

Sunshine State Showdown Rulebook

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CHAPTER I: INTRODUCTION

Welcome to the Sunshine State Showdown!

RULE 1.1 – APPLICABILITY

These rules apply to all Sunshine State Showdown (“SSS”) competitions and competitors. In the event of a conflict between these rules and any other materials published or made available by the SSS competition, these rules will take precedence. The only exception to this is if the SSS competition publishes memorandums that expressly state that they contradict the rules and that the contradiction is intentional.

RULE 1.2 – DEFINITIONS

The following words and phrases shall have the following meaning:

- **Competition:** The Sunshine State Showdown high school mock trial competition and all associated events and activities.
- **Competition Staff:** Includes, but is not limited to, the Tournament Directors, the Executive Board members of the Florida State University Undergraduate Mock Trial program (“FSU Mock Trial”), and any and all additional members of FSU Mock Trial. The Executive Board of FSU Mock Trial will be made available to the public via the FSU Mock Trial website.
 - **Tournament Director:** A member of the FSU Mock Trial Executive Board that is officially running all aspects of the program. In any given year, there will be anywhere between two and three Tournament Directors.
 - **Runner:** Non-Tournament Director personal assisting with making the competition run smoothly. These individuals are there for your benefit, and will guide teams, coaches and judges to the appropriate competition rooms.
 - **Director Of Tabulation:** A member of FSU Mock Trial (or personnel associated with FSU Mock Trial) that will tabulate ballots and scoresheets from the judges and is responsible for pairing teams. Teams will be paired randomly during the first round of the competition, and then will be power-matched throughout the following three rounds. This is explained further in the Tabulation Manual.
- **The Sunshine State Showdown Rules of Evidence:** The recognized rules that govern the competition’s proceedings. These consist of a simplified version of the United States Federal Rules of Evidence.
- **Observer:** Any parent, friend, or other non-participant attending the competition. This does NOT include coaches.
- **Participant:** A competing student, non-competing rostered student, and any member of the coaching staff for a participating team.
 - **Competing Student:** A student serving as an attorney, witness, timekeeper, or non-testifying party representative seated at the counsel table in a trial.
 - **Non-Competing Student:** A rostered student not taking part in a specific trial round. This includes alternates.

- **Primary Contact:** A team’s designated attorney or teacher coach.
- **Round:** A group of trials scheduled to occur at the same time.
- **Rules of Procedure:** Refers to these rules, which govern all trial procedures in the competition.
- **Tabulation Manual:** Document that outlines the procedures for scoring student performance, pairing trials, determining final award winners, and the handling of rule violations of any kind.
- **School:** An eligible school as defined by Rule 2.1 of these rules.
- **Team:** A group of eligible students who constitute a roster for an SSS competition.
- **Trial:** A single competitive match between two teams. A trial begins when a trial judge enters the trial room. A trial ends when the final closing argument is completed.
- **Judge:** An individual responsible for evaluating and/or scoring the performance of students during a trial, either as a presiding judge or a scoring juror. Judges may consist of any member of the legal community, law students, and FSU Mock Trial alumni and members (excluding Tournament Directors).

RULE 1.3 – SEMINOLE PRIDE

FSU Mock Trial and the SSS competition strives to create a competition atmosphere that is inclusive, educational, and respectful. We expect that all participants will help the competition to achieve this goal. Competitors will treat fellow participants in the manner prescribed below. This is how you carry yourself with Seminole Pride.

- **Inclusivity:** We welcome all participants, regardless of race, color, religion, gender, sex, sexual orientation, gender identity, national origin, age, disability, ancestry, genetic information, marital status, parental status, active military or veteran status, or any other category protected by federal or local law.
- **Educational:** While it sometimes might not seem to be the case, success at this competition is not the primary goal. A clear and precise understanding of the law, knowledge of the rights you have as a member of our community, and an aptitude for trial advocacy, argument, and public speaking is what we aim to teach all competitors. Accordingly, we are receptive to feedback from competitors and judges so that we may further improve the competition every year.
- **Respect:** We treat all participants in a courteous and respectful way, regardless of whether they are an “opponent” in a trial, a judge that issued an unfavorable ruling, or a coach or observer from another team; this rule has no exceptions. We emphasize that zealous advocacy does not mean being rude to our opponents during trial; we should refrain from interrupting other competitors at all costs. After all, these are individuals that you might meet again further along in your ventures in the legal community, whether they be a classmate in a law school class, a fellow employee, an attorney representing someone else, or even a judge presiding over a trial that you might be involved in.

RULE 1.4 – INTERPRETATION AND ENFORCEMENT

The Rules of Procedure are designed to provide structure for SSS competitions and to enhance the learning experience of all attendants. Interpretations of the rules should be guided by American legal traditions and common sense. Arguing for hyper-technical interpretations of the rules, especially when designed to embarrass others or to “play fast and loose with the rules,” so to speak, is to be avoided. The legal tradition of “harmless error” will apply: when no harm is suffered, there is no error. Interpretation and enforcement of these rules during a competition shall be made by the SSS Tournament Directors. The guidelines for how students are to deal with rule violations will be described in Chapter 6.

RULE 1.5 – COMPETITION FORMAT

SSS competitions feature four rounds of competition, in which every school competes twice as the Prosecution/Plaintiff and twice as the Defense.

CHAPTER II: ROSTER CREATION

Who's Who: Submitting a roster of eligible competitors.

RULE 2.1 – SUBMISSION OF ROSTER

Each team shall submit its roster electronically via email to sunshinestateshowdown@gmail.com. All rosters must comply with the following student eligibility requirements as well as the rules outlined in this chapter.

- **Eligibility:** Only students who are currently enrolled in grades 9-12 in the school their team is representing may be listed on a roster as a competing member. All students on a team must be enrolled in the same school they are representing.
 - o Anywhere between one and three teams may represent a high school at the competition.
 - o Teams shall consist of between seven to twelve students. *Note: This applies to individual teams.* For all intents and purposes, if a school has registered three schools in the competition, it is entirely within their jurisdiction to bring thirty-six students, as each individual team can carry a maximum capacity of twelve students. We commend schools that can find so many students interested in high school mock trial.
 - o Students may switch roles for different rounds of trial, but no student may portray two roles in the same round. This is explained in greater detail further in this chapter.
 - o Each team must be fully prepared to argue both sides of the case using six members and an additional timekeeper.
 - o All students, regardless of gender, may portray the role of any witness. All witness roles will be gender neutral.
- **Initial Submission:** A team's primary contact shall verify their team's roster before submitting it electronically.
- **Double Check:** A team's primary contact shall verify their team's roster at their team check-in, which takes place at the competition. This shall constitute a final submission of a team's roster, which cannot be modified except as permitted by Rule 2.2.

