The Christian School Speech & Debate League
A Ministry of the Institute for Principle Studies

OFFICIAL VIRTUAL TEAM POLICY DEBATE RULES

I. Format

A. Each team shall consist of two speakers.

B. Each speaker shall be given an 8 minute constructive speech, a 3 minute cross-examination, and a 5 minute rebuttal. The order shall be: 1AC, cross-ex by 2N, 1NC, cross-ex by 1A, 2AC, cross-ex by 1N, 2NC, cross-ex by 2A, 1NR, 1AR, 2NR, and 2AR.

C. A cumulative total of 5 minutes shall be allotted to each team for preparation time.

D. Speakers may not switch speaker positions mid-round (e.g., the 1A must do the 1AC and 1AR).

II. Content

A. Evidence presented must maintain and preserve the original intent of the source. Evidence may not be fabricated. If an opponent or judge requests to examine evidence, that evidence will be presented by sharing the information on a Google document. Access to the evidence will be in *view* mode *only*. Copying, printing and or exporting the information is strictly prohibited. The Google Doc will be deleted after every round is complete along with any participant access.

B. During the round, competitors may use calculators and/or timers. Electronic devices may only be used for the purpose of entering the virtual debate room, communication between partners, judge, and/or room proctor. Cell phones, computers, or any other type of electronic device capable of storing information and/or accessing the internet may not be used for any research purposes. **Cellphones and other electronic devices may be used for communication between partners, but only before the round begins, during prep time after the round concludes, and for timing purposes only**. During prep time the computer audio will need to be muted so that the conversation remains private, however the video portion must remain on for the duration of the round. No visual aids may be used during the round. Visual aids include, but are not limited to posters, pictures, props, and electronic projection or display devices.

III. Tournaments

A. Rounds will have one or more virtual judges.

B. Judges may consist of anyone who is over the age of 16 and not competing in the Logos Forensic Association at any tournament during that tournament year.

C. A double-loss may be given in the instance where both teams have demonstrated conduct that is rude, offensive, or otherwise unbecoming of a representative of Christ. Judges shall consult with the tournament director before awarding a double-loss.

IV. Dress Code

A. Competitors must dress both modestly and business professionally. This includes, but is not limited to:

1. Gentlemen should wear either suits, or sport coats with slacks; collared shirts and ties; and dress shoes.

2. Ladies should wear dresses, skirts, or suits; tops with a modest neck line; and dress shoes. Skirt lengths should cover the knees when standing.

V. Disciplinary Action

A. Students will be expected to act with integrity when competing in any virtual tournament or in-person tournament. Any misconduct may be grounds for a ruled forfeit and/ or possible expulsion from the tournament. In the event that there is an infraction of the rules, the tournament director should be notified. The tournament director may review the case and make a decision based on the circumstances.

VI. In the Event of Technical Difficulty

A. Definition of "**Technical Difficulty**"
- *Technical problem with equipment, and or internet, resulting in loss of communication.*

B. If the judge should encounter a technical difficulty the round will be paused at the point in the speech in which communication was lost. No more than 10 minutes will be allotted for a judge to resolve any technical issues before the round is called. Should the judge be unable to complete the round for any major technical reason, the teams involved in that particular round will receive a *Double Win* and speaker points for each competitor during that round will be based on the average speaker rank points earned in the remaining preliminary rounds.

C. If a competitor should encounter a technical difficulty the round will resume at the point in which communication was lost. Each team will be allotted a total of 10 minutes to handle any technical difficulties. Any time beyond the 10 minute marker will result in a forfeit for the team that is unable to fully reconnect. The competitor who is unable to reconnect will receive the last speaker rank and the other speaker ranks will be determined based on the average speaker rank points earned in the remaining preliminary rounds.