

International Humanitarian Law (IHL) Role Play National Rounds 2021 in Japan Official Rules (2021)

Definitions

Simulations: shall mean the hypothetical scenarios which are the focus of each round. Each round will present participating teams with a new simulation which builds upon previous scenarios.

Coach: shall mean any individual who serves in an advisory or mentoring role to teams applying for or competing in the Competition.

Competition: shall mean the International Humanitarian Law (IHL) Role Play National Rounds 2021 in Japan.

Judges: shall mean those individuals selected by the Organizing Committee to evaluate the performance of teams during the Competition.

Organizing Committee: shall mean the selected group of international humanitarian law practitioners which oversees the organization and operation of the Competition.

Rounds: shall mean the segments of the Competition during which teams will receive simulations, prepare for simulation sessions, and participate in simulation sessions. Rounds are therefore, inclusive of both the preparation period, as well as the simulation sessions. For 2021 online competition, role play scenarios will be distributed to teams before the day of the competition. Each team should take time for preparation before starting the online rounds.

Simulation Session: shall mean any situation of the role play which is founded on a fictitious, but realistic scenario of armed conflict.

PART I: GENERAL

Article 1: Organization of the Competition

1. Introduction - International Humanitarian Law (IHL) Role Play National Rounds 2021 in Japan (“Competition”) is the second round of the national role play competition on International Humanitarian Law (IHL) to be held in Japan.
2. Organizing Committee - The Competition is conducted under the auspices of the International Committee of the Red Cross (ICRC) Delegation in Tokyo. The Organizing Committee shall be responsible for the organization and administration of the Competition.
3. In its capacity as the organizer, the Organizing Committee may amend the present regulations at any time.
4. Competition Email Account – All inquiries and request for competition materials must be sent to the Competition Committee at ihlmootcourtjapanround@gmail.com

PART II: PARTICIPATION

Article 2: Application Process

1. The registration for the competition will be opened on **23 Aug 2021** and closed on **24 September 2021**. No fee shall be charged. Upon registration, the name, address, e-mail address and telephone number of a contact person of the participating institution shall be notified to the Organizing Committee.
2. Each participating institution shall notify the ICRC by **8 November 2021** with the names of all students in the team;

Article 4: Eligibility

1. Teams comprised of three (3) students, representing a university or equivalent institution. Teams can only have 3 participants in each simulation and to assist with research. All other persons accompanying teams (aside from coaches) cannot assist the team.
2. Each Participating Institution may select one team to represent it.
3. Eligible students to participate are undergraduate or master students who are majoring in accredited course on International Humanitarian Law and Public International Law or International Relations by the time the competition begins or who can demonstrate sufficiently basic knowledge of international humanitarian law, international law or human rights law. For students enrolled in other courses, they are eligible, but basic knowledge of International Humanitarian Law will be assumed.
4. In order to avoid any inequality between teams that may arise from the participation of extremely qualified or experienced participants, the Organizing Committee may, at its discretion, decide not to accept the participation of students with significant experience in the field of International Humanitarian Law or humanitarian action. Significant experience includes but is not limited to, three months or more working for an international organization, or winning an International Humanitarian Law Moot Court Competition.

5. Alternates – Each team may elect to choose one (1) alternate to replace a member of a team who may become unavailable prior to the Competition.

Article 5: Withdrawal from the Competition- Participating teams wishing to withdraw from the Competition must notify and submit its withdrawal request to the Organizing Committee two weeks prior to the Competition.

PART III: HOLDING OF THE COMPETITION

Article 6: Criteria for Evaluating Teams-The Competition focuses on knowledge of IHL as well as the ability to use it in a practical manner. Teams will be judged on their knowledge of IHL and capacity to use it (evaluating available information to determine critical elements that directly relate to the implementation of IHL) and on their ability to understand the professional role that they undertake.

Article 7: Competition Schedule -The tests take place according to schedules given to the participants one day prior to the Competition.

Article 8: Language-The language used in all matters related to the Competition is English. All the reading material, official correspondence etc. must be in English.

Article 9: Judge

1. Judge Selection – The Organizing Committee shall decide on the composition and identity of the judge. To that end, it shall invite experienced IHL experts or experts on the work of international organizations to serve as judges in the Competition. The selection of the judges will be within the Organizing Committee’s discretion.
2. Decisions of the judges shall be final.
3. Conflict of Interest – The affiliation of the Participating Institution of each participating team shall not be disclosed to the judges. To this end, no coach or participant shall disclose the affiliation of his or her team and/or any other team participating in the competition to the jury. Infringement of this regulation shall result in a penalty in accordance with the sole discretion of the Organizing Committee (such penalty may include an evaluation point deduction, or, in circumstances which the Organizing Committee deems particularly severe, disqualification). All candidates for judges must disclose all prior associations with eligible academic institutions. The Organizing Committee will endeavor to select judges from institutions other than those represented by teams at the Competition. The Organizing Committee, however, reserves the right to make exceptions, provided that it is satisfied with the judge’s complete and genuine impartiality. In such case, the judge will be prohibited from evaluating the team(s) from the institution(s) the judge is affiliated with.
4. Confidentiality – Judges are prohibited from sharing information about the Competition, including, but not limited to the evaluation criteria, judging guidelines, and simulations, with the participating teams, without prior authorization from the Organizing Committee.
5. Role of the Judges – A judge’s primary responsibility during the Competition is to evaluate teams’ theoretical knowledge and practical understanding of IHL during each

simulation session and how well they get into a role. Judges, however, may participate directly in simulation sessions by playing different roles during the simulation.