RULE 2.2 – SUBSTITUTIONS IN CASE OF ILLNESS

As a general rule, if a participant becomes too ill to compete, the affected team may use a permissible substitute. If no permissible substitute is available, or the team chooses not to use a permissible substitute, the judges shall enter a score of "0" for the affected role(s) of the team in question and a "10" for the competing team. For example, if a witness becomes unable to compete and the team does not substitute that position, the witness and their directing attorney will receive a score "0," and the member of the opposing team who was supposed to cross-examine the missing witness will receive a "10." Furthermore, if a student portraying the role of a witness becomes unavailable, and no permissible substitute can be found, then it is assumed that NONE of the facts in the witness's affidavit have been submitted onto the record during a trial.

- **Permissible Substitute:** Students who meet the ONE of the following criteria. Permissible substitutes must also meet ALL of the criteria of a student who is eligible to compete on a roster as outlined in Rule 2.1.
 - o Other students on the roster of the affected team who are not competing in that trial;
 - o Any student on the roster of any team competing in the competition but not in that particular round;
 - o Any student that is not on the roster of the affected team but who attends its school and is present at the competition.
- Permissible substitutes may only substitute for one role. In the event that more than one student becomes unable to compete, an equal number of permissible substitutes must fill those positions. If there are not enough permissible substitutes available to the team, teams may elect to fill as many roles as they can with permissible substitutes and leave other roles empty. In the event of an empty spot on the team, differ to the above general rule.

RULE 2.3 – ATTORNEYS

Each team shall field three attorneys on each side of the case, portrayed by three separate students. The same student may serve as an attorney on the Prosecution/Plaintiff and the Defense. Roles are assigned in accordance with the following requirements. At any given time, a counsel table shall consist of three attorneys and, if applicable, a party representative. No team shall have a fourth, “silent attorney” or otherwise non-competing member sitting with them at counsel table to assist them by taking notes and passing documents.

- **Speeches:** An attorney may deliver a maximum of one speech in a given trial. A speech is defined as an opening statement or a closing argument.
- **Examinations:** Each of the three attorneys, on any given side of the case, will conduct one direct examination and one cross examination.
- **Application:** Two of the three attorneys will deliver speeches. One attorney will deliver the opening statement, and another attorney will deliver the closing argument. As per these rules, there will be one (and only one) student who will not deliver a speech. Regardless, all three attorneys will direct-examine one witness, and will cross-examine one witness. No attorney may conduct two direct-examinations or two cross-examinations, and each attorney must examine a separate witness.

Note: While technically allowed (yet ill-advised) in other jurisdictions, no student at this competition may portray the role of an attorney under the guise that they are also a defendant representing themselves in court.

RULE 2.4 – WITNESSES

Each year, three witnesses will be provided to both sides of a case. All three witnesses must be called by both sides during the trial.

- **Witness Call Order:** Teams may elect to call their own witnesses in whichever order they chose and are not bound by the order in which affidavits or reports appear in the case packet.

Before the trial begins, attorneys from both teams MUST disclose the order in which they will call the three witnesses. Under that logic, teams are required to decide before the round begins what order they will call the three witnesses.

- **Trial Testimony:**

- Each witness is required to undergo a direct and cross-examination. Differ to Rule 2.2 in the event that an unavailability affects this rule.
- Witnesses ARE allowed to use an accent or otherwise develop their character as long as their testimony is compliant with these rules. For example, if a witness wishes to be funny and make jokes, they may speak with an accent. These rules by no means make it required for a witness to create a persona, but the option is available to students who wish to do so.
 - *Note: Hostile witnesses are allowed in this competition.* If a witness wishes to characterize their role as someone who does not want to testify, they can elect to argue with the attorney or be evasive in their answers. If for some reason, the attorney wishes to impeach the witness, they may – pursuant to Rule 607 – impeach the witness they called. However, no witness at any point in time may recant their affidavit or otherwise insinuate, whether by direct admission or through inference, that they were lying at the time in which they wrote the affidavit or were untruthful.
- **Ethical Responsibility:** All witnesses must remain faithful to their affidavits, reports, and any exhibits or other documents with which the witness is familiar. Unless otherwise specified in the case materials, all witnesses must acknowledge being able to see, hear, and perform all acts described in the case materials at the time of the events in question. No team may argue that a defendant or other witness possesses a physical, mental, or emotional attribute that would prohibit them from committing an action or a crime.

RULE 2.5 – TIMEKEEPERS

As a general requirement, each team must provide a rostered student to serve as a timekeeper in every trial (on both sides of the case). The timekeeper will not be scored.

- **Additional Rostered Student:** it is advisable to have a seventh rostered student serve as the timekeeper in a designated round.
- **Witnesses Rotate Responsibility:** Should a team only have six rostered members, they are allowed to have witnesses rotate to keep time. If this is the case, said team must disclose that information to the opposing team as a formality. This team must also inform the judges of the situation at the start of the trial.

Timekeepers are neutral parties. Each timekeeper shall accurately monitor the time elapsed for both teams. Timekeepers for opposing teams shall cooperate with and assist each other to ensure accurate timekeeping and to eliminate any interruption of the trial due to errors in timekeeping

- **Procedure:**

- Each timekeeper should bring two stopwatches or similar devices to record time. Smartphones and other internet-accessible devices may not be used.
- Each timekeeper shall keep a written record of the time, using the official SSS timekeeping sheet that is provided in the case packet.

- The completed timekeeping sheet need not be returned to the tab room unless a timekeeping dispute is raised.
- Each team must create and bring “time remaining” cards for the timekeepers to display simultaneously to the Court.

RULE 2.6 – ROSTER FOR A BYE-BUSTER TEAM

The SSS competition will go to extensive lengths to ensure that there is an even number of teams competing at the competition. However, there are times in which circumstances evade even the most extensive amount of preparation. In the event that there is an odd number of teams, then the competition will create one bye-buster team.

