

[English]

1. The East Asian Regional Rounds of Stetson International Environmental Moot Court Competition Rules 2020-2021 (EARR Rules) prevail over other rules at this EARR (2020-2021).
2. From the semi-final, each party, either a applicant or a respondent, will be decided by flipping a coin at the court room.
3. Each team consists of 2 to 5 persons, and all team members must be college students, graduate students, or law school students.
4. In a preliminary round, all participating teams cannot watch other teams' competition.
5. There are 3 seats available for each party in the courtroom. Oralists must consist of two persons, and one writer may take the other seat.
6. If a team fails to attend in the designated courtroom on time, the team may be eliminated.
7. If two teams from the same school participate in the competition, each team is required to submit a different memorial for either a plaintiff or a defendant through consultation.
8. Since this EARR (2020-2021) will take place online, the following additional rules will apply preferentially to the proceedings:
 - a. If judges becomes disconnected, or if both applicant and respondent become disconnected at the same time, then the time keeper will pause the time count for the round.
 - b. The time keeper will resume the time count for the round after every disconnected party has rejoined the round.
 - c. But if either an applicant or a respondent becomes disconnected and remains disconnected for more than 20 minutes, then that party will be deemed to have forfeited the round. If technical issues are resolved within 20 minutes, judges will be instructed not to consider such technical issues when scoring.
 - d. Teams may only use computers, tablets, or phones to participate in the virtual rounds. For oral argument, an oralist may only use the oralist's notes which are printed or handwritten. Teams are prohibited from using electronic devices for any other purpose during the competition (e.g., teams cannot look up answers to questions or research treaties or cases during a round). Teams must close all other computer, tablet, or phone applications during the rounds.
 - e. Only two team members may present arguments. A third team member and/or coach(es) may watch the round (with microphone muted and video

off), but the two oralists cannot communicate (verbally, in writing, electronically, or otherwise) with a third team member or their coach(es) during a round. Team members may be in the same physical location during a round, but the third team member and coach(es) must sit behind the oralist(s).

f. The camera must be installed in a position where judges could see all team members (including a writer and coach(es)) in one screen. Judges could also see the top of the oralist's desk and both hands at the same time.

g. Competitors should minimize background noise and visual distractions.

h. Competitors should dress professionally.

i. At the beginning of each oralist's argument during every round, the oralist should state his or her name and team number, and each oralist then must state substantially the following: "I hereby attest that my participation in the virtual rounds is in compliance with all competition rules and that I will not use technology for any prohibited purpose during this round."

j. Teams cannot record video or audio during the rounds. By participating in the EARR, teams agree that the Competition Committee may record and use video or audio of the Final Round and may take and use photos/screenshots of any round.

k. Scouting is prohibited. Team members and their coach(es) may watch only rounds in which their team is competing, except that all teams competing in the EARR may watch the Final Round.