

NYPDL Rulebook

If you have any questions about the NYPDL Rulebook, please contact...

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1. Tournament Rules

- a. A novice debater is defined as a debater that is a freshman or sophomore in their first year of debate who is not ranked in the top 40 of the rank sheet in the format of debate they are entering.
 - i. For example, a freshman team who are both within the top 40 on the rank sheet cannot sign up to debate Novice for the tournaments in which they remain in the top 40.
 - ii. Juniors and seniors cannot qualify for the novice category
 - iii. If individuals have done other forms of debate but not parliamentary, as long as they meet the above prerequisites they can qualify as novices for parliamentary debate
- b. We do allow hybrid teams but they do not get protection.
 - i. Protection is defined as conflicts with same school judging, as well as hitting other teams of the same school in preliminary rounds.
- c. We allow one maverick, or team of one debater, per school.

2. Coin Flip

- a. There are 3 new motions (topics/resolutions for debate) every round.
- b. Rounds begin with a coin flip, where the winning team is allowed to choose whether they elect which motion is debated OR which side they get to debate. Side is always selected after the motion is picked
 - i. Teams have 2 minutes for each step of the coinflip process (i.e. 2 minutes to choose side versus topic, 2 minutes to choose a topic, and 2 minutes to pick which side after topic has been selected)
 - ii. Teams may start the coin flip and preparation process without a judge present, but must wait until all team members are in the room.

3. Preparation time

- a. Each team gets 15 minutes after the topic and side are decided to prepare for the debate.
 - i. In the event that the opposition team prepares the wrong side, there is no additional preparation time granted.

- ii. In the event that the government team prepares the wrong side, the judge may allot 3 additional minutes of preparation time.
- b. Debaters cannot consult with anyone or any documents they have written during preparation time, except for the partner that they are listed as debating with for the given tournament. Debaters can only use search engines for a dictionary and this rule book, no outside research is allowed.
- c. No preparation time is allotted in-between speeches. Every speaker must start speaking at most 20 seconds after the previous speaker has finished speaking.
 - i. The exception to this rule is that there is 1.5 minutes of preparation time granted to maverick teams on side opposition between the MO and the LOR(consult section 4 for more information).

4. Timing

- a. The first government speaker (PMC) shall have 7 minutes, the first opposition speaker (LOC) shall have 8 minutes, the second government speaker (MG) shall have 8 minutes, the second opposition speaker (MO) shall have 8 minutes, the third opposition speaker (LOR) shall have 4 minutes, and the third government speaker (PMR) shall have 5 minutes
 - i. Everyone shall have a 30 second grace period at the end of their speech
- b. Off time roadmaps are permitted as long as you say it is going to be offtime before you begin the roadmap.
 - i. You are not allowed to make any argumentation in your off time roadmap

5. POIs (Points of Information)

- a. A point of information is a question that a speaker from one team brings up while a speaker from the other team is talking.
 - i. A POI cannot be given in the first or last minute of someone's speech
 - ii. A POI cannot be more than 15 seconds
 - iii. A speaker can indicate their POI preference. If none is given, ask POIs verbally.
 - iv. The speaker has the right to accept or deny any POI that is raised
 - v. The speaker has the right to cut off the person giving the POI at any point
 - vi. There are no follow up questions from the team asking the POI
 - 1. You must wait 15 seconds in between asking 2 POIs as a team assuming the POI is acknowledged by the other team
 - vii. You cannot ask a POI in either of the rebuttal speeches(LOR/PMR)

6. POCs (Points of Clarification)

- a. A point of clarification is when someone on the opposition team asks a clarifying question about the government's model, the opposition's advocacy, or a clarifying question (about content or presentation) on the other four speeches.
 - i. Pocs are allowed in all 6 speeches
 - ii. Time stops when a team asks their POC

7. POOs (Points of Order)

- a. Points of order may also be used to indicate that an argument in the rebuttal speech is a new argument (consult rules regarding new arguments below)
 - i. Time stops when a team calls a point of order
 - ii. The person calling a POO for the purpose of flagging a new argument gets 15 seconds to explain which argument specifically they are calling new
 - iii. When a POO gets used to flag a new argument, the speaker gets 20 seconds to explain why the POO is not valid.
 - iv. A judge can decide a POO on the spot or do so after the round. If a judge is on a judging panel, each judge must evaluate the POO independently.
 - 1. If judges do not make a decision on the spot, they must tell the debaters they will “take it under consideration.”
- b. A point of order may be used for the purpose of indicating to the judge that the current speaker is over time in any speech