- **Composition:** The bye-buster team consists of students from different mock trial teams participating at the given competition. The competition will obtain a list of students that are interested in participating, either before the competition or prior to the start of the affected trial round.
- **Eligibility:** Any high school student who is attending an SSS competition is eligible to participate on a bye-buster team regardless of whether they are on a team’s roster. Students may participate on one or both sides of the case, depending upon their interests and availability.
- **Preferences Given To Alternates/Non-Competing Students:** The competition will first seek to draft students for the bye-buster team who are not scheduled to participate in the competition.
- **Assistance of an SSS Staff Member/Runner:** The competition will provide a representative to select students for the team, assign roles, and prepare materials for trial.
- **Shortage of Students for a Bye-Buster Team:** Should the competition not receive enough volunteers; a Tournament Director will randomly select a team that has more than seven students on its roster to provide a student for the bye-buster team. The competition will follow the procedure until it fills the bye-buster team’s roster. *Note: if this is the case, the bye-buster team will not have a timekeeper.*
 - **Refusal to Assist:** Schools that have the right to refuse to supply volunteers for the bye-buster team include schools that have only six or seven rostered members, for those teams physically cannot spare a member. Schools that have eight rostered members or more are required to provide a student that will not be competing during that round. The next round will not proceed until the bye-buster team has at least six members.
 - **Competition Courtesy:** If your team is competing against a bye-buster team, be courteous! Lend them extra copies of exhibits and affidavits if you have.
- **Award Eligibility:** Bye-buster teams are ineligible to receive team awards, but they may be informally recognized for a final placement or performance. Students, on the other hand, are eligible to receive individual awards based on their bye-buster team participation. Such participation is tracked separately from the student’s performance on their own team.

CHAPTER III: TRIAL PROCEDURE

When Do I Go: An outline regarding the order of a trial.

RULE 3.1 – SEQUENCE OF EVENTS

All trials shall proceed in the order outlined below:

1. **Preliminary Matters:** Teams make introductions before the court and may use this time to ask for the judge's preferences. Teams may also use this time to direct the Court's attention to a statute, jury instruction, stipulation, rule of evidence, or pre-trial order if they wish. During this time, teams must provide a copy of their team roster to the presiding judge and the scoring jurors. The Prosecution/Plaintiff goes first, and the Defense goes second. One team may also take this time to provide a benchbook to the presiding judge.
 - a. **Benchbooks:** The benchbook is to be a standard plastic 3-ring binder, no wider than 1.5 inches, and only solid white, solid black, or solid blue in color. The front and back of the binder shall be blank; no logo or cover page is permissible. No logo or insignia shall be visible except for that of the binder manufacturer or retailer. A table of contents and tabs are allowed. Unless otherwise specified in the case materials, the benchbook shall include each of the following items in the most recent case release or revision in the following order.
 - i. The pleadings (e.g., complaint and answer; criminal complaint or indictment; etc.);
 - ii. Stipulations;
 - iii. Pre-Trial Orders;
 - iv. Applicable Statutes (statutory law);
 - v. Jury Instructions and/or verdict form;
 - vi. SSS Rules of Evidence.
 - b. **Invalid Benchbook:** The benchbook shall not contain any material not listed in (a) or authorized by special instruction. Teams are required to show the benchbook to opposing counsel and opposing counsel may refuse to allow them to approach the judge only on the grounds that any of the above documents are not contained in the benchbook, or additional documents or materials are included in the benchbook that are not authorized above.
 - c. **Who May Provide:** If only one team has a valid benchbook, that team's benchbook will be provided to the judge by an attorney from that team. If both teams have valid benchbooks to provide the presiding judge, the trial will use the Prosecution's/Plaintiff's benchbook. If the both teams have invalid benchbooks, neither team is allowed to provide the presiding judge with a benchbook.
 - d. **Jury Sequestration:** During this part of the trial, the scoring jurors are constructively sequestered and are to be considered not present for pretrial.
2. **Opening Statements:** Both Prosecution/Plaintiff and defense opening statements must occur at the beginning of the trial portion, with the Prosecution/Plaintiff going first.
3. **Prosecution/Plaintiff Case-In-Chief:** The Prosecution/Plaintiff shall conduct the direct examinations of its three witnesses, with the Defense team conducting its three cross-examinations. Subject to restrictions on time, and the scope requirements of Rue 5.3, there is no limit on the number of re-directs or re-crosses that a team may conduct. No

Prosecution/Plaintiff witness may be re-called or deferred until during or after the Defense case-in-chief.

4. **Recess:** At the discretion of the judge and the request of the participants, teams may take a recess between the Prosecution/Plaintiff and the Defense cases-in-chief. During the recess, neither team is allowed to talk to any coaches, observers, or members from the other teams.
5. **Defense Case-In-Chief:** The Defense team shall conduct the direct examinations of its three witnesses, with the Prosecution/Plaintiff team conducting its three cross examinations of the Defense witnesses. Subject to the restrictions on time, and the scope requirements of Rule 5.3, there is no limit on the number of re-directs or re-crosses that a team may conduct. No Defense witnesses may be called prior to the conclusion of the Prosecution/Plaintiff case-in-chief.
6. **Recess:** At the discretion of the judge and the request of the participants, teams may take a recess before closing arguments. During the recess, neither team is allowed to talk to any coaches, observers, or members from the other teams.
7. **Closing Arguments:** Both the Prosecution/Plaintiff and Defense closing arguments must occur at the end of the trial, with the Prosecution/Plaintiff team going first. The Prosecution/Plaintiff team (only) may use up to two minutes for rebuttal if they have sufficient time remaining. The Prosecution/Plaintiff must ask to reserve time for rebuttal and waives its right to rebuttal by failing to expressly reserve time.

RULE 3.2 – TIME LIMITS

Time limits for all trials shall be strictly observed.

- **Round Defined:** A round’s official start time is defined as the point when the runner supervising the courtroom announces the “all-clear” to begin. A trial is deemed complete at the conclusion of closing arguments (including rebuttal).
 - o **General:** Trials are to be completed within the all-loss time limit, defined as three hours. **All-Loss** intervenes when a trial passes the three-hour mark. In the event that a trial exceeds three hours in duration, both teams’ scores are reduced to “0” and both teams lose the round by default.
 - o **Team Responsibility:** It is the responsibility of teams to ensure that their trial concludes prior to the all-loss limit.
 - o **Runner Intervention:** If the runner supervising the trial notices that trial is approaching all-loss, the runner may intervene and instruct the judge to not allow a recess. The runner may also instruct the judge to rule on objections quickly, or to instruct teams to not object.
 - o **Remedy:** Where trials are in danger of exceeding the all-loss limit, time will be deducted from both teams such that the trial will be completed by the all-loss limit. Each team will have the same amount of time deducted from their case presentation unless—after consulting with the judges, the runners and the Tournament Directors—one team is at greater fault for the rule violation than the other.
- **Case Presentation Limit:** Each team has a set amount of time to complete certain aspects of the trial. If, at any point in trial, the presentation goes five seconds over time, the opposing timekeeper will say “Time” and cut the presentation off.
 - o **Opening Statements:** Each team has five minutes to complete their opening statements.

