Online Contest Proceeding Guidelines

- The online platform should have the facility of multiple breakout rooms.

- All contestants and contest role players should be given time to test audio and video.

- Online contests MUST have a separate "Zoom-master" or "Meeting host" who will be responsible for the meeting platform-related logistics.

- 'Zoom Masters' or 'Meeting Host' MUST not allow other participants to join the meeting while a contestant's speech is in progress – they should be kept waiting in the lobby and should be admitted only once the Speech has ended.

- In the case of the Table Topics Contest and the Evaluation Contest, no one will be allowed to join the meeting once the Contest Master starts with their script.

- For contestants, it is recommended that they connect from two devices, and name them as 'primary' and 'secondary' as necessary.

- If a contestant gets disconnected during their speech due to a network problem

    a) The contest proceeding will not stop – only an extra buffer time of 30secs will be issued in case of 'technical error', irrespective of the duration for which the contestant remains disconnected.

    b) The contest officials shall wait until the time assigned for the contest runs out.

    c) If the contestant cannot reconnect, they MUST inform the contest chair and/or the chief judge about the same before the allocated time runs out. Failing so will lead to the contestant being disqualified due to time. This upper time limit is 8mins for ISC and HSC, 4mins for Evaluation and 3mins for Table Topics

    d) If the contestant informs the contest chair and/or the chief judge that he/she cannot connect back and continue, the time the contestant got disconnected will be considered for eligibility and judging. The decision of this will remain with the Contest Chair and the Chief Judge.

- If a contestant gets disconnected before their speech begins due to a network problem

    a) Contest officials will wait for a maximum of 3mins for the contestant to join back.

    b) If the contestant is not able to join back in the allocated 3mins, contest proceedings will continue, and the next contestant will be called. It will be considered that the contestant is unable to participate due to technical contingencies.

Hybrid Contest Proceeding Guidelines

Note – in case of a Hybrid contest Online contest rules/guidelines will be applicable for online participants and physical contest rule/guideline will be applicable to the physically present participants. Agreeing to participate in a hybrid contest would essentially mean that contestants, judges and contest management team members are agreeing to the same and shall not discriminate based on their mode of participation.

- Online platform should have the facility of multiple breakout rooms.
- The physical venue should have the facility of an additional holding area which is far enough from the actual contest venue so that the sound from the contest venue is not heard there.
- Below role player should be separate and additional in hybrid contest –
  NOTE:
  For below roles, the SAME PERSON MUST NOT serve the role BOTH IN-PERSON AND ONLINE.
    a) Timers (4) - 2 timers MUST be present in the venue physically + 2 timers MUST be present online
    b) SAA (4) – in addition to SAA needed for the venue, for Evaluation and Table Topics contest, 1 SAA MUST be physically present in Physical Holding area + 1 SAA MUST be present online in the online breakout room.
    c) Zoom-master (1) – Separate Zoom Master MUST be assigned to monitor and control online platform.
- Other role player like Contest Chair, Contest Masters, Chief Judge, Tally Counters – will be common for both online and physical participants.
- The Chief Judge is recommended to have equal number of judges present online and in the physical venue.
- The Physical Venue MUST have a Camera setup that can broadcast the physical contest live.
  Note – this camera setup MUST not be a laptop or mobile camera only.
- The Camera MUST be setup in a way that –
    a) Covers the maximum area of the physical speaking area
    b) And allows online viewers to view the physical and facial expression of contestants comfortably.
- The Physical Venue MUST have a Projection setup that can broadcast the online platform live.
  Note – this Projection setup MUST not be a laptop or TV screen only.
- The Projector MUST be setup in a way that –
    a) It is visible to all the participants physically present in the venue.
    b) MUST be big enough for the audience to view the physical and facial expression of contestants comfortably.
- All contestants and contest role players, in the online platform and in the physical venue, should be given time to test audio and video with the above setup.
- Audience present in the physical venue MUST NOT connect to the online platform.
- Judges are recommended not to consider the mode of participation of contestants as judging criteria.
- Similarly, physical audience reaction should also not be considered.