



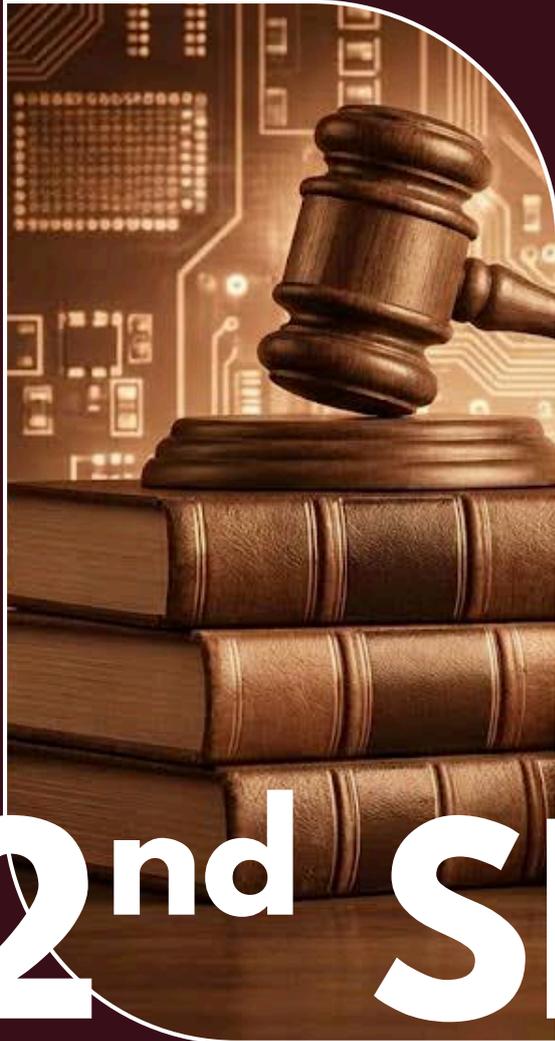
FACULTY OF LAW



SRM
UNIVERSITY
DELHI-NCR, SONEPAT

Theme:

"E-Sports and Online Gaming"



2nd SRMUH

MOOT COURT COMPETITION, 2026

Dates :

Hybrid Preliminary Rounds: 6th and 7th March, 2026

Advanced Rounds : 27th and 28th March, 2026



ORGANIZED BY :