- **Direct Examination:** Each team has twenty-five minutes to direct the three witnesses they call. This is inclusive of re-direct examination. Time stops after the examining attorney states that they have no further questions.
- **Cross Examination:** Each team has twenty-five minutes to cross the three opposing witnesses. This is inclusive of re-cross examination. Time stops after the examining attorney states that they have no further questions.
- **Closing Arguments:** Each team has five minutes to complete their closing arguments. The Prosecution/Plaintiff has a grand total of five minutes to speak and may reserve up to two minutes for their rebuttal. The Prosecution/Plaintiff attorney may dip into the time for which they reserved, but the Prosecution/Plaintiff attorney **MUST** reserve the time. If the Prosecution/Plaintiff attorney fails to reserve rebuttal time, regardless of time remaining, the Prosecution/Plaintiff waives their rebuttal.
- **Breaks:** Judges are not required to provide breaks between cases-in-chief and before closing arguments. Breaks shall not exceed five minutes in time.
- **Objections:** Objections will not be timed. When one team objects, the timekeepers will stop time. Time will resume after the ruling, when the attorney examining the witness begins speaking.
- **Untimed Portions:** Recesses, as well as calling and dismissing witnesses, do not count towards the team's total time. Time in which attorneys organize documents in preparation to examine a witness, or for a speech, do not count towards the total time.
- **Admission of Evidence:** Time will not stop during the admission of documentary evidence, unless there is an objection by opposing counsel.

TOTAL TIME GRAPHIC	PROSECUTION/PLAINTIFF	DEFENSE
<i>Openings</i>	5 min.	5 min.
<i>P Case-In-Chief (Direct)</i>	25 min.	N/A
<i>P Case-In-Chief (Cross)</i>	N/A	25 min.
<i>D Case-In-Chief (Direct)</i>	25 min.	N/A
<i>D Case-In-Chief (Cross)</i>	N/A	25 min.
<i>Closings</i>	5 min. (2 min. rebuttal max)	5 min.

RULE 3.3 – SCORING

- **Attorneys:** Attorneys will receive one score for their direct examination of a witness and once score for their cross examination of a witness. Additionally, attorneys will receive once score for an opening or closing argument. At the end of the round, two attorneys on a team will have received three scores, and one attorney on a team will have received two scores.
- **Witnesses:** Witnesses will receive one score for their performance on direct examination and one score for their performance on cross examination. At the end of the round, all witnesses will have received two scores.

CHAPTER IV: CASE MATERIALS

The universe of the case.

RULE 4.1 – ACCESSIBILITY OF UPDATES

Teams can access the case on FSU Mock Trial’s website. Updates to the case, as well as change logs, will also be made available on the FSU Mock Trial website. Additionally, registered teams will have the case packet emailed to them, and all case updates will be sent as replies to the email chain.

Unless expressly stated otherwise in the case packet, all of the exhibits contained in the case packet constitute the final or most recent version of the document in question. No attorney or witness may assert anything to the contrary.

Revision dates in the case packet are not to be considered as material fact and exist solely for the purpose of notifying teams of the most recent revision date.

RULE 4.2 – CLOSED UNIVERSE

The case materials provided by the competition are the only materials permitted to be referenced or utilized in trial. No other legal, scientific, or educational resource or authorities may be referenced during the trial rounds. Case law and statutes not provided in the case are not allowed to be referenced in the trial.

RULE 4.3 – AUTHENTICITY OF DOCUMENTS

Witnesses may not deny knowledge or authenticity of documents that the witness states they are familiar with in their report or affidavit. This rule does not waive Rule 602 of the Rules of Evidence; teams are required to meet the foundational elements to admit documents into evidence.

This rule should not be referenced as a stipulation at trial. In the event that a witness denies knowledge of the affidavit or other document, the crossing attorney should impeach. If the witness continues to deny knowledge of the affidavit or document, then the attorney should reference this rule and ask the judge to instruct the witness to admit to the authenticity of the document.

- **Affidavits:** All affidavits shall be treated as sworn to and signed by the witness. All affidavits are assumed to have been reviewed by each witness immediately prior to trial. Each witness is assumed to have affirmed that no changes to the affidavit are necessary.
- **Signatures:** No witness may assert that signatures on affidavits or in documents that purport to be from that witness is not that witness’s signature, unless expressly stated in the case problem.

RULE 4.4 – DEMONSTRATIVE AIDS

Students may cite only the case materials given, and they may not introduce or otherwise use evidence not contained within the official case packet. In addition, students may not use, even for demonstrative purposes, any materials that are not provided in the official packet. **The following are not permitted: props, costumes, enlargements, demonstratives, or electronic devices of any kind (with the exception of stopwatches).**

- **Props:** Any item not explicitly in the case packet or by the competition that the student uses to emphasize some aspect of their presentation
 - Witnesses and attorneys are not allowed to use props to enhance their performance. For example, if a witness is portraying the role of a police officer, the witness is prohibited from using props such as a police badge, a belt with a radio, etc. If an attorney were to have the witness refer to a location on a map provided in the packet, the attorney may not provide the witness with a laser pointer.
 - With that said, witnesses ARE allowed to step down from the witness stand in order to more effectively communicate their testimony.
- **Costumes:** Any sort of wardrobe or outfit manufactured for the purposes of evoking a specific identity by the person wearing the costume.
 - Witnesses ARE NOT allowed to wear costumes. Students may, however, wear clothing that is more consistent with their characterization of the witness. To use the above example regarding a police officer witness, that student may wear clothing that signifies a professional member of law enforcement (i.e. a suit, slacks, a blue dress shirt, etc.).
 - *Note: We understand that the line can sometimes be blurred between a simple wardrobe choice and a costume or a prop. Given that, we offer these examples to guide teams in making these decisions: say a witness wishes to wear jewelry in a professional setting. That is allowed. However, if the witness wishes to emphasize that they are married or widowed, the witness may not hold up their hand and twirl a “wedding ring” to draw attention to that aspect of a performance, but they may subtly twist the ring to characterize nervousness or another emotion. As another example: witnesses are allowed to wear glasses, remove them and gesture or point at certain documents with them. However, if a team were to use the glasses to bolster or discredit an eyewitness account not mentioned in the case packet, that would be prohibited. **In short, you know a costume when you see one.***
- **Enlargements:** Any blown-up version of a document in the case packet, or a pre-prepared demonstrative not contained in the case packet used for the sake of explaining a witness’s testimony.
 - Students, with the discretion of the judge, may approach the jury with an exhibit in the case and have the witness step down from the witness to utilize the document.