8. Heckling

- a. Throughout the round, heckling (interrupting a speech) is not permitted
 - i. During in person tournaments, knocking on desks is permitted as a sign of approval regarding a point being made

9. New Arguments

- a. New arguments in the rebuttal speeches are not permitted
 - i. However, PMR is allowed to respond to anything that was brought up for the first time in either the MO or LOR speech
 - ii. A new argument is a new piece of analysis that proves why another argument should not factor into the round or a piece of analysis that proves that is a reason to vote for you.
 - 1. New examples are permitted in the rebuttal speeches
 - 2. New pieces of comparative analysis (also known as weighing) is also permitted in the rebuttal speeches
- b. New contentions are permitted to be brought up in the member speeches in addition to the constructive speeches.

10. Judging rules

- a. When judging, you must pick one winner and one loser.
- b. When judging, you cannot consult with anyone when coming to your decision
- c. The judge must be present and conscious in front of their computer during all speeches
- d. The judge may not make any comment on the round or any argument before the last speaker has finished speaking.
 - i. The exception to this rule is when the judge is commenting on a POO (see section 7)

- e. The judge may not consult outside resources to see whether they agree with or disagree with any argument during the round. This includes a judge's personal bias or external knowledge of arguments.
- f. You **can** vote on an argument that is not in the rebuttal speeches.
 - i. However, these arguments are usually not sufficiently weighed and therefore it is more common that the winning argument is brought up in the rebuttal speech.

11. Disqualification rules

- a. If neither member of a team is present 10 minutes after the motions are released, the team that is absent will receive a loss for that round, while the other team will receive a win for that round.

12. Theory and Ks

- a. Ks (kritiks) are not permitted in the NYPDL
 - i. A team that runs a K should be given the loss and 23 speaker points if it is a preliminary round
 - ii. The definition of a K is a philosophical argument that questions (critiques) the assumptions the opposing side has or the motion has made. A kritik would state the other-side or the motion has made inaccurate, biased, unjust assumptions, or has supported undesirable ideologies, world views, or institutions.
 - iii. Kritiks usually address systemic/societal issues that are embedded in debate as well as society (distinct from Theory).
- b. Theory is permitted by the NYPDL but is strongly discouraged. Theory should only be used as a mechanism to check back against abuse or call out abusive definitions
 - i. The definition of theory is an argument on the unspoken or actual rules of Parli. If a team isn't following these rules, their opponents can run theory on the basis of keeping the debate fair, accessible, reasonable, safe, or educational. The judge should come to a decision on any theory before assessing the rest of the round.
 - 1. Teams often use theory to prove why definitions are abusive
 - ii. If a team uses theory for any other reason it should not be an automatic loss, but should not be a large factor in the judge's decision

13. Abusive definitions

- a. Abusive definitions are definitions that are set by the government that are unfair in some way
- b. All abusive definitions must be called abusive by the opposite team in the first opposition speech (LOC).
 - i. Debaters do not have to identify the exact way a definition is abusive, but can refer to the rulebook if they would like

- c. If the opposition team proves that the government's definitions are abusive, they win the debate.
 - i. Speaker scores can be determined by the judge in these debates
- d. There are 6 ways a definition can be abusive (Examples are in our rules FAQ)
 - i. Tautologies – these cases effectively prove themselves.
 - ii. Tight definitions that only debate a small subset of a larger topic
 - iii. Cases that do not allow the Opposition a path to victory.
 - iv. Cases that don't meet the "intensity threshold of the debate."
 - v. Cases that are clearly not in the spirit of the debate.
 - vi. Cases that require specific knowledge that is not up to the *New York Times* standard of knowledge.

14. Equity violations

- a. The NYPDL reserves the right to change any ballot following an equity violation
- b. The NYPDL reserves the right to eliminate you from a tournament following an equity violation
- c. The NYPDL reserves the right to ban you from the league following an equity violation
- d. (See equity presentations for knowledge on equity violations)