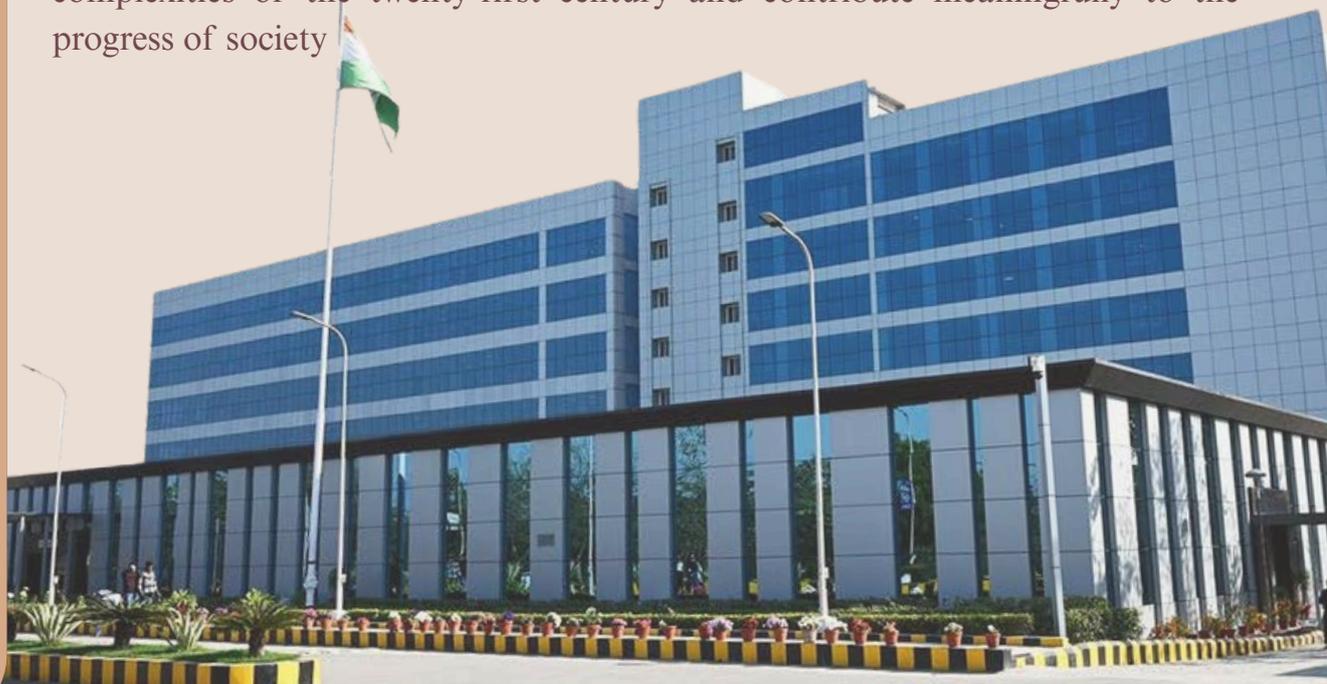
THE MOOT COURT COMMITTEE, FACULTY OF LAW
SRM UNIVERSITY, DELHI-NCR, SONEPAT

ABOUT SRM UNIVERSITY DELHI-NCR, SONEPAT

SRM University Delhi-NCR, Sonipat (SRMUH) stands as a premier institution of higher learning, established under the Haryana Private Universities (Amendment) Act, 2013, as a vital extension of the globally recognized SRM Educational Group. Situated within the prestigious Rajiv Gandhi Education City, the university is formally recognized by the University Grants Commission (UGC) and embodies the Group's enduring commitment to academic rigor and pioneering research. What began in 1969 as a modest educational initiative has flourished into a vast academic legacy, with the SRM Group now overseeing twenty-two institutions and four universities across India a testament to its unwavering dedication to the democratization of quality education.

The university serves as a vibrant, multidisciplinary crossroads, offering over fifty programs that span the diverse landscapes of Engineering, Management, Law, Science, and the Humanities. This academic diversity has propelled SRMUH into the upper echelons of Indian higher education, earning it a place among the Top 50 universities in the nation and a prestigious A+ accreditation from NAAC. Our commitment to the future of learning is further evidenced by our recognition as a leader in IT-enabled education and our strategic partnership with NASSCOM FutureSkills, ensuring that our curriculum remains agile and responsive to the shifts of a technology-driven global workforce.

Beyond the metrics of rankings and accreditation, SRMUH is defined by its inclusive and spirited community, drawing students from over twenty-five states and union territories. We strive to create a global educational environment where instruction is seamlessly integrated with experiential learning and social responsibility. Our mission is to do more than simply confer degrees; we aim to cultivate leaders characterized by ethical clarity and a profound sense of leadership. By fostering a culture of intellectual curiosity and life skills, SRMUH ensures that its graduates are uniquely equipped to navigate the complexities of the twenty-first century and contribute meaningfully to the progress of society.



ABOUT FACULTY OF LAW

The Faculty of Law at SRM University Delhi-NCR, Sonipat is committed to fostering the next generation of skilled legal professionals. Recognized by the Bar Council of India (BCI), it offers a range of programs including the LL.B. (Hons.), LL.M., and five-year integrated courses such as B.B.A. LL.B. (Hons.) and B.A. LL.B. (Hons.). These programs are designed to meet the highest legal standards while being competitively priced for accessibility.

Under the leadership of Respected Prof. (Dr.) Vijay Kumar Singh, Dean, and Prof. (Dr.) Sandeep Kulshrestha, Head of Department, the curriculum balances theoretical knowledge with practical skills, ensuring students graduate with the integrity and social sensitivity necessary to excel in the legal profession. The faculty also regularly organizes a range of flagship academic and professional events, notably, the recent International Conference on “Lex ex Machina: Interdisciplinary Dialogues for a Responsible Digital Future” exemplifies the faculty’s commitment to advancing interdisciplinary research & scholarship.

The faculty boasts specialized research centers, including:

- Centre for Constitutional Law and Public Policy (CCPL)
- Centre for International Law and Institutions (CILI)
- Centre for Criminal Law and Policy (CCLP)
- Centre for Corporate, Competition, and Insolvency Laws (CCCIL)
- Centre for Law and Technology (CLT)
- SRMUH Centre for Intellectual Property Rights (SCIPR)
- SRMUH Centre for Alternative Dispute Resolution (SCADR)

These centers drive research and excellence in their respective fields. The Dr. Babasaheb Ambedkar Chair on Justice further reinforces the faculty's commitment to social justice & research. Active student-led initiatives, such as the Moot Court Committee and the Legal Aid Cell, enhance practical learning and community outreach, reflecting the faculty's dedication to social responsibility. With a focus on academic excellence and real-world application, the Faculty of Law at SRMUH is the ideal destination for aspiring legal professionals ready to meet the challenges of the future.



ABOUT THE MOOT COURT COMMITTEE

The Moot Court Committee of the Faculty of Law, SRM University Delhi-NCR, Sonipat, stands as a cornerstone of the institution's commitment to experiential legal education. With a vision to cultivate courtroom readiness, the Committee provides students with hands-on exposure to legal research, drafting, and oral advocacy. Operating under the esteemed leadership of Respected Prof. (Dr.) Vijay Kumar Singh, Dean and Chairperson of the Faculty of Law, the Committee is coordinated by Dr. Shubham Singh Bagla (Faculty Convenor) , Ms. Himanshi Talda (Faculty Co-Convenor) & Ms. Ruhani (Student Convenor) . Together, the leadership is committed to fostering a culture of mooting excellence, professional discipline, and academic integrity.

The Committee regularly organizes Intra Moot Court Competitions, workshops, and capacity-building sessions that simulate courtroom proceedings and prepare students for the rigors of advocacy. A notable initiative, the Neophyte Intra Moot Court Competition, was introduced in 2023 to provide first-year students with an early platform to cultivate foundational mooting skills. SRM University Delhi-NCR has also earned recognition as a host of prestigious International events, including the 27th and 28th Surana & Surana Stetson International Environmental Moot Court Competitions, reflecting the University's growing stature as a hub for high-caliber legal discourse.

In 2025, the Committee successfully organized the 1st SRMUH Moot Court Competition, