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## GOLDEN STATE TOURNAMENT RULES

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*edits from the 2017 edition are underlined*  
*edits from the March 2018 version are underlined in red*

# **GOLDEN STATE TOURNAMENT RULES**

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**1. Rules, Generally**

- a. These rules govern all trials at the Golden State Tournament.
- b. Questions or interpretations of these rules are at the discretion of the GSMT Host Committee and Tabulation Director.

**2. The Case**

- a. The case will be released in March annually. No earlier versions are to be shared with students under any circumstances.
- b. Unless otherwise indicated in the Case Packet, all witnesses are gender neutral, and personal pronoun choices may be made and modified at the discretion of the performing team.
- c. Unless otherwise indicated in the Case Packet, all character names may be modified so long as the characters are given variants of the current name, not the creation of an altogether new name. For example, “Andi” may become “Andrea” or “Andrew”, but cannot become “Frank”. No such choices may be made to create unfair inventions, and all such choices are subject to Chapter 14 regulations.
- d. Procedure for case changes, modifications, and error resolution are governed by the process laid out within the case packet.

**3. Team Eligibility**

- a. Teams who have either received an automatic bid (and completed the auto-bid registration requirements) or teams who have received an application approval are eligible to compete at GSMT.
- b. Tournament Fees must be received before a team begins competing at the Golden State Mock Trial Tournament.
- c. Nationals: If the team who wins the CRF CA State Championship, and as a result receives the bid to the High School National Championship, is a confirmed GSMT team, then that team will have two options: (1) receive a full refund of their tournament fee, and do not send a team or (2) send a “B” team in lieu of their “A” team. Teams shall have one week following the release of the GSMT case, or one week following the completion of the CRF Competition (whichever is later) to decide what option they will choose; failure to choose means that a team waives both options.
- d. Student Eligibility
  - i. Generally mock trial teams must be composed of enrolled students at a singular school; these students should be between 9<sup>th</sup> and 12<sup>th</sup> grade.
  - ii. Applications from homeschool teams will be accepted, so long as they do not constitute a violation of the all-star team rule. These teams must be formed entirely of homeschooled students.
  - iii. Applications from community organization teams will be accepted on a case-by-case basis.
  - iv. Teams may not create all-star teams, combining students from multiple schools, unless those teams are composed solely of teams who do not field a mock trial team for the purposes of any other recognized mock trial

competition, including but not limited to CRF Competition, Empire and Providence.

- v. All team members must be eligible to compete in an extra-curricular activity, subject to their own school/district policies. Each coach has an affirmative duty to verify student eligibility.
  - vi. Team members need not have competed at earlier points in the mock trial season; there is no requirement that teams field the same lineup that they did at CRF events or other competitions.
- e. Coach: Each team must identify at least one legal adult to serve as a coach and primary point of contact.

#### **4. Team Structure**

- a. Teams can be between 6 and 17 students in ‘competing’ roles, plus backups, for a maximum roster size of 20 students. Any student placed on the primary roster of 20 students may compete during the weekend.
- b. A trial roster, detailing which student is in which competitive role, must be submitted in advance of the tournament. Such submission will take place digitally one week before the tournament, and will allow for alternates to be listed as well.
- c. Students not listed on the primary roster may not compete. Students not listed in a starting competitive role, as defined by the trial roster, are not eligible for individual awards unless notice is provided to the Tabulation Director in advance of the round beginning that an alternate has been subbed in.
- d. Courtroom Journalists and Artists need not be included on the roster. Teams may field no more than 1 journalist and 1 artist in the competition.
- e. Role Breakdown
  - i. Teams field both prosecution and defense sides
  - ii. Each prosecution and defense side must have either 2 or 3 trial attorneys
  - iii. Each prosecution and defense side must have 3 witnesses
  - iv. Each prosecution side must field a bailiff
  - v. Each defense side must field a clerk
  - vi. Prosecution teams may choose to field an unofficial timer
  - vii. Each prosecution and defense side must include a ‘Motion Attorney’; this attorney may be one of the 2-3 attorneys on that side, or it may be a separate attorney (a 3<sup>rd</sup> or 4<sup>th</sup> attorney) who ‘specializes’ in such motions. This role is very similarly aligned in duties to the pre-trial attorney in the CRF competition.
  - viii. No attorney may play a witness or clerk/bailiff in the same trial. No witness may play a clerk/bailiff in the same trial. No witness or clerk/bailiff may handle the Motion to Exclude in the same trial.
  - ix. Attorneys may divide duties – statements, motion to exclude, directs and crosses – as they see fit. Only one attorney may present at a time.

#### **5. Tournament Format and Team Progression**

- a. All teams will compete in four preliminary trials, and two teams will compete in a Championship Trial. The schedule will be made available in advance.
- b. The case materials detail the witness call options in greater detail.

- c. All teams are guaranteed to perform Round 1 and Round 2 on opposite sides.
- d. All teams are guaranteed to perform Round 3 and Round 4 on opposite sides.
- e. Round 1 Matchups
  - i. Round 1 matches will be determined by random draw. The draw will follow a PDPDPD structure, with the first and second teams facing one another.
  - ii. Under extraordinary circumstances, teams may request a particular first round side. The Host Committee will determine whether such request is doable. All such requests must be made in writing, with explanation, and in advance of the Opening Ceremony team draw. Decisions to honor such extraordinary requests are the sole discretion of the Host Committee. If such a request is honored, the team(s) will be the first drawn on their respective side.
- f. Round 2 Matchups
  - i. Teams will be ranked from top to bottom based on percent of ballots won, then point differential, then distance traveled. Ballots that are tied will be regarded as half a win for % of ballots purposes.
  - ii. The team ranked #1, who went defense in Round 1, will be paired against the equivalent top team who went prosecution in Round 1. The matching will continue using the high-high structure down the match list.
- g. Round 3 Matchups
  - i. Teams will be re-ranked using the same procedure as that used after Round 1, but without regard to side constraint. The teams will then be paired high-high, with a coin flip to determine whether the first team begins on prosecution or defense; heads indicates prosecution. Sides will alternate DPPD, or PDDP, from highest rank to lowest rank depending on coin flip.
- h. Round 4 Matchups
  - i. The matchup process shall be identical to the 2<sup>nd</sup> round.
- i. Championship Round
  - i. The top two teams after four rounds of competition will move on. The top two teams will be determined by the Final Ranking procedure, which goes from % of ballots won, to head-to-head results, to combined strength, to point differential.
- j. Conflicts:
  - i. Rematches are impermissible under these rules.
  - ii. Teams with multiple teams at the tournament (an A&B team, for example) are disallowed from playing each other under these rules.
  - iii. Conflicts are addressed by modifying the bracket. The goal of any conflict resolution is to find the simplest solution to resolve the conflict. The pairing process involves pairing the entire field, then identifying conflicts from top-ranked matches to lowest-ranked matches. Conflicts are handled one-by-one, starting with the highest ranked matches. Once a conflict is resolved without creating a new impermissible matchup at that point in the pairing process, conflict resolution and pairing continues. The below steps

explain how conflicts are resolved; if a given step would create a new impermissible match, the next step in the process is taken instead.

