The term "ballot" will refer to the decision made by a scoring judge as to which team made the best presentation in the round. The term "score sheet" is used in reference to the form on which points are recorded. Score sheets are to be completed individually by the scoring judges. Scoring judges are not bound by the rulings of the presiding judge. The team that earns the highest points on an individual judge's score sheet is the winner of that ballot. When scoring panels are used, the team that receives the majority of the ballots wins the round. The ballot votes determine the win/loss record of the team for power-matching and ranking purposes. While the judging panel may deliberate on any special awards (i.e., Outstanding Attorney/Witness) the judging panel should not deliberate on individual scores.

Rule 5.4. Completion of Score Sheets

At the end of each trial, including the championship round, each scoring judge shall record a number of points (1-10) for each presentation of the trial. At the end of the trial, each scoring judge shall total the sum of each team's individual points, place this sum in the Total Points box, and enter the code for the team with the higher total number of points on the line indicated for the team with the best performance. NO TIE IS ALLOWED IN THE TOTAL POINTS BOXES.

In the event of a mathematical error in tabulation by the scoring judges which, when corrected, results in a tie in the Total Points box, the team code entered on the line for the team with the best performance shall determine award of the ballot.

Rule 5.5. Team Advancement

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

1. Win/Loss Record - equals the number of rounds won or lost by a team;
2. Total Number of Ballots - equals the number of scoring judges' votes a team earned in preceding rounds;
3. Total Number of Points Accumulated in Each Round;
4. Point Spread against Opponents - the point spread is the difference between the total points earned by the team whose tie is being broken less the total points of that team's opponent in each previous round. The greatest sum of these point spreads will break the tie in favor of the team with the largest cumulative point spread.

Rule 5.6.A Power Matching/Seeding for Tournaments With 10 or More Teams

A power-matching scoring system will be used for tournaments with 10 or more teams. The main concept of power-matching is that at each stage of the tournament, as much as possible, teams should compete against teams with a similar record. Under a power-matching scheme, teams are matched at each level of the tournament according to their win-loss record. The first round of the tournament will be pre-set, purely at random, except that (if reasonably possible) teams from the same school will not be matched against each other in the first round. All subsequent rounds of the tournament will be matched according to the results of the prior rounds. Before each subsequent round, teams will be ranked based on the following criteria in the order listed in Rule 5.5. Brackets will be determined by win-loss record. Within each bracket, subject to the limitations on power-matching set forth below, the top ranked team (according to the criteria set forth in Rule 5.5) will be paired against the lowest ranked team, the second highest against the second lowest, and so on until all teams in the bracket are paired. If there are an odd number of teams in a bracket, then the team that has not been paired against a team from its bracket will be placed at the top of the next lowest bracket.

In pairing teams (except for final rounds), the following limitations on "pure" power-matching will be applied in this order of importance:

- A. If the tournament has four preliminary rounds, each team must represent each side of the case twice;
- B. A team may not face an opponent more than once, unless the number of teams at the tournament makes this restriction impossible (in which case the teams must present the opposite sides of the case);
- C. To the extent possible, teams should not appear before the same judge; but if this is not possible, then every effort will be made to have the team appearing before the judge for the second time present the opposite side of the case; and
- D. If a "bye" is being used, then the tournament coordinator has discretion to adjust the power-matching criteria to assign the "bye" in the manner that least affects the tournament's outcome.

The tournament champion will be the team that wins the final round pairing between the top two teams, if there is a final round. Teams will be selected for the final round on the basis of the criteria set forth in Rule 5.5. If there is no final round, the winning team is the top-ranked team determined by the criteria in Rule 5.5.

Rule 5.6.B Power Matching/Seeding for Tournaments With Fewer Than 10 Teams

For tournaments with fewer than 10 teams, the tournament coordinator has discretion whether to use the power-matching system in Rule 5.6.B. If the tournament coordinator elects not to use the power-matching system, then the tournament coordinator shall: (i) notify the State Coordinator, the Legal Counsel Coordinator and the Foundation of that decision at least two weeks prior to the tournament, and consult with the State Coordinator, the Legal Counsel Coordinator and the Foundation as to the pairing method that will be used at the tournament; and (ii) after the State Coordinator, Legal Counsel Coordinator and Foundation approve the pairing method, promptly provide advance notice of the pairing method to be used to the teacher coaches of the teams assigned to the tournament. Final decision-making authority with respect to the pairing method to be used at tournaments with fewer than 10 teams rests with the State Coordinator, Legal Counsel Coordinator and Foundation.

Rule 5.7. Selection of Sides for Championship Round

In determining which team will represent which side in the Championship Round, the following procedure shall be used:

- (1) The team with the letter/numerical code which comes first alphabetically or numerically will be considered the "Designated Team."
- (2) The coin will be tossed by a designee of the host state coordinator.

- (3) If the coin comes up heads, the Designated Team shall represent the plaintiff/prosecution in the Championship Round. If the coin comes up tails, the Designated Team shall represent the defendant.

Rule 5.8. Odd Number of Teams Participating in Championship

If there is an odd number of teams in the tournament, which requires one team to have a "bye" in each round, the team which will have the "bye" will be chosen at random. The teams chosen for a "bye" in Rounds 1, 2, 3, and 4 will receive, as points for the "bye" round, the average point total received by all winning teams participating in that round. The teams who have a "bye" will receive a "win" for the "bye" round. The only limiting factor is that no team will have more than one "bye" throughout the tournament. A team with a "bye" may not attend trials going on during its "bye" round. If there is a violation of this rule, the tournament coordinator will have discretion to determine a penalty.

Rule 5.9. State Tournament Invitations

The State Tournament will consist of four rounds and a Finals round for the top four teams. A Semi-Finals round will be optional, depending on time constraints. There will be sixteen (16) teams invited to the State Tournament. The number of invitations extended to each region is the result of factoring the percentage of teams appearing at that region's tournament to the statewide number of participating teams. For example, if Region I has 18 teams in its Regional Tournament, and a total of 48 teams are entered statewide, Region I would receive $18/48 \times 16$ available spots, or 6 invitations to the State Tournament. In this way, even small regions are assured of at least one berth in the State Tournament.

Rule 5.10. State Tournament Invitations--Tiebreakers

The State Coordinator and the Legal Counsel Coordinator shall have full discretion in determining which teams are to be invited to the State Tournament to the extent there is a tie between Regions based upon the above mathematical formula. In determining how to break the tie, the State Coordinator and the Legal Counsel Coordinator shall consider the following criteria in order of importance:

- A. Team's win/loss record at Regionals.
- B. Team's overall point total at Regionals.
- C. Team's point differential in wins/losses at Regionals.

If a tie still remains after these three factors are reviewed, the State Coordinator and the Legal Counsel Coordinator shall then make the final decision at their discretion, utilizing whatever other criteria may be appropriate or applicable.

The team that earns a berth in the State Tournament must consist of all of the same students who participated in the Regional Tournament, unless a replacement is permitted under this rule. If (i) a team member who participated as an attorney or a witness at the Regional Tournament is unable to participate at the State Tournament, and (ii) that team member's inability to participate leaves the team with fewer than six team members who participated as an attorney or a witness at the Regional Tournament, then the teacher-coach may request in writing that the State Coordinator and the Legal Counsel Coordinator allow the team to replace that team member with another student who meets the qualifications in Rule I.2. The written request shall (i) specify the reasons the team member is unable to participate at the State Tournament, and (ii) identify the proposed replacement student. The State Coordinator and the Legal Counsel Coordinator have sole and absolute discretion to determine: (i) whether good reason exists to allow a replacement student to participate at the State Tournament; and (ii) whether to allow a replacement under this rule. If a team that has earned a berth to the State Tournament becomes ineligible

to, or elects not to, participate at the State Tournament, then the State Coordinator and the Legal Counsel Coordinator have the sole and absolute discretion to designate another team to participate at the State Tournament.

Rule 5.11. Qualification for the National High School Mock Trial Championship

The team that wins the State Tournament shall be entitled to represent Arizona at the National High School Mock Trial Championship. The team that participates in the National Championship must be comprised of students who participated on that team at that year's Regional Tournament and/or State Tournament. A student who participated on the team at the Regional Tournament, but who for good reason did not participate at the State Tournament, is eligible to participate at the National Championship, provided that the student is eligible to participate under any applicable rules of the school or school district. If a student who participated on the state champion team is unable to participate at the National Championship, then the teacher-coach may request in writing that the State Coordinator and the Legal Counsel Coordinator allow the substitution of a student who participated on another team from the same school at that year's Regional Tournament and/or State Tournament. The written request shall (i) specify the reasons the student is unable to participate at the National Championship, and (ii) identify the proposed substitute student. The State Coordinator and the Legal Counsel Coordinator have sole and absolute discretion to determine: (i) whether good reason exists to allow a student who participated at the Regional Tournament, but not the State Tournament, to participate at the National Championship; and (ii) whether to allow a substitution under this rule. If the state champion team is ineligible to, or elects not to, participate at the National Championship, then the State Coordinator and the Legal Counsel Coordinator have the sole and absolute discretion to designate another team from the State Tournament to represent Arizona at the National Championship.