While we understand that demonstratives and costumes are fun and entertaining, we aim at providing all competing schools with a fair and level playing field. The prohibition of enlargements, props, costumes, and demonstratives ensure that all teams are judged on the quality of their presentation and their knowledge of the fact pattern.

CHAPTER V: TRIAL DECORUM

Instructions on how to present your team during the case.

RULE 5.1 – MANNER OF EXAMINATION

This competition is not a sitting jurisdiction; whenever possible, counsel will stand when speaking to the judge, to opposing counsel, or to a witness. Participants should address a jury if there is a jury present and address the bench if there is no jury. Unless directed otherwise by the judge, counsel will ask permission to approach the judge or a witness, or to use an exhibit. At all times, counsel shall maintain a respectful demeanor.

RULE 5.2 – OBJECTIONS

Objections are subject to the following limitations:

- **Permitted During Examinations:** Objections are permitted only during the examinations of witnesses
- **Prohibited During Speeches:** Objections are not permitted during opening statements or closing arguments. Students may, however, after the conclusion of opposing counsel’s statement, stand and state what they would have objected to if permitted.
- **Who May Object:** Only the attorney who conducts the direct or cross examination of the testifying witness may argue or respond to objections during the questioning or testimony of a witness.
- **How Objections Should Be Made:** All objections shall be conducted in open court. Attorneys should stand and address only the presiding judge during all objections. Side bars are strictly prohibited. It will be presumed that the jury is not present for an objection argument.
- **Scope:** The SSS Rules of Evidence govern the handling of objections. The only objections that may be made based off of the rules contained therein.
 - **Unfair Extrapolation:** In certain jurisdictions, competitions recognize the “unfair extrapolation” objection as legitimate. For better or for worse, in this jurisdiction, students may not object to “unfair extrapolation,” “beyond the scope,” or “invention of fact.” Students are instead encouraged to impeach a witness, either by contradiction or omission, during their cross examination.
 - **Immaterial Background:** Testimony that is not based in the affidavit but constitutes immaterial background information provided for the purposes of enhancing a witness’s portrayal is not an unfair extrapolation. For example, if a witness wishes to use a New York accent, but the affidavit does not specify that the witness is from New York, it is not an unfair extrapolation for this witness to state that they are from New York for the purposes of enhancing their character.
 - **Improper Inventions of Fact:** Mock trial competitors are to advocate as persuasively as possible *based on the facts provided*. Thus, teams must rely on the facts stated in the case problem rather than creating new facts or denying existing facts in order to advantage their parties. An **Improper Invention of Fact** is any instance (regardless of whether it occurs

during direct or cross examination) in which a witness introduces testimony that contradicts the witness's affidavit, or any instance in which an attorney offers—via the testimony of a witness—a material fact not included in or reasonably inferred from the witness's affidavit.

- A witness does not commit a violation regarding the improper invention of fact rule when they testify to material facts not included in the affidavit, as long as the witness's answer is responsive to the question posed. In other words, a witness is allowed to invent material facts on cross examination as long as it does not materially contradict the witness's affidavit. *Note: It is not advisable for a witness to fabricate material fact, as the cross-examiner can conduct an impeachment by omission and damage the witness's credibility.*
- Attorneys who ask questions to which the witness's affidavit does not provide an answer risk receiving an unfavorable answer in trial. Notwithstanding the aforementioned rules, however, nothing in this section is intended to prevent attorneys from attempting to challenge a witness's credibility by demonstrating an omission through use of the witness's affidavit.
- **Reasonable Inferences:** A witness's answer does not qualify as a "reasonable inference" merely because it is consistent with (or rather, does not contradict) the statements in the witness's affidavit. A reasonable inference must be a conclusion that a *reasonable person would* draw from a particular fact or set of facts contained in the affidavit.

RULE 5.3 – SCOPE

- **Scope of Initial Cross Examination:** The scope of the initial cross examination is not limited to the matters raised in the initial direct examination.
- **Scope of Re-Direct and Re-Cross Examinations:** The scope of each re-examination is limited to the matters raised in the immediately preceding examination.
- **Number of Re-Direct and Re-Cross Examinations:** An unlimited number of re-direct and re-cross examinations are permitted, subject only to the rule regarding all-loss time.

RULE 5.4 – MOTIONS

In general, no motions are permitted with the exception of the following:

- Motion to strike a witness's testimony (for the purposes of time, this will also automatically be interpreted to mean both a motion to strike testimony and a request to admonish the jury to disregard the stricken evidence);
- Motion to constructively sequester witnesses pursuant to Rule 615 of the SSS Rules of Evidence (this should be done during preliminary matters);
- Motion to tender a witness as an expert pursuant to Rule 702 of the SSS Rules of Evidence;
- Motion for recess (only permitted during the allotted times outlined in Chapter III of these rules.
- **Limiting Instruction:** Attorneys may request limiting instructions when testimony or evidence is admitted on limited grounds. Attorneys may only request this verbally. No pre-written document not included in the case may be handed to the judge for any motions.

RULE 5.5 – VOIR DIRE

Voir dire is not permitted in this jurisdiction.

RULE 5.6 – COURTHOUSE RULES AND CUSTOMS

All teams are required to follow the instructions provided by the Tournament Directors during opening ceremonies regarding how to properly take care of the courtrooms used during the competition. As a general note, do not eat or bring food into the courtrooms. The only drinks allowed inside the courtrooms are bottled waters. Do not leave trash in the courtrooms and leave the courtrooms as they were when you entered them. Do not damage, move, or touch the technology in the courtrooms. Do not move podiums, for they have been bolted to the floor. We can continue hosting the competition only if the courtrooms are maintained.

RULE 5.7 – TEAM IDENTIFICATION

Prior to and during trial rounds, participants shall identify themselves to judges only by assigned team icon names. Clothing and other materials visible to the judges during a trial shall not identify any school. After a judge scores have been submitted, both teams may identify their school affiliations to the judges.