Article 10: Award, Prizes and Certificates

1. The winning team will receive the IHL Role Play Competition Award and will be granted a prize by the Organizing Committee.
2. The Organizing Committee will issue certificates of participation to all participating students and a trophy to the University of the Winning Team.

PART IV: PRELIMINARY TRAINING

Article 11: Training Prior to the Competition

1. Participating teams are expected to undertake independent study of IHL and may be required to attend supplementary training at their respective institutions.
2. During the weeks prior to the Competition, teams may receive IHL training materials and pedagogical materials on IHL from the Organizing Committee in order to help them prepare for the Competition.

Article 12: Coaching

1. Before and during the Competition, teams might benefit from training and coaching by coaches designated by their institution. However, a team may participate in the competition even if a coach was not appointed by the institution. Coaches will be available to help teams prepare for the Competition in the weeks before the competition and will be permitted to accompany teams throughout the Competition.
2. Upon the completion of each simulation round – but not while the simulation round is underway - coaches will be permitted to provide feedback to their teams in relation to all aspects of their performance.

PART V: LOGISTICAL ASPECT

Article 14: Publicity

The Organizing Committee may publicize the Competition and related events. The Organizing Committee may open the Competition or parts thereof to the public, including the media, prospective employers, academic staff and the general public.

Article 15: The Organizing Committee shall have, in accordance with the provisions of these Regulations, exclusive discretion in the development, timing, format, content and implementation of the Competition.

Article 16: Each team will be responsible for bringing to the Competition all materials, including research materials and props, which they intend to use during the Competition.

PART VI: ELECTRONIC DEVICES & VIDEO RECORDING

Articles 17: Use of Electronic Devices –

The use of laptops, tablets or other devices for the purposes of conducting research during the Competition, as well as use during advocacy sessions is permissible. However, the Organizing Committee strongly cautions against over-reliance on electronic devices. Simulations are designed to create a realistic environment for the consideration of legal issues. Students therefore are not allowed to use electronic devices during the simulation sessions for research, and can only use them for their notes, keeping in mind that participants are evaluated, in part, on their ability to assume the role of the actors they represent during simulations.

Article 18: RULES FOR 2021 ONLINE COMPETITION

1. Each team is responsible for finding a suitable venue from which to participate. The venue must be a quiet location which can be closed and private and which has adequate and reliable internet connectivity. Locations in open spaces or hallways or cybercafes or similar areas are NOT permitted.
2. Each team shall prepare the appropriate setups to participate in the competition with a computer screen or monitor, microphone and camera with internet connectivity. The team's camera and microphone should be firmly positioned at the appropriate distance throughout the argument so as to ensure both team members are visible and to ensure their voices are clearly audible.
3. Microphones of participants in the competition must be muted at any time during the proceedings unless they are making their oral presentation. The team members must avoid any noise or inappropriate behavior which may disturb the simulation sessions.
4. Team members are not allowed to communicate with their respective coaches and any other person during the rounds. Each team must certify that there is no one in the room providing assistance with them or observing the oral rounds.
5. In order to prevent problems with the bandwidth during the competition, online streaming will not be done. Teams are prohibited from sharing the virtual room log in credentials to keep the quality of the connection.
6. A Team may request authorization for any other person connected to the Team to be provided with a link to allow him or her to observe an online moot remote from any member of the Team. All persons granted permission must have their camera switched off and microphone muted at all times.
7. Team members or observers affiliated with a Team may not directly or indirectly indicate their school to the judges, including through the display of screen names, the wearing of name tags, logos, or other signifiers, or the placement of folders, files, or other materials identifying their school in such a way as may be visible to a judge.
8. The Organizing Committee must provide for time to be kept during each simulation session by way of a time keeper showing timecards such that the participants and the judges are able to see those cards.
9. Should there be a significant interruption or drop in the connection of any team, the team shall immediately inform the Organizing Committee. The simulation sessions shall be paused until the team whose connection dropped is able to re-establish their connection. A team is given a maximum of five (5) minutes to reconnect, otherwise

they shall forfeit the match. This five-minute period can only be availed of once per team per match.

Article 18: Video Recording and Photography during the Competition –

Video recording of the Competition is prohibited except for the official videographer of the Organizing Committee and those receiving prior approval of the Organizing Committee. Photography is only permissible prior to the simulation sessions provided that it does not disrupt teams preparing for the role-play. All participants, coaches and spectators, by attending and participating in the Competition, are assumed to be agreeable that they will be filmed or photographed as part of the collection of promotional material for the Organizing Committee.

PART VI: GENERAL STRUCTURE OF THE COMPETITION

Article 19: General Structure –

All teams will be participating in two role play simulations, which shall be based on the facts in the Moot Problem of IHL Moot Court Competition National Round 2021 in Japan. Any additional facts in the role play scenarios shall not constitute additional facts to the Moot Problem and shall not be used in argumentation during the Moot Court Competition.

Article 20: Structure of Rounds –

Each round will present teams with a different simulation requiring them to assume different professional roles and accomplish different objectives. Teams will be expected to adjust their positions according to the organization or groups that they represent. The structure of simulation sessions, including the length of each session, the number of teams participating in a simulation session simultaneously, and the role of the judges during each simulation session may also change from round to round. The teams will be evaluated based on the highest cumulative scores of two rounds.

Article 21: Punctuality

As time is of the essence for the Competition, any participating students found to be unduly delaying the progress of the Competition without a valid, good faith reason may incur deductions of marks at the discretion of the Organizing Committee.

Article 22: Complaints

Any complaints to be made officially should be made by either a participating student or a coach of a participating team. The complaint should be related to the Rules contained herein or a good faith, valid reason. Any other complaints will not be entertained. The Organizing Committee has the full and final discretion to decide upon the actions to be taken with regard to any complaint.