DISPUTE RESOLUTION

Rule 6.1.A Disputes at the Conclusion of the Trial – In-Person Competitions

At the conclusion of each trial, the presiding judge should inquire of the teams whether either team believes that a substantial violation of the rules occurred during trial. The competing team members are permitted to consult for a time not to exceed two minutes with the team's coaches before determining whether the team wishes to raise any substantial violations it believes occurred.

The process for determining that dispute shall be as follows:

- a. One of the student members of one of the competing teams shall state that the team wishes to file a claim that a substantial rules violation occurred (a "dispute").
- b. The presiding judge will provide the student with a dispute form, on which the student will record in writing the nature of the dispute. No more than two minutes per team shall be allotted for this process. The student may communicate with their team members and coaches in preparing the form.
- c. The team accused of a material rules violation shall have the opportunity to respond in writing. No more than two minutes per team shall be allotted for this process. The student may communicate with their team members and coaches in preparing the form.
- d. One member of each team shall briefly present the team's position to the presiding judge. No more than two minutes per team shall be allotted for this explanation.
- e. The presiding judge shall ask any questions and perform any additional investigation s/he believes appropriate.
- f. If the dispute is denied, the presiding judge will record the reasons for this, announce their decision to the Court, retire to complete their score sheet (if applicable), and turn the dispute form in with the score sheets.
- g. If the dispute is granted, that decision will be recorded in writing on the dispute form, with no further announcement. The dispute form will be turned in with the score sheets.

- h. The presiding judge will advise the teams as to whether the dispute is granted or denied.

Rule 6.1.B Disputes at the Conclusion of the Trial – Virtual Competitions

The foregoing rules shall also apply in virtual competitions, except that students shall not complete a dispute form. Instead, students shall have two minutes to prepare an argument regarding their dispute in consultation with coaches and team members, and the presiding judge shall take notes regarding the nature of the dispute and the arguments presented by each team.

Rule 6.2. Effect of Violation on Score

If the presiding judge determines that a substantial rules violation has occurred, the judge will inform the scoring judges of the dispute and provide a summary of each team's argument. The scoring judges will consider the dispute before reaching their final decisions. The dispute may or may not affect the final decision, but the matter will be left to the discretion of the scoring judges.

Rule 6.3.A Disputes After the Conclusion of the Trial – In-Person Competition

Disputes which could not have been brought to the attention of the presiding judge may be brought to the attention of the Organizers by teacher or attorney coaches exclusively. Such disputes must be made promptly to the tournament coordinator, who will ask the complaining party to complete a dispute form. The tournament coordinator will: (a) notify all pertinent parties; (b) allow time for a response, if appropriate; (c) conduct a hearing; and (d) rule on the charge.

The tournament coordinator may notify the judging panel of the affected courtroom of the ruling on the charge and/or may assess an appropriate penalty.

Rule 6.3.B Disputes After the Conclusion of the Trial – Virtual Competition

The foregoing rules shall also apply in virtual competitions, except that the Organizers shall designate in advance of competition a mechanism for submission and resolution of disputes.

COURTROOM ARTIST CONTEST

Rule 7.1 Registering and Eligibility for the Contest.

Students who wish to participate should each complete a [registration form](#) and submit it no later than March 1, 2021. Forms can be emailed to LawForKids@azflse.org or mailed to the AZFLSE office at:

Arizona Foundation for Legal Services & Education

Attn: John Armendt
4201 N. 24th St. Ste. 210
Phoenix, AZ 85016

Court Artists MUST observe all Arizona High School Mock Trial Rules of the Competition, restrictions, and eligibility requirements, and will be held to the Arizona Foundation for Legal Services Code of [Ethical Conduct for the Mock Trial program](#). Artists are bound by Rule 4.13 and are deemed to be a member of their school team for purposes of Rule 4.13. The courtroom artists will use the same team code as their Mock Trial team and will accompany their school's team throughout the entire competition. The courtroom artists may not serve in any other role on their school's mock trial team. For a virtual competition, courtroom artists shall follow the naming conventions established for competing team members and shall accompany their school team to any designated virtual courtrooms.