- **Observers:** Non-competing students, coaches, family members, and other supporters must also take care not to wear clothing or bring items that can identify the school.

RULE 5.8 – COMMUNICATION DURING A ROUND

As a general rule, for the duration of a trial, each student competing in the trial may communicate only with the following:

- Students competing *in that trial* for either team;
- Each party's timekeepers;
- Party representatives;
- Judges and tournament officials.

Impermissible Communication: Competing students are not allowed to communicate with non-competing teammates, coaches, parents, friends, supporters, or other observers for the duration of trial.

If, during the trial, a student observes impermissible communication, it is that student's job to terminate that communication.

RULE 5.9 – OPEN AND PUBLIC TRIALS

All trials shall be open and public. No one, whether family, friend, media, or opponent shall ever be excluded from any proceeding, except that the Court will clear the courtroom as scores are

submitted at the end of a round. Witnesses shall not be sequestered except as described in Rule 615 of the SSS Rules of Evidence.

RULE 5.10 – SCOUTING AND VIDEO RECORDING

- Scouting is not permitted. **Scouting** is the act of a person watching a trial involving two teams in which they are not affiliated for the purpose of obtaining information to use against one of the observed teams in a future trial.
- Rule 5.9 does not allow members of other teams—or people who are affiliated with a team—to view a trial involving two other schools.
- **Recording Rounds:** Only the competing teams and a Tournament Director may record a round. A team who wishes to record a round must ask the opposing team for permission before a trial starts. If the opposing team denies permission, the requesting team is NOT allowed to record the trial.

CHAPTER VI: RULE VIOLATIONS

How to handle a rules violation.

RULE 6.1 – DURING A TRIAL

- **Who May Report a Violation:** Violations may only be reported by a student or coach of one of the teams competing in the trial where the alleged violation occurs. No other individuals may report an in-trial violation.
- **Who May Receive a Report:** A team may not interrupt a trial to raise a rule violation unless it is defined as time-sensitive. All other rule violations must be reported directly to a Runner or a Tournament Director.
- **Reporting Requirements:** Where a team believes that a rule violation has occurred, if they wish to report the violation or wish to seek clarification on whether a specific practice constitutes a rule violation, they must quote the exact rule that they believe is being violated. Tournament Directors will decline to investigate a violation if a specific rule is not referred to.
- **Opportunity to be Heard:** The Tournament Directors need not consult with both teams before denying a request for redress. However, before imposing any penalties or taking other actions, the Tournament Directors must give both teams an opportunity to be heard. If a Tournament Director requests that a team coach or captain meet with the Tournament Director to discuss the reported violation, and that team refuses the Tournament Director's request, that team waives the opportunity to be heard.
- **Decision-Making Authority:** While violations may be reported to Runners and competition staff, Tournament Directors are solely responsible for determining whether a rule violation has occurred and what, if any, accompanying penalties should be levied.
- **Communication:** A team may not consult their coach or otherwise violate Rule 5.8.
- **Reporting Non-Time Sensitive Rule Violations:** A violation that occurs during a trial shall be reported as soon as practicable. If possible, it shall be reported no later than the first break in the trial after the violation occurs or is discovered.
- **Reporting Time Sensitive Rule Violations:** Where a "time-sensitive" violation of the Rule of Procedures is discovered; a student competitor may ask the judge for permission to report the issue to the Runner assigned to their courtroom.
 - **Defined:** The following rules from the Rules of Procedure are considered to be time-sensitive:
 - A violation regarding attorney roles;
 - A violation regarding the order in which the trial must go in;
 - A team uses an older version of the case packet;
 - A team violates the closed-universe rule;
 - A witness continues to deny a document's authenticity or a signature that purports to be their own.
 - **Reporting Procedure:** To report a time-sensitive rule violation, an attorney competing in the round in which the violation occurred should raise an objection under these rules, explaining that they believe a time-sensitive violation has occurred and that a Tournament Director should intervene.

- **Reporting Discouraged:** A team shall only raise a time-sensitive rule violation where they feel, with certainty, that a violation has occurred, and that said violation would materially impact the remainder of the examination or speech if not immediately rectified. A team that objects under the time-sensitive rule violation risks facing a penalty under this section should their complaint be deemed invalid.
- **Trial Hold:** If a team intends to report a time-sensitive rule violation, the trial will be placed on hold (i.e. stopped) until a Tournament Director rules on the violation. Leeway will be granted regarding the all-loss time in the event of a trial hold.
- **Presider does not issue ruling:** Judges are not empowered to make rulings concerning a time-sensitive rule violation; they act only as the means by which a team may seek permission to report the violation to the tab room.
- **Penalty for unsuccessful report.** If a Tournament Director determines that a reported time-sensitive matter does not constitute a rule violation, or if the issue reported as a time-sensitive violation is not a time-sensitive violation (irrespective of whether it is a rule violation at all), the reporting team will be penalized with a time deduction from their case presentation time.
 - A minimum of 5 minutes will be deducted as a penalty. Additional time may be deducted where the unsuccessful report causes a trial to be placed on hold for more than 5 minutes.

RULE 6.2– OUTSIDE A TRIAL

- **Who May Report a Rule Violation:** Any participant per Rule 1.2.
- **Who May Receive a Report:** Violations may only be brought to the Tournament Directors. No one else, including judges, tournament staff, or the Tournament Director, may receive a report of an alleged rule violation.
- **Appropriate Issues to Report:** Any violations of the rules. Such rules may include, but are not limited to, damage to property, disparaging comments, violations of ethics or etiquette, or illegal use of a cell phone or camera in the courthouse (when the rules bar their use). Serious breaches of the letter and spirit of these rules and policies should be raised, but affiliated participants shall avoid making a report for very minor infractions.
- **When to Make a Report:** A violation that occurs out-of-trial including, but not limited to, in the halls of the courthouse, or as part of a competition social event, shall be reported as soon as practicable.
 - **Statute of Limitations.** Violations must be reported by midnight on the day after the Competition concludes or within 10 days from the day it was discovered by the reporter, whichever is later. Violations reported after the deadline has passed will not be considered.
- **How To Make A Report:** The affiliated participant should lodge a complaint with the Tournament Director either in the courthouse or at any competition activity.
 - **Discovery of Violation After Competition:** When a party discovers after a competition that an egregious rule violation occurred during the competition, it should be reported by emailing the FSU Mock Trial team at sunshinestateshowdown@gmail.com.
- **Decision-Making Authority:** While violations may be reported to Runners and competition staff, Tournament Directors are solely responsible for determining whether a rule violation has occurred and what, if any, accompanying penalties should be levied.

