Rule Charges for the 2020-21
APPE Intercollegiate Ethics Bowl® Season

Note: These rules are intended to apply only to virtual competitions
(and so may only apply to this year)

1. Social Distancing

In the interest of health safety and competitive balance and since some teams will be allowed by their institutions to be in the same room and others will not, all competitors are required to use separate electronic devices and to be in separate physical locations while participating in the virtual bowl.

2. The Honor System and the Ethics Bowl

On an honor system and in the spirit of the Ethics Bowl, the following things are prohibited. Any violations of these rules will result in the forfeiture of the match:

- Coaches communicating in any way with their team during a match.
- Team members not seated for the match communicating in any way with the seated members of the team during a match.
- Outside observers communicating in any way with team members during a match.
- Team members using pre-typed or pre-written notes during the match.
- Team members using phones or any other devices other than the one being used for the match

Note: If a coach of a team becomes aware of a violation of any of the above rules by their own team, they are expected to self-report the violation.

Teams during a match may:

- Pass notes to each other using the regional platform (ex. Zoom) private chat function.
- Use scratch paper to take notes during the match.

3. Team Size Increase

Regional bowls will remain at 5 members, but teams who compete at Nationals may seat up to 6 members for any given match.

4. **Conferral Period Adjustments**

   A.   Conferral periods are extended by one minute each.

   B.   The timer for any given period of a match should only begin when all
        participants are in the right place.

5. Virtual Time Warnings

Whenever a team is not able to see and hear the moderator (which would most
likely be the case during conferral periods), the moderator will post time warnings
in the virtual space where the team can see them.

6. Webcams

All team members, judges, and moderators are required to have their webcams
turned on during all parts of the match. If a participant is having bandwidth
problems which results in the video not working, they must inform the moderator.
In such a case the moderator may allow them to continue competing with their
webcam turned off.

7. Technical Adjustments:

The APPE IEB® National Competition will utilize the following adjustments in order
to minimize the risk that technical issues adversely impact the experience of
participants in Ethics Bowl competitions. These adjustments are also strongly
recommended for all regions, but not required**.** Regions may deviate from these
rules, but if they do, they must create an alternative plan to reduce risk of the
adverse effect of technical issues on their competition. Such plans must be
submitted to the APPE IEB® Council Chair no fewer than five weeks before the
competition, and must be approved by the APPE IEB® Council.

   A. **The "Second-Moderator"**

   The APPE IEB® National Competition matches will have two moderators, one of
   whom is responsible for the technical elements of the match, such as putting
   participants in the appropriate "virtual spaces" at the appropriate times. The
   other moderator is responsible for usual moderator duties, and is the person in
   charge of enforcing and interpreting rules during a match.

   Due to the fact that not all regions will be able to recruit enough moderators,
   regions may deviate from this rule, but if they do, they must create an alternative
   plan to reduce risk of the adverse effect of technical issues on their competition.

B. The "Back-Up Judge"

Since a loss of connectivity by a judge could have a dramatic impact on a match, all APPE IEB® National Competition matches will have a back-up judge, who will track scores and will step in if one of the three official judges loses connectivity. Scores of the back up judge will only count if they are needed to step in, and the back up judge may only ask questions if they have already replaced one of the other judges.

In the event that regions cannot recruit enough back-up judges and there is a loss of connectivity by a judge, the round may continue with only two judges. The match can be decided by total points rather than number of judges. In the event that two judges lose connectivity the moderator will suspend the match, and the match will be rescheduled, and if possible, with different cases.

C. Moderator Training

Moderators must undergo moderator training, as well as training in the use of the virtual platform the host of the competition is utilizing. Some part of this training must take place before the day of the competition.

D. The technical "time out"

The moderator may call a "time out" at any point of the match if it appears connectivity is impacting the ability of participants to hear and be heard. The moderator will stop the timer, and will resume the match when the matter has been resolved to the moderator's satisfaction.

E. Suspending a Match

If connectivity issues impact a match to such a large degree that there is no way to salvage a competitive experience for the two teams, the moderator may suspend the match, and the match will be rescheduled, and if possible, with different cases.

Connectivity issues include:
- Loss of more than one judge
- Loss of the moderator
- Loss of multiple team members on either team
- Platform failure

F. Moderator Check-Ins

Moderators should, if they think there was a connectivity issue in any part of the match, proactively check in with participants to make sure everyone was able to hear the speakers. The timer should be paused during these check ins and if anything needs to be repeated it can.

G. Security and Privacy

Reasonable steps must be taken to ensure security and privacy on the platform used. At a minimum, organizers should follow the best security practices outlined by the platform provider and their school's IT department.

8. Other Suggestions for Regions

The following are not rules but are guidelines provided by the rules committee to help ensure that a fun and competitive experience is had by all participants in virtual Ethics Bowl matches.

- Whenever possible, regions are encouraged to have "dress rehearsals" so that all participants are able to experience the virtual environment before the start of actual matches.

- Regions are encouraged to craft a policy for participation in their regional competition such that priority is given in the following manner:

  - Priority is given to teams for whom the regional competition would be their closest regional event, were the event to be held face-to-face, or is the regional event they would most likely attend if the event were to be held face-to-face.

  - Priority is given to the "first team" entered by a school. In other words, hosts should accommodate the maximum number of schools first, and only then allow second teams from schools.

  - Priority is given to teams for whom the region is the one through which a team is attempting to qualify for the APPE IEB® National Championship. Teams not using the region for qualifying for the APPE IEB® National championship but want to register for practice purposes will be given the lowest priority. (Teams can only use one region in attempting to officially qualify for nationals)