1. Step #1: Swap the lower-ranked team down into the next lower-ranked matchup.
  2. Step #2: Swap the higher-ranked team up into the next highest-ranked matchup.
  3. Step #3: Repeat steps #1-2 moving to the 2<sup>nd</sup> lowest or highest-ranked matchup.
  4. Step #4: Repeat steps #1-2 moving to the 3<sup>rd</sup> lowest or highest-ranked matchup, and onwards as needed.
- iv. The Championship Round is not subject to the conflict rule.
- k. Head-to-Head Results: For the purpose of the second tie-breaker, whichever team wins a greater percent of ballots will win the round head-to-head; if the two are tied, then whichever team has the higher combined point differential from the round will win the round; if the two are still tied then whichever team received the higher total of Closing Argument points will win the round; if the two are still tied then whichever team received the higher total of Motion to Exclude points will win the round.
- l. Bye-Buster:
- i. In the event that there is an odd number of teams committed to the tournament, then the tournament will create a Bye Buster Team.
  - ii. The Bye Buster team will begin on prosecution.
  - iii. The Bye Buster team will be comprised of student volunteers from teams in the competition, and the composition of each Bye Buster Team will be announced before the start of the tournament. The tournament will announce a prosecution Bye Buster team and a defense Bye Buster team for each round, though only one will compete in any given round dependent on necessity.
  - iv. During the team registration process, each team must identify 1 student per round for rounds where their team is prosecution, and 1 student per round where their team is defense to be considered for the Bye Buster team. In effect, each team will make 1 student per round available regardless of which side they are performing. Teams can request a waiver of this requirement if they are running a roster without any alternates on either side.
  - v. The students on the Bye Buster Team will be responsible for determining their own witness call, their own casting, their own theory etc.
  - vi. The Bye Buster team will be paired as if it is the lowest ranked team in the tournament.
  - vii. The Bye Buster team will not be eligible for team or individual awards, though their % of ballots won will be calculated for tie-break purposes.
  - viii. The Bye Buster team shall be considered a team for the purpose of Rule 5J; no team may play the Bye Buster twice, regardless of shift in composition.

## 6. Final Team Rankings

- a. 1<sup>st</sup> and 2<sup>nd</sup> Place: These 2 teams will be the two teams who competed in the Championship Round.
- b. The remaining teams will be ranked by % of ballots won, then by head-to-head results, then by combined strength (the % of ballots won by their opponents), then by point differential, then by distance traveled.
- c. The Top 7 teams will receive trophies, and 8<sup>th</sup>/9<sup>th</sup>/10<sup>th</sup> places will receive honorable mention recognition.

## 7. Other Individual Awards

- a. Attorneys and Witnesses: at the end of each trial, scorers will rank their top 4 attorneys and top 4 witnesses. A 1 rank is worth 5 points, a 2 rank is worth 4, a 3 is worth 3, and a 4 is worth 2. The average ranking per ballot, by side, will be used to determine overall rankings. The top 10 witnesses and attorneys, regardless of side, will be announced. If there are ties, the higher ranked team's individual will win the award.
- b. Motions Attorneys: The top 5 performers to handle the motion will be recognized. This recognition will be based on score differential average per ballot. If there are ties, the higher ranked team's individual will win the award.
- c. Bailiff/Clerk: The top 3 performers in each role will be recognized. This recognition will be based on score total average per ballot. If there are ties, the higher ranked team's individual will win the award.
- d. Artist/Journalist: The tournament Host Committee will decide on the top 3 artists and journalist submissions.
  - i. Artists must submit a drawing from Round 2 of competition, and submit the drawing to the tab room before the start of Round 3. Submissions must be no larger than 18"x24".
  - ii. Journalists must submit their article, related to Round 3, by 11:59pm immediately after Round 3 to [journalist@goldenstatemocktrial.org](mailto:journalist@goldenstatemocktrial.org). The maximum length is 800 words.
- e. MVP In-Round: At the end of each trial, each team will present a certificate of recognition, that they will decide on as a team, to one performer of the opposing team that demonstrated exceptional skill and sportsmanship.
- f. Coach of the Year: Teams will be eligible to nominate a coach, with a brief bio, before the start of the tournament. The Host Committee will vote to determine the winner of this award. Ties will be broken by the higher ranking team winning the award.
- g. Spirit: At the end of the fourth round, before the courthouse closes for the day, each team will be required to drop off a ballot for the Spirit Award, recognizing one team for sportsmanship. The team with the most votes will win the award. If there is a tie, then the team who traveled the furthest will win the Spirit Award and the other teams tied will receive Honorable Mention Recognition.
- h. To be eligible for individual awards, a student must perform in both trials for the award's respective side (prosecution or defense). If a team uses students not initially indicated on their registration for a given role, they have an affirmative duty to notify tab of such changes prior to the start of any impacted round.

