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RULES

1. Competition

1.1. These rules (the “**Rules**”) lay down basic principles of Games Industry Law Summit: Legal Challenge 2020 (the “**Competition**”). The Rules are subject to change at any time upon discretion of the organisers. The participants of the Competition are encouraged to check the Rules from time to time for any updates.

1.2. The Competition takes place within the framework of Games Industry Law Summit 2020 (<https://gameslawsummit.org/>).

1.3. It is a team competition in simulated arbitration proceedings, where participating teams assume the roles of a claimant and a respondent pleading in a fictitious case. The Competition is dedicated to problematic issues of video games law.

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

1.5. The Competition takes place according to the timeline (the “**Timeline**”) published on <https://gameslawsummit.org/> (the “**Website**”).

1.6. Oral pleadings will take place on **April 29th, 2020** in Vilnius, Lithuania.

1.7. The language of the Competition is English.

2. Team Composition

2.1. The Competition is open to students who are currently actively enrolled in their Bachelor, Master, PhD or similar programs (for example, J.D., Dr. Jur., LL.D.), as well as for graduates from such programs provided they have graduated not more than three (3) years before applying for participation in the Competition.

2.2. The finalists of the previous editions of the Competition are not allowed to take part in the Competition.

2.3. The participants must form teams consisting of one, two, or three members (the “**Team**”).

2.4. All registered Team members will receive certificates of participation, provided that the Team duly submits memoranda for claimant and respondent.

3. Registration

3.1. To register for participation each Team shall complete a registration form on the Website and shall pay a registration fee. Deadline for registration of the Teams is set in the Timeline.

3.2. The Team shall specify contact person of the Team in the registration form. All communications concerning the Competition will be sent by e-mail to the nominated contact person. It is that person’s responsibility to distribute all relevant materials within the Team.

3.3. Registration fee amount of **EUR 50** per Team shall be paid via PayPal as per instructions provided upon submission of the registration form.

3.4. Receipt of the registration form and payment of the registration fee will be acknowledged to the Team contact person. Receipt of the memoranda for claimant and for respondent will also be acknowledged.

4. Case

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

4.2. All facts and game 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 game 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 contact person. 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.

5.5. Each memorandum will be assessed and scored out of one hundred (100) points by at least three (3) high profile experts in the field of video games law. The lowest score will be dropped, and the final score will not account for it.

5.6. Four (4) Teams that receive the highest final score for the written submissions will be invited to participate in the oral pleadings.

6. Oral Pleadings

6.1. The finals of the Competition will take place according to the Timeline as part of Games Industry Law Summit 2020.

6.2. Registered members of the Teams that reach the finals will be invited to take part in the Games Industry Law Summit 2020 for free and will be provided with accommodation. All other costs arising out of participation in the Competition, including travelling and accommodation expenses, are not compensated and shall be borne by participants.

6.3. Each Team invited to oral pleadings shall confirm its willingness to participate in oral pleadings within five (5) 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.

6.4. 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 will proceed to the final pleading. The roles of each Team (claimant or respondent) will be determined for each pleading using a coin toss.

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 (the "Panels").

6.6. All members of the Team are expected to plead in the pleading. Each Team is granted a total forty five (45) minutes, during which time they shall present their main oral pleading and address questions posed by the Panel. In addition, each Team is granted five (5) minutes to present their rebuttal/sur-rebuttal. The Teams shall monitor the time used by members.

6.7. Before the beginning of the pleadings, 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 ten (10) minutes. Only one person can present the rebuttal/sur-rebuttal.

6.8. 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.

6.9. A Team member may ask for an extension of up to two (2) 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 particular oral pleading. Extensions during rebuttal or sur-rebuttal are not permitted.

7. Competition Results

7.1. Winners of the competitions are determined on the basis of oral pleadings. The Panel will grade the teams based on their knowledge of law, command of the facts, legal speaking skills as well as organization and time management.

- 7.2. The participant receiving the highest individual average score per pleading will be nominated for the Best Speaker.
- 7.3. The results of the Competition will be announced during Games Industry Law Summit 2020 and will be published on the Website according to the Timeline.