RULE 6.3– COMPLAINTS FOR JUDGE MISCONDUCT

PURPOSE AND APPLICABILITY: This rule is designed to provide teams with an avenue to remedy judicial conduct during a trial that is both a violation of these rules and significantly detrimental to the students’ educational and competitive experiences. The narrow class of rules in which remedy may be sought is defined below. Once the round’s ballots have been submitted, a team waives its right to seek a remedy under this rule.

- **Not a feedback mechanism:** This rule shall not be construed as permission for a team to seek future penalties against a judge once a trial is over. SSS has a separate judge feedback system where teams may comment on the quality of their judges, including their demeanor, congeniality, helpfulness, knowledge and overall ability to conduct a trial. SSS takes this feedback extremely seriously and will act accordingly based on it.
 - o **Harmless Error.** Teams shall only report a violation where the judicial conduct is prohibited by Rule 3.5 and where the team believes that it is causing significant harm to its educational and competitive experiences. Teams shall not report innocuous rule violations.
- **Who May Report a Violation:** Violations may only be reported by a student or coach competing in the trial where the alleged violation occurs. No other individuals may lodge an in-trial judge complaint.
- **Who May Receive a Report:** Violations may only be brought to Tournament Directors, not to anyone else, including the Runners or other competition staff. A competition staff member may help communicate the request to the Tournament Directors.
- **Judicial Offenses:** SSS will receive complaints about a person serving as a judge or juror in the following instances only:
 - o The Presider repeatedly raises objections on their own, separate from those raised by the student attorneys;
 - o The Presider repeatedly questions the witnesses during the trial;
 - o A judge has made a comment toward a competitor before or during a trial that is harmful, offensive, or otherwise contrary to Rule 1.3 of the Rules of Procedure;
 - o The judge and/or scoring jurors have demonstrated outrageous disrespect for the Court by failing to remain alert. Such in-trial behavior includes, but is not limited to, sleeping or the use of a cell phone during the trial proceedings.
- **When To Make A Report:** A violation shall be reported as soon as practicable. If possible, it shall be reported no later than the first break in the trial after the violation occurs or is discovered, and preferably sooner.
 - o **Scope of Rule:** Violations may not be reported once the ballots have been submitted, as the Tournament Directors cannot remedy any in-trial issues at that point.
- **How To Make A Report:** The student or coach should lodge a complaint with the Tournament Directors in the tab room.
- **How the Tabulation Directors Will Respond to a Report:** Where SSS believes that a rule violation is worth investigating, the Tournament Directors or their designees will obtain information necessary in order to make a decision, including but not limited to, observing the trial and interviewing affiliated participants from both teams.
- **Remedies for Judge Violations:** The available remedies are limited to:
 - o Verbal admonition;
 - o Removal from consideration as a judge at the current and/or future Competitions;

- Removal of the offending judge's ballot from the scores for the round. In this instance, the other judges' ballots will be averaged to provide the teams' scores.

CHAPTER VII: ONLINE COMPETITIONS

Let's hope we only need to use this once...

RULE 7.1 – APPLICATION

Chapter VII of these rules will be invoked only when the Sunshine State Showdown competition cannot be held in person. SSS will be held online when an in-person competition poses a risk to the health and safety of the students, coaches, family members, and other spectators.

When this chapter of the rules is invoked, it will take precedent over all other rules, even if this chapter conflicts with others in this rulebook. For example, the prohibited use of electronic devices as outlined in Rule 4.4 will be suspended in part as a result of the inherent need for electronic devices to compete virtually.

RULE 7.2 – ONLINE COMPETITION FORMAT

- **Requirements:** Online competitions will be held through Zoom. As such, it is required that every member of a competing team have each of the following:
 - **Zoom** must be downloaded on all competing members' computers or laptops.
 - All students' computers or laptops should have a **functioning webcam** and **audio feedback system**.
 - **Webcams:** No restrictions will be made on the type of webcam used by competitors. Teams may use a built-in webcam on a laptop or computer, a conference call webcam, a widescreen webcam, or any other device (with the exception of a cellular device) capable of live-streaming video from a particular location.
 - **Headphones:** No restrictions will be made on the type of audio system used by competitors. Whenever necessary, students may use a headset, earphones, or connected microphone in order for other participants and judges to hear them properly. Students may use the built-in audio feedback system on their computer or laptop.
 - **An ethernet cable**, while not required, is highly recommended to ensure stable Internet connection.
 - **A light source** (lamp, window, ring light or otherwise), while not required, is highly recommended to ensure clear video quality.
- **Prohibited:** The following items are prohibited:
 - Any other electronic devices (tablets, phones, etc.) not listed under "requirements" are strictly prohibited. Participants are not allowed to use their phone to communicate with other team members. Any communication between team members can happen in-person, or through Zoom's private message application.
 - Costumes and props are strictly prohibited. For further explanation on demonstrative aids, see Rule 7.4.
- **Runners:** A runner will be placed in each Zoom call during the round. Any issues regarding these rules will be reported to the runner. Any technical difficulties will be reported to and handled by the runner.

- **Standing:** Judges will be instructed not to judge teams based on the specific limitations of the online competition. For example, if an attorney does not have the ability to stand during statements—whether due to space, immobility of the webcam, physical constraints, or other limitations—judges will be instructed not to judge the individual competitor based on those constraints. However, if the resources are available, it is strongly recommended that attorneys stand during statements and cross examinations. FSU Mock Trial does not make recommendations regarding standing during direct examinations; based on our experience, sitting during direct examination makes the direct more conversational, while standing makes direct examination more professional. This rule does not make it mandatory that attorneys sit or stand during any portion of the trial.

