Adlai Stevenson Invitational Tournament
Tournament Rules and Tab Policy, 2016

General Rules

Time:

A round of debate consists of six speeches of the following lengths:

Prime Minister's Constructive: 7 Minutes

Leader of the Opposition's Constructive: 8 Minutes

Member of the Government's Constructive: 8 Minutes

Member of the Opposition's Constructive 8 Minutes

Leader of the Opposition's Rebuttal: 4 Minutes

Prime Minister's Rebuttal: 5 Minutes

Speakers receive 30 seconds of additional time ("grace") after their time limit has expired. Points of order and points of clarification stop the clock. Construct is timed: a speaker's time begins for case construct, stops for points of clarification, and resumes after clarification is complete.

Points of Information:

Points of information are not allowed during the first and last minutes of a speaker's speaking time. Otherwise, in any constructive speech opponents may rise for points of information at any time. The speaker can always decide whether or not to accept any given question.

Motions:

Adlai is a straight-link tournament. To win the round, government teams must convince the judge(s) that the motion provided before the round is more likely true than false; i.e, that it is true that the House should do or believe what the motion suggests. For example, if the motion provided were, "this House would re-instate the draft," the government team should seek to demonstrate that, on balance, it is true that the House should re-instate the draft.

It is the government's burden to prove the motion true as it would be understood by an ordinarily competent speaker of the English language. Non-standard or technical interpretations of the motion do not affirm.

Government teams can clarify details or potential modes of implementation ("model") while delivering construct, but should only do so in order to prove the motion true or false in the general case. For example, if the motion were "this House would re-instate the draft," the government:

- Could (and should!) provide a sketch of the size of the draft, the availability of draft exemptions and deferrals, and so on. How the draft would be implemented clearly bears on whether the draft should be implemented.
- Could not propose to implement a military draft with a one-day term of service, or a "draft" into service with the Peace Corps. An ordinarily competent speaker of the English language would not understand either policy to comprise "the draft."

Government teams may model the idiomatic "this House would" or "this House believes that" in any sense that would seem reasonable to an ordinarily competent speaker of the English language. Unless provided otherwise by the motion, time-space interpretations of "this House" – interpretations that place the speaker in the mind of a particular actor at a particular time in history – are prima facie unreasonable.

It is the burden of the government team to uphold the side of the motion given to them. As such, government teams cannot provide the opposition with a choice of sides (run the motion "opp choice.")

A violation of any of these rules is grounds for awarding the round to the opposition if and only if the opposition notes the violation during the course of the round. If the government believes that they have not violated these rules, they should explain how and why their advocacy bears on the truth of the motion in the general sense. Opposition arguments about rules violations should thereafter function identically to every other argument in the round.

Preparation:
Competitors may only prepare cases with their partners. Team and/or group preparation is strictly forbidden.

Teams must be at their rooms ready to debate within 15 minutes after the announcement of the resolution or they will be dropped.

Tightness:
Motions cannot be "tight." Debaters and adjudicators should assume that there are reasonable arguments for and against the motion if it is modeled properly. Government teams must in turn provide a model that provides room for reasoned disagreement about the motion.

If the opposition believes that the government's model is abusive – that it interprets the motion in an unfair way and therefore does not leave room for reasoned disagreement about the motion – it should explain why in the LOC. Arguments about abuse thereafter function in the same manner as any other argument in the debate.

Tab Policy:

First Round:

The first round will be paired respecting the following in descending order of priority: full seeds, half seeds and one free seed per school.

Hybrid free seeds will be recognized, but the hybrid team must take protection from the school granting the seed.

Subsequent Preliminary Rounds:

Rounds 2 through 5 will be power-protected within brackets. The top team in each by total cumulative speaker score will be paired against the bottom team, the second against the second-to-last, and so on as much as possible subject to the following constraints (in decreasing order of priority):

1. Teams will not debate a team they have already debated
2. Teams will not hit the pull-up more than once
3. Teams will be protected from debating against other teams from their own school; hybrids may carry such protection from only the school against which they are protected.
4. Teams will not compete more than three times on the government side of a round.
5. Teams will not compete more than four times on the opposition side of a round

Elimination Rounds:

The top 16 teams from preliminary rounds will compete in octofinals. If two teams have debated each other in preliminary rounds, sides are reversed; in all other out rounds teams shall flip for choice of sides.

In outrounds, panel decisions will be made by consensus. If a consensus cannot be reached after fifteen minutes of discussion, the chair of the panel may call for a decision by majority vote. In addition, the Tab Director may require a panel decision by majority vote if he deems the time spent in deliberation to be excessive.

Teams shall select sides before the motion is announced.

Pull-ups, Byes:

Should a bracket contain an odd number of teams, a team will be pulled up from the bottom of the bracket below and paired within the higher bracket on the basis of speaker points. No team will be pulled up more than once.

Should the bottom bracket contain an odd number of teams, the lowest speaking team will be given a bye. First round, a random team will receive the bye if necessary. A first round bye will be paired into the middle of the 1-0 bracket for round two.

<u>Ironpersons:</u>
Ironpersons will be awarded a separate score for each of their speeches and will receive the average of these two scores for their overall total, and may receive speaker awards. A team that consisted of an ironperson for one round may break at the discretion of the Tab Director if the partner was absent for an excellent reason; other teams which had an ironperson round may not. Debaters who do not take part in all five rounds may not receive speaker awards.

<u>Lateness:</u>
For Round 1, should a team fail to show up on time for registration, it may choose to be paired in, and, should it show up to the round on time, debate normally; if the team chooses this option and misses the start of the round, they will receive a loss with speaks of zero and ranks of 7. Alternatively, teams late for registration may choose not to be paired in and drop with speaks of 50 and ranks of 7.

Should a team show up for the tournament, but fail to show up for a round, it will receive a loss with speaks of 0 each and ranks of 7 and its opponent will receive a win with average speaks and ranks. If it is the first round, their opponent will be paired into the middle of the 1-0 bracket for round two.

If a team misses a round, including Round 1, due to an extenuating circumstance, they may be dropped with average speaks and ranks at the Tab Director's discretion.

<u>Team Rankings:</u>
Within brackets, teams will be ranked based on the following criteria, considered in lexicographical order:

1. Number of wins
2. Total team speaker points
3. Total team ranks
4. Adjusted total team speaker points
5. Adjusted total team ranks
6. Double-adjusted total team speaker points
7. Double-adjusted total team ranks
8. Opposition strength
9. Coin flip

<u>Speaker Rankings:</u>
For determining speaker awards, speakers will be ranked according to the following criteria, considered in lexicographical order:

1. Total speaker points
2. Total ranks
3. Adjusted speaker points
4. Adjusted ranks
5. Double-adjusted speaker points
6. Double-adjusted ranks
7. Team performance
8. Coin flip

<u>Other Notes:</u>
Each team will receive two discretionary scratches. Additional scratches will require justification to the Tab Director or Tab Observer.

Speaker points should be centered around 25 and given in increments of quarters of a point. The assignment of speaker points greater than 26.5 (i.e, 26.75 or larger) or less than 23.5 (i.e, 23.25 or smaller) must be justified to the Tab Director.

All disputes, adjudication of special circumstances, and rules interpretations are at the discretion of the Tab Director and/or Tab Observer.

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Adlai 2016 Directors | Princeton Debate Panel