



**GAMES INDUSTRY LEGAL CHALLENGE
SEASON VII (2023/2024)
THE RULES, V7.2**

1. COMPETITION

1.1. These rules (the “**Rules**”) lay down basic principles of Games Industry Legal Challenge VII (the “**Competition**”). The Rules are subject to change at any time upon discretion of the organizers (sorry!). The participants of the Competition are encouraged to check the Rules from time to time for any updates (yes, we’re weaseling out!).

1.2. The Competition takes place within the framework of Games Industry Law Summit, with the support and endorsement of the Summit’s community board and sponsoring firms.

1.3. The Competition is a team competition (though a team of one is still a team!) in simulated proceedings, where the participating teams assume the roles of a claimant and a respondent pleading in a fictitious case (but doesn’t life also feel like fiction sometimes?). The Competition is dedicated to the issues typical in the international games industry (and this is its main value: this is a road test of the industry as close as you can get).

1.4. The Competition consists of two rounds: (i) the selection round in the form of written submissions, and (ii) the final round in the form of oral pleadings.

1.5. The Competition takes place online, according to the timeline (the “**Timeline**”) published on <https://gameslawsummit.org/> (the “**Website**”). We use Zoom to perform the pleadings (but may change to a less intrusive platform by the time of the actual hearings, who knows).

1.6. The language of the Competition is English (the lingua franca of the industry at large).

2. TEAM COMPOSITION

2.1. The Competition is open to graduates from bachelor, master, doctoral, post-doctoral or similar programs in law (for example, JD, LLM, Dr. Jur., LL.D.), as well as to students who are currently enrolled in such programs.

2.2. To clarify, the Competition is, indeed, open to those who already work in the industry (at a law firm or at a studio), because why not (over the years we’ve met students who are smarter than partners).

2.3. There are no restrictions on the nationality, physical location, gender, age or other personal circumstances of the participants.

2.4. The organizers reserve the right to DSQ (disqualify) a team member for hate speech towards any category of other people, regardless of context, made at the Competition or elsewhere. In other words, if you go on Facebook or LinkedIn and attack a nation, a race, or any other group, or a team, you may be disqualified from this legal competition. We will not actively seek out your public posts, but we will act on posts that are brought to our attention during the Competition, if any.

2.5. The finalists of the previous editions of the Competition are not allowed to take part in the Competition (but may prove to be a source of useful advice to the current teams if they are willing).

2.6. The participants must form teams consisting of one, two, or three members (the “**Team**”). It is possible to substitute one team member for another, up to the point of the first written submission. No replacements are allowed after that point (but a team member may drop out if needed).

3. REGISTRATION

3.1. To register for participation, each Team shall complete a registration form on the Website and shall pay a registration fee (you can have your firm, studio or law school pay on the team’s behalf, no problems!). The deadline for registration of the Teams is set in the Timeline.

3.2. The Team shall specify the contact person of the Team in the registration form (the “**Captain**”). All the communication concerning the Competition will be sent by e-mail to the Captain. It is the Captain’s responsibility to distribute all relevant materials within the Team.

3.3. Registration fee is set at EUR 50.00 per Team and shall be paid as per instructions provided upon submission of the registration form (IBAN, PayPal, etc. possible). The registration fee is non-refundable.

3.4. The receipt of the registration form and payment of the registration fee will be acknowledged to the Captain (i.e. we will email you to say that we received the transfer). The Receipt of the memoranda for claimant and the memoranda for respondent will also be acknowledged (so that you can sleep easily after you submit).

4. CASE

4.1. The case addresses hypothetical problem(s) in the field of the games industry law. The case is published on the Website according to the Timeline and will be heard by the ad-hoc arbitral tribunal. The case covers substantial issues only; no procedural issues are raised in the case.

4.2. All the facts and materials relevant for the Competition are set in the case. No additional facts may be introduced into the case unless they are a logical and necessary extension of the given facts or are publicly available true facts. Teams are not allowed to use any other materials, except for those given in the case.

4.3. Teams may submit a maximum of five (5) clarification questions to the case by sending them via email to GILS.legal.challenge@gmail.com within the deadline indicated in the Timeline. Clarification questions must be related to the facts of the case only. A request for clarification must include a short explanation of the expected significance of the clarification. Any request that does not contain such an explanation may be ignored.

5. WRITTEN SUBMISSIONS

5.1. Every Team shall prepare and submit two (2) memoranda addressing the issues raised in the claim part of the case, one on behalf of the claimant and one on behalf of the respondent.

5.2. The format and basic structure of the memorandum is set out in the Guidelines published on the Website.

5.3. Each memorandum shall be sent via e-mail to GILS.legal.challenge@gmail.com. The deadline for filing memoranda is set out in the Timeline.

5.4. Each claimant memorandum will be made available to one of the other Teams via Team's Captain. Each Team shall prepare a memorandum in support of the respondent's position in response to the memorandum in support of the claimant's position that was made available to it. The memorandum for respondent shall be responsive to all the arguments made in the memorandum for the claimant (yes, we mean "all").