RULE 7.3 – SPECIAL ONLINE RULES

- **Setup:** A competing team may setup their presence at trial according to whichever format best accommodates their situation.
 - **All-In-One:** All the competitors will be in the same room and will attend the trial through a single webcam. All three attorneys will be seated at the same table. All three witnesses will be seated in the same room. The six competing members will be competing in the same room. The timekeeper may or may not be in the same room.
 - In this format, the three competing attorneys and three competing witnesses must be completely visible. At no time during the trial are any competitors allowed to leave the view of the team’s webcam. For direct examinations, a chair will be placed on one end of the screen, partially facing the webcam and partially facing the directing attorney. The directing attorney will be on the opposite end of the webcam’s view and will only approach the witness when handing documents for identification. For cross examinations, and for opening and closing statements, the attorneys will stand in the center of the webcam’s view. When witnesses have completed their performances, they will return to their seat and must remain visible until the conclusion of the trial.
 - **Behind The Bar:** All three attorneys will be seated at the same table and will attend the trial through a single webcam. The three witnesses will compete from separate webcams (all three witnesses can be in the same room, separate from the three attorneys. Alternatively, the three witnesses may each use a separate webcam, and will turn on their video when they are called to testify). The timekeeper will be in a separate room.
 - **Together Alone:** Each competitor will use a separate webcam and will turn on their video when it is their turn to present. From previous experience at online competitions, FSU Mock Trial strongly recommends the use of this format if the resources are available to the students.
- **Cameras On:** If a team is using the “Behind The Bar” or “Together Alone” format, the competing members will only turn on their webcam and audio when it is time for them to present their portion of the trial. For example, witnesses will turn on their webcam and audio when they are called to testify. At this point in time, the only people visible on the screen will be the judge, the directing attorney (and co-counsel, if “Behind The Bar”), and the crossing attorney (and co-counsel, if “Behind The Bar”). All other competitors will have their webcams and audio muted. Once the witness is done testifying, the witness will turn off their webcam, and the next witness that is called will turn on their camera.

- **Zoom Format:** Competitors are strongly encouraged to use the following Zoom setting features:
 - Turn on “Hide Non-Video Participants.”
 - Turn on “Side-by-Side View” for when the screen will be shared.
 - For speeches, competitors and judges will be instructed to switch their screen to “Speaker View” so that the attorney delivering the speech will be front-and-center.
 - For the rest of trial, competitors and judges will be instructed to switch their screen to “Gallery View” so that all competing participants are equally visible.
- **Competitor Names:** Prior to trial, all attorneys will be instructed to change their name in the Zoom call. The displayed name will be “P/D – First Name Last Name.” For example, if a competitor is an attorney on defense, their name will be “D – John Doe.” Witnesses will be instructed to change their name to the name of the witness they are portraying. Witnesses will not include a P or a D to signify which side they are testifying for.
- **Share Screen:** Because of the online format, it is impossible for competitors to physically hand documents to competitors from the other team, and in some circumstances, to competitors on their own team. Each competitor must have an PDF version of the current SSS case packet downloaded onto their computer/device. This will be known as the **electronic case packet** and may be referenced as such during trial. During examinations, attorneys may ask the testifying witness to reference an exhibit or affidavit/report in the case packet. When foundational questions are asked (for example, establishing that the witness was under oath when writing their affidavit, or asking if a witness is familiar with an exhibit), the document will NOT be visible through the Share Screen function. Only after all the foundational questions have been asked to a witness, or only after the document has been admitted into evidence, may an attorney screen share the document so that it is visible to the judge and jury.
 - **Evidence:** Only after a judge has ruled that a document is admissible may that document be shared onto the screen for other competitors, the judge, and the jury to see the document.
 - **Impeachment:** An attorney may only share the screen of a witness’s affidavit/report if the witness is being impeached. The affidavit/report may only be made visible to the judge and jury after the attorney has asked all of the questions necessary in order to conduct a proper impeachment. Attorneys may object if opposing counsel prematurely shows the affidavit/report to the jury.
 - **Refreshing Recollection:** Attorneys may NOT share the screen of a witness’s affidavit/report if the attorney is only trying to refresh the witness’s recollection.
 - **Running Out The Clock:** Students are prohibited from running out the clock when instructed to scroll through the case packet. While it is generally understood that individuals will need time to locate the document in question, if the competitor has trouble locating the document in the packet, teams are allowed to ask their timekeepers to stop the time. As such, students are encouraged to be familiar enough with the electronic case packet that they’d be able to locate the document quickly. Given the online format, students may use the “Control + F” function (or other similar functions) to locate the document in question.

RULE 7.4 – DEMONSTRATIVES

- **In General:** Physical demonstratives are strictly prohibited. However, given the online format, teams may use online demonstratives that meet the following criteria:
 - **Equal Access:** Prior to the start of trial, teams will show all the demonstratives that they intend to use during the trial to members of the other team. If one team prepares a demonstrative, they **MUST** provide an electronic copy to the opposing team, and the opposing team is permitted to make any and all changes to the demonstrative in order for them to “flip” the demonstrative during examinations or speeches.
 - For example, if a team provides a demonstrative of a checklist to check off facts during direct examination; the opposing team may, on cross examination, proceed to erase the checkmarks on the list to make a point.
 - Another example may be, if a team provides a demonstrative of a timeline of the case, and the timeline includes several key events that have been brought up on trial; the opposing team may, when it is their turn to speak, remove some of the key events to make a point.
 - **PowerPoint:** All demonstratives **MUST** be prepared in Microsoft PowerPoint. Any other electronic presentation technology (such as Prezi, Google Slides, etc.) are prohibited. Any demonstratives that a team prepares must be shared with the opposing team. Teams may do this by including the PowerPoint file in the chat box of the Zoom call, or alternatively, the opposing team may provide the team bringing the demonstrative with an email, and the team may email the opposing team the file. The round will not start until all demonstratives have been shared with each team.
 - **Highlighting and Outlining:** Teams may highlight portions of a document or a demonstrative to draw the jury’s and judge’s attention to a specific area of the demonstrative. Alternatively, teams may outline a portion of a document or demonstrative with a red or black line or shape.
 - **Rules of Evidence:** All demonstratives are subject to objections based in the SSSRE. For example, if a team has prepared a demonstrative of an exhibit in the case, the exhibit must be entered into evidence and may be subject to any and all evidentiary objections once the demonstrative is displayed to the jury. If a demonstrative contains only text, the text itself is subject to objections once the demonstrative has been displayed.
 - **Outside Materials:** Photographs, information, case law, audio, etc. that are not provided in the case packet may not be used in a demonstrative.
 - Using the above examples, if a team wishes to create a timeline of the case with certain events labeled along the timeline, that would be permissible because the timeline contains information present in the case packet. However, teams are not permitted to include information outside the closed universe of the case packet. If the timeline were to include exhibits in the case packet that have already been admitted into evidence, that would be a permissible demonstrative. However, if the demonstrative were to contain photographs of a victim that are not included in the case packet, that would be prohibited.