Rule 7.2.A Trials/Trial Depiction – In-Person Competition

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- Courtroom artists shall check-in with their school team before each round of the competition begins for courtroom assignments.
- Courtroom artists will sketch for the rounds in which **their school's team(s)** are competing.
- Sketches must depict actual courtroom scenes observed by the courtroom artists without the help of any source or person. Laptops are not permitted in the competition venue.
- Sketches must be created during Rounds 1 and/or 2 of the regional competition, but need not be completed during the rounds. Artists may work on sketches during breaks in the competition.
- The presiding judge may allow courtroom artists to sit in the jury box. However, they shall not be seated in such a way to see the scoresheets.
- Once the trial begins, the courtroom artist may not move about the courtroom. The courtroom artist may not communicate, either verbally or non-verbally, with any member of the mock trial teams or any visitors, coach, or third party during the trial rounds.

Rule 7.2.B Trials/Trial Depiction – Virtual Competition

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

1. 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.
2. Competing student attorneys may be drawn either standing or sitting, even if they were sitting during the virtual competition round.
3. 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 Foundation, that courtroom must be used in the depiction.
4. 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.
5. Courtroom artists are advised not to focus too much on the courtroom background for their competition pieces. Competition piece judging will weigh more heavily on the depiction of faces and bodies during a virtual competition.
6. Courtroom artists are permitted to use a laptop computer throughout a virtual competition.
7. Courtroom artists are encouraged to explore ways to utilize the competition’s chosen technical platform to make their art easier to create and more detailed. For example:
 - a. 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.
 - b. 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).
 - c. Courtroom artists are permitted to experiment with these settings on their own systems during Rounds 1 and 2, so that they may prepare to use those that prove most effective
8. Instead of sitting in the jury box, courtroom artists shall be permitted into the virtual courtroom on the same terms as an official team member.
9. The ban on courtroom communication includes any use of a chat function, text messaging, or other mechanisms of communication.
10. If the courtroom artist loses connection, it shall not constitute an emergency for purposes of Rule 1.3.

Rule 7.3.A Submission Specifications – In-Person Competition

1. **Only** the best **TWO sketches per artist** may be submitted for judging to the regional coordinator at the conclusion of Round 3.
2. Sketches must be created and completed on paper that is 11 inches by 17 inches, in a horizontal/landscape format.
3. Sketches must be black and white, and any dry medium may be used.
4. Artists must supply all their materials.
5. These pictures may be reproduced so they need to have strong enough line value and shading to be seen clearly once scanned.
6. The art submission must have the artist's name PRINTED and team code placed on the back of the sketch; no signatures on the front of the submission are allowed.
7. Courtroom artists are responsible for ensuring their work area is left neat and orderly with all trash disposed in the appropriate trash receptable.

Rule 7.3.B Submission specifications – 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:

1. At the conclusion of the trial, the artists must turn on their video to allow for a screen shot of the drawing.
2. A picture of the art sketched during Round 1 and/or 2 must be submitted within 30 minutes of the conclusion of the Round 3 trial to be considered in the contest.
3. The submission process, labeling protocol, and technical specification for courtroom artists 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 Foundation. In advance of the competition, artists are encouraged to explore options for high-resolution scanning or photography of their work.
4. Courtroom artists shall maintain a digital copy and shall retain the physical copy of their Round 3 submission until, at least, the end of the State Competition.

Rule 7.4. Judging Components

Sketches are evaluated and scored anonymously by a judge or judging team. A [sample judging scoresheet](#) is posted to the Mock Trial website for information on how sketches are scored.

The highest scored sketch for each region will be named the Regional winner, with one of the Regional winners being named the State winner. Regional winners and an overall state winner will be announced after the Regional Competitions.

The results of the Courtroom Artist Competition will be announced at the State Competition Awards Ceremony.

Rule 7.5. Release

All entries become the property of the Arizona Foundation for Legal Services & Education and may be used by the Foundation for whatever purpose is deemed appropriate, including but not limited to reproduction and dissemination, with recognition to the courtroom artist. The Foundation will return artwork after the competition should the artist want it back.