5.5. Each memorandum will be assessed and scored out of one hundred (100) points by at least three (3) high profile experts who actively practice in the field of the games industry law (the Judge Panel is published on the website of the Competition). The lowest score will be dropped (aka "the regatta rule"), and the final score will not account for it (we do this to avoid personal bias, i.e. having one judge who grades everyone much lower than other judges).

5.6. Four (4) Teams that receive the highest final score for the written submissions will be invited to participate in the oral pleadings. If we have a tie for one place, we will perform a coin toss (a minimum of 3 tosses) during an online session with both teams (we never had to do this, but who knows...). After the end of the Competition the Team will be notified of the score it received.

6. ORAL PLEADINGS

6.1. The finals of the Competition will take place according to the Timeline.

6.2. Each Team invited to oral pleadings shall confirm its willingness to participate in oral pleadings within two (2) business days as of the day of receipt of the invitation. If the Team refuses to participate in oral pleadings or fails to provide a confirmation within the time limit, the Team that scored the proximate score will be invited to join oral pleadings instead.

6.3. Oral pleadings consist of two (2) semi-final pleadings and one (1) final pleading. During each pleading the Team will plead against one of the three other finalist Teams. The Teams that win in the semi-final pleadings proceed to the final pleading. The roles of each Team (claimant or respondent) will be determined for each pleading using a coin toss.

6.4. Oral pleadings will be held online. The invitation links will be shared with the Teams a few days prior pleadings. The Teams are responsible to ensure stable Internet connection and other arrangements necessary for uninterrupted participation in the pleadings (i.e. ask your partners not to intrude, feed your cats, dogs and hamsters well in advance, and make sure no ambulances blast by your window). The oral pleadings will be recorded and later may (or may not) be published on official social media channels of Games Industry Law Summit. Each team member will be requested to consent on recording and will be notified on start of recording process.

6.5. Semi-final pleadings will be judged by a panel consisting of three (3) arbitrators, while final pleading will be judged by an extended panel consisting of five (5) arbitrators also (the "Panels"). If you have any relationship with one of the judges (professional or personal), we ask you to disclose this well in advance.

6.6. The Teams will receive the memoranda of the opposing Teams ahead of the pleadings. The Teams are allowed to raise arguments not presented in the memoranda during oral pleadings (yes, you can!).

6.7. All members of the Team are expected to plead in the pleading phase. Each Team is granted a total sixty (60) minutes, during which time they shall present their main oral pleading and address questions posed by the Panel. In addition, each Team is granted ten (10) minutes to present their rebuttal/sur-rebuttal. The Teams shall before the pleading agree on the order of presentation and shall monitor the time used by the Team members (the most common mistake is to have the first speaker eat up most of the time and have the rest of the team scramble to fit their parts – don't do that!).

6.8. At the beginning of the pleading, each Team shall inform the Panel how they wish to allocate the main pleading time and the time of rebuttal/sur-rebuttal among its members. Each Team member participating in the main pleading shall speak at least fifteen (15) minutes (other team members are allowed to intervene and take away the microphone from the speaker who entered the trance and continues to talk after the allowed limit). Only one person can present the rebuttal/sur-rebuttal.

6.9. Time allocated for, but not used by one Team member, may not be used by another team member during their pleading, or in the rebuttal/sur-rebuttal, unless consent for this is granted by the Panel.

6.10. A Team member may ask for an extension of up to five (5) minutes at the end of his/her pleading time. The Panel will decide whether to grant an extension. Such extension can only be requested once per Team during a pleading. Extensions during rebuttal or sur-rebuttal are not permitted.

7. COMPETITION RESULTS

7.1. Winners of the competitions are determined based on oral pleadings. The Panel will grade the Teams based on (1) their knowledge of law, (2) command of the facts, (3) legal speaking skills, (4) responsiveness when being questioned by the judges, as well as (5) organization and time management. The aspects of English as a foreign language (accent, pronunciation) do not influence the score (we use the same approach as the regular arbitration tribunals, you don't want to use street language, but you also don't want to sound too pompous).

7.2. The participant receiving the highest individual average score per pleading will be nominated for the Best Speaker (and will receive a nice Wolf Statue!).

7.3. The results of the Competition will be published on the Website according to the Timeline, and will be communicated to the teams once the pleadings wrap. The winner award ceremony takes place during Games Industry Law Summit IX (Vilnius, September 2024) for teams finishing 1st, 2nd, 3rd and 4th.

7.4. Registered members of the Teams that reach the finals will be qualified to take part in Games Industry Law Summit IX, with the registration fee (for Regular Pass) waived. All other costs arising out of participation in the Competition and the Summits, including travel and accommodation expenses, shall be borne by the participants.

7.5. Saruman and Sauron shall be defeated, for the bravery and cunning of the hobbits is unparalleled.