**8. Championship Trial**

- a. The team with the higher ranking as of the end of Round 4 (using the Final Rankings Process) will choose its side for the Championship Trial.
- b. Announcement of the two teams in the final round will be made on the evening of the 4<sup>th</sup> round. The time and location will be announced as part of the pre-released agenda.
- c. If a team does not have a representative present, and they are announced as the championship team, then they forfeit. The next highest ranked team with a representative present will qualify for the Championship Round.
- d. A meeting, with both Championship Teams, will immediately follow the announcement. The side of each team for the Championship will be determined during the meeting.
- e. Non-competing students from other teams are welcome and encouraged to attend and watch the Championship Round.
- f. The standard 5-minute recess applies to the gap between case-in-chief.
- g. A slightly longer, 10-15 minute recess will be allowed between the case-in-chief and the closing arguments. During this time, teams will be allowed to enter and take seats for the award ceremony. The trial will then resume, and the students will perform the closing arguments for the awards ceremony audience and the scoring panel. The award ceremony will immediately follow.

**9. Scoring Panels**

- a. Scoring panels will be created at the discretion of the Tabulation Director.
- b. Any team who believes there is a substantial conflict of interest may ask that the start of a trial be delayed, and then may ask for intervention by the Host Committee, who will evaluate. Changes to scoring panels are to be made only in the case of error or substantial conflict of interest.
- c. Scoring panels may be comprised of practicing judges and lawyers, lay-people, law students, mock trial alumni, coaches, and members of the host committee. If necessary, a coach of an attending team may be assigned to score rounds of other teams in the tournament and such assignment is not prohibited.
- d. Judges may be asked to complete a ballot as a part of the scoring panel depending on the number of scorers present, and the experience of the scoring panel. Teams may ask, during housekeeping matters, whether the presiding judge has a ballot.

**10. Scoring**

- a. On each ballot, students will be scored on a 0-10 point scale.
- b. Openings, Closings, Motion-to-Exclude, each Direct, each Cross, each Witness Portrayal, Bailiff, and Clerk will each be worth 10 points.
- c. Each team will have 130 points available per ballot.
- d. Scorers will be instructed to score on a 1-10 scale.
- e. A score of zero will be assigned to the direct/witness, and/or cross, and/or statement if a team is unable to perform that portion of a trial. If a direct cannot be performed, the crossing attorney will also automatically receive a 10 and the witness will not take the stand.

- f. Scorers will be instructed to score competitors on their performances, not the merits of the case. The scorer instruction presentation will be made available to teams in advance of it being presented.
- g. A sample ballot is included as Addendum A.
- h. The tabulation room will be open, and one representative of each team is allowed in at all times from the beginning of the tournament through the beginning of Round 4. Once Round 4 has started, the Tab Room will remain closed except for intervention requests.

## **11. Order of Events**

- a. Teams are to arrive to their courtrooms at least 15 minutes before the scheduled trial start time. If a team is not in the courtroom by the trial start time, they may forfeit the trial, subject to a decision by the Host Committee. The non-forfeiting team will receive 100% of ballots for the round, and a point differential equal to the average of all other teams with a 100% ballot win for the round. The forfeiting team will receive 0% of ballots for the round, and the inverse point differential of the non-forfeiting team.
- b. Competing attorneys will meet before the trial, and must complete the Trial Disclosures Form. They will also show the opposing team their demonstratives, should they have any.
- c. Teams will fill out the ballots in advance of scorers arriving, and then provide those ballots to the scorers before the round starts.
- d. The scorers and judge will arrive.
- e. The bailiff will call the court to order.
- f. Teams may introduce themselves in whichever manner they deem appropriate.
- g. Teams may address any housekeeping matters.
- h. Prosecution gives their opening statement, and then defense gives their opening statement. The opening statement by defense cannot be reserved.
- i. The prosecution presents its case-in-chief, calling each witness for direct, allowing the opposing team to cross, and then engaging in redirect/recross as needed.
- j. A recess will follow the prosecution case-in-chief.
- k. The defense presents its case-in-chief, calling each witness for direct, allowing the opposing team to cross, and then engaging in redirect/recross as needed.
- l. A recess will follow the defense case-in-chief.
- m. The prosecution presents its closing argument.
- n. The defense presents its closing argument.
- o. The prosecution presents its rebuttal if time remains.
- p. No team may recall witnesses.
- q. The defense may not present a closing rebuttal.
- r. Scorers complete their ballots before comments begin. The ballots are delivered to the tab room jointly by the bailiff and clerk.
- s. Scorers give brief comments not to exceed 10 minutes, combined.
- t. Each side confers briefly to determine which team member they give the opposing in-round MVP award to, and then present that award.
- u. The room is released so long as the bailiff and clerk have returned.

**12. Motion to Exclude**

- a. The timing and casting and scoring of the Motion to Exclude is covered elsewhere in this rulebook.
- b. The Motion to Exclude is similar in construct to the CRF pre-trial matter, though it occurs during the course of the trial rather than beforehand.
- c. Each prosecution team will be required to elicit a piece of evidence throughout their case-in-chief, or through the defense case-in-chief.
- d. The entry method is governed by the Case Packet.
- e. At the moment that the prosecution offers this evidence, the defense will raise an objection, and then tell the court that they move to exclude the evidence on the grounds laid out in the case packet.
- f. The judge, at that point, will explain to the scorers that we are now in the Motion to Exclude, and that the arguments about the evidence are to be scored as a separate item at the bottom of their score sheets. They will read a brief introduction to the process, and then the defense attorney who chooses to argue the motion will begin their arguments. Response by the prosecution, and rebuttal(s) will follow pursuant to the Case Packet.
- g. The judge will issue a ruling, either allowing the evidence or excluding the evidence.
- h. During the motion, if there is a witness currently on the stand, they will stay on the stand. When the motion concludes, the attorney who was originally examining the witness will continue their examination.

**13. Objections**

- a. Objections listed under the Golden State Rules of Evidence apply to all trials.
- b. No objections, or case law, not referenced within the Rules of Evidence and/or Case Materials and/or Rules of Competition may be used.
- c. Objections may not be made to opening or closing statements.
- d. The fact that a document exists does not necessarily mean it is admissible.

**14. Invention of Fact**

- a. On direct examination, a witness is limited to the material facts contained in, or reasonably inferred from, her/his witness statement (a witness statement is the witness's affidavit, expert report, deposition, custodial interrogation transcript, etc.). A fact is "reasonably inferred" from a witness statement if it is the logical conclusion to be drawn from the statement. A fact is not reasonably inferred merely because it does not contradict the witness statement.
- b. On cross-examination, witnesses must remain responsive and may not contradict their witness statements. However, if a cross-examiner asks a question whose answer is not contained in the witness statement, the attorney has forced the witness to invent facts and the witness may give any answer that does not contradict her/his witness statement.
- c. There is no "invention of fact" or "outside the record" or "creation of a material fact" objection. Teams may use impeachment to address any potential violations of these rules.

- d. Witnesses may not disclaim any statements they have given in their witness statements. In other words, this rule prevents a witness from saying her/his opinion or testimony has changed, s/he did not mean what s/he said previously, etc.
- e. The absence of a fact is fair to probe subject to other evidentiary objections.

**15. Demonstrative Aids**

- a. A demonstrative aid is anything, other than the documents included in the case problem, that will help the judge or jury understand the evidence. Demonstrative aids are permitted as long as they do not invent material information. For example, if an expert witness concludes that a stock price fell a certain percentage over certain days, it would be permissible to create a demonstrative aid that displayed those figures in a graph.
- b. The tournament officials must approve any demonstrative aids before the tournament. This is to save competitors the burden and expense of transporting demonstrative aids to the tournament if they will not be permitted due to courthouse rules. A neutral party – one without a team present – will be named in advance of the tournament to pre-assess demonstratives. The deadline for Demonstrative submission is seven days before the tournament begins.
- c. Approval of a demonstrative aid does not make it immune from evidentiary objections during trial.
- d. After the team who brings the demonstrative aid uses it during trial, it's fair game for the other side. You may write on another team's demonstrative aid as long as you don't permanently deface it (e.g., if your opponent brings a whiteboard, you may write on it with non-permanent markers).
- e. Competitors need not seek approval to enlarge exhibits included in the case materials for demonstrative purposes.
- f. The tournament provides no guarantee of easels, whiteboards, clips, markers etc.... teams must bring what they require usage of.

**16. Time Limits and Timekeepers**

- a. Teams are granted a block of time to use at their discretion for opening/closing/direct/cross.
- b. Each team will receive a maximum of 45 minutes for opening/closing/direct/cross.
  - i. Objections, calling a witness to the stand, judicial interruptions etc.... will result in the clock stopping.
  - ii. Exhibit entry will not result in the clock stopping unless an objection is made.
  - iii. Once a ruling to an objection occurs, the clock will resume once the examining attorney begins asking the next question.
- c. Clerks may create time signals/signage at their own discretion. Clerks are expected to keep time for both teams, and to tell and show the opposing team what signage they are using. Teams may request time checks at any point.
- d. When time expires, all performance must stop. No further speaking after the expiration of time is allowed.

- e. Motion to Exclude
  - i. The timing rules for the Motion to Exclude will be governed by the case packet.
  - ii. The Motion To Exclude does not count against the 45 minutes that teams have to present the rest of their case.
- f. When possible, timekeepers may sit in the jury box away from scorers. When not possible, they may sit in some other mutually agreed upon location in the courtroom.
- g. If there is a discrepancy or disagreement about time, such disagreements are to be presented to the judge and the judge's decision is final. Only severe time discrepancies should be raised to the court. Because of the flexibility of time usage by teams, time should likely only become an issue during the latest stages of the trial.

## **17. Local Rules**

- a. Once trial begins, an attorney and witness may communicate only if the witness is seated at counsel table (though judges may take such communication into account when scoring). No such communication is allowed between coaches and competitors, or between competitors and audience members or non-competing teammates. Motions attorneys are considered 'attorneys' under this rule.
- b. Coaches may communicate with their teams up until the moment that the bailiff calls the court to order. Coaches are disallowed from conversing with their teams during a round, and/or during recesses.
- c. Because witnesses may not be recalled, the scope of cross-examination is not limited to the scope of direct examination. Re-direct and re-cross examination are permitted, but they are limited by the scope of the previous examination.
- d. The stipulations may not be disputed at trial. Stipulations and charges are considered part of the record before the trial begins. Stipulations and charges will not be read in their entirety onto the record at the beginning of the trial. Teams may select individual stipulations to remind the court of at their discretion.
- e. Unless otherwise provided for in the case packet, the burden of proof for a criminal case will be 'proof beyond a reasonable doubt.'
- f. Only one attorney may handle a direct or cross or statement at a time. They may confer with their co-counsel, but they solely may raise and argue objections.
- g. No electronic communication devices may be used by a competitor during the trial, including during recesses. Clerks are not allowed to use cellular phones with transmission capability to time the trial.
- h. Exhibits
  - i. Teams are provided a set of exhibits in the case packet. The use of these exhibits is entirely optional, and subject to evidentiary objections.
  - ii. Exhibits are to be used at the discretion of each team. Exhibits need not be blown up into demonstratives, but any such demonstrative use is permitted subject to the rules of the competition, and rules of evidence.
  - iii. Each team is free to publish print copies to the jury at their discretion following exhibit admission by the court.

- iv. Exhibits should not be altered in any way, or marked in any way. If a team wants to mark on an exhibit, they should present it as a demonstrative aid. Such markings are not admissible in trial.
- v. Entry Process
  - 1. All evidence will be pre-marked as exhibits, and they will be referred to by their pre-marked number throughout the trial.
  - 2. Attorney attempting to offer the evidence shall show a copy to the opposing attorney.
  - 3. Attorney attempting to offer the evidence shall ask to approach the witness on the stand, and then will ask the witness to identify the exhibit and lay any appropriate foundation.
  - 4. Attorney attempting to offer the evidence will offer the exhibit into evidence. At that point any objections may be heard.
  - 5. Attorneys may retrieve exhibits, publish to the jury, and read from the exhibits as they see fit, subject to objection, throughout the trial.
- i. Teams may make offers of proof, subject to permission from the judge.
- j. All witness statements are presumed signed by the corresponding witness, and no witness may dispute such signature.
- k. Prosecution shall be seated closest to the jury box. Party representatives may join their attorneys at their respective table.
- l. Either team may invoke “constructive sequestration” at the beginning of the trial, and such sequestration shall be granted with two exceptions:
  - i. The defendant shall be seated and present during trial and may respond to testimony.
  - ii. The prosecution may choose to designate a law enforcement officer as a party representative – to be done before trial – and said designee may sit at counsel table, and may respond to testimony. This designee will not be constructively sequestered.
- m. Any witness subject to constructive sequestration shall remain in the courtroom, but they are unable to respond to earlier testimony. During closing arguments, all witnesses are presumed to be seated in the courtroom and no longer constructively sequestered.
- n. The bailiff shall ‘swear in’ all witnesses prior to testimony. The oath shall be the following: “Do you promise that the testimony you are about to give will faithfully and truthfully conform to the facts and rules of the Golden State Mock Trial Competition.”
- o. Voir dire of witnesses is permitted. Voir dire counts against the time of the team choosing to engage in voir dire.
- p. All trials are jury trials. Objection arguments are presumed outside the presence of the jury. Sidebars are prohibited.
- q. If a team calls an expert witness, they must lay appropriate foundation subject to the Rules of Evidence to qualify that expert before the court.
- r. Attorneys may move to strike testimony.
- s. Motions not outlined in this rulebook are disallowed.

- t. Teams are to request, and be granted a 5-minute recess between the prosecution and defense case in chief, and a 5-minute recess between the defense case in chief and the closing argument. The recess should not extend longer than 5 minutes.
  - i. During recesses, teams may communicate solely with other competitors, from their own team or the opposing team competing in the round. Bailiffs, Clerks, Unofficial Timers, Courtroom Journalists and Courtroom Artists may join their respective teams during the recess. No communication with non-performing competitors or coaches is permitted during this time. Violation of this rule is subject to substantial sanctions by the Host Committee and Tabulation Director.
  - ii. The Championship Trial has special protocols for these breaks.
- u. Witnesses may don costumes, use accents, or portray any characters not inconsistent with the fact pattern. All witnesses are presumed sighted, able to hear, and able to perform all physical acts described in the case materials at the time of relevant events. Witnesses may not bring notes to the witness stand.
- v. No team may have a representative attend or watch a trial of another competing school, with the exception of the final round. If a team representative (such as a coach) is assigned to score another team, it will not be deemed a violation of this rule.
- w. Except for the GSMT Host Committee, no flash photography is allowed during a trial, nor video recording unless both competing teams approve. The final round may be recorded by any and all parties.
- x. Teams will compete anonymously, and will be identified to scorers/judges in advance of (and during) rounds solely by anonymous identifying codes.

**18. Publication of Errata and FAQ**

- a. Over the course of one week, from the date of case release, teams may ask questions and submit errors they would like resolved. These questions and requests will be published to all teams competing with 72 hours of the submission deadline.
- b. A final version of the case and rules will be released 72 hours after the deadline for errata/FAQ publication.

**19. Intervention**

- a. If a competitor or her/his coach believes a rule has been violated and there is no adequate in-trial remedy, they may seek an intervention from tournament officials.
- b. Intervention is an extreme remedy and should not be sought unless absolutely necessary. Teams are expected to resolve disputes before the presiding judge whenever possible.
- c. Intervention requests should be made as quickly as possible during or following a round. The longer a team waits, and the more that a tournament has progressed, is a major factor in tournament officials' ability to intervene.
- d. Invention of fact does not justify an intervention request.

- e. Medical emergencies shall be regarded, by the Host Committee, as an occurrence that can result in the reasonable suspension of other rules. Interpretation of medical emergencies, and the subsequent necessities, are interpreted by the Committee.

**20. Abiding Rules**

- a. Respect the courthouse. Leave objects and furniture in the condition you found them.
- b. All rulings by tournament officials are final.
- c. Honor Code: This Rulebook can neither anticipate nor create a rule for every situation. Competitors are expected to demonstrate fair play, civility, and sportsmanship. Competitors are expected to compete zealously and to the best of their abilities at all times. Team performances, and conduct should be respectful. Intentionally offensive portrayals should be avoided.
- d. Sanctions: The Host Committee and/or Tabulation Director can assess any number of penalties for violation of these rules. Sanctions may include a warning, a point penalty, team disqualification etc... If a violation of these rules is raised during the trial, presiding judges and scorers are instructed to take the rule violation into account in their scores but the judge is not to instruct scorers to deduct a specific number of points.

## Addendum A: Sample Scoresheet

SCORER NAME: \_\_\_\_\_

SCORES PROSECUTION	CATEGORY	SCORES DEFENSE
____/10	Opening Statement	____/10
____/10	Prosecution Direct #1	
	Defense Cross #1	____/10
____/10	Prosecution Witness #1	
____/10	Prosecution Direct #2	
	Defense Cross #2	____/10
____/10	Prosecution Witness #2	
____/10	Prosecution Direct #3	
	Defense Cross #3	____/10
____/10	Prosecution Witness #3	
	Defense Direct #1	____/10
____/10	Prosecution Cross #1	
	Defense Witness #1	____/10
	Defense Direct #2	____/10
____/10	Prosecution Cross #2	
	Defense Witness #2	____/10
	Defense Direct #3	____/10
____/10	Prosecution Cross #3	
	Defense Witness #3	____/10
____/10	Motion to Exclude	____/10
____/10	Closing Argument	____/10
____/10	Bailiff / Clerk	____/10

### SCORER INSTRUCTIONS

- Write your name at the top.
- Score each category requested.
- After the end of trial, fill out spots 1-4 for the honorary awards in the boxes below.
- Make sure that this entire document is filled out.

### HONORARY AWARDS: ATTORNEYS

(Rank the best 4 attorneys in this round, based on your own opinion. Circle "P" for Prosecution or "D" for Defense.)

	Name	P	D
1)	_____	P	D
2)	_____	P	D
3)	_____	P	D
4)	_____	P	D

### HONORARY AWARDS: WITNESSES

(Rank the best 4 witnesses in this round, based on your own opinion. Write the name of the student, not the role that they played.)

	Name	P	D
1)	_____	P	D
2)	_____	P	D
3)	_____	P	D
4)	_____	P	D

**TAB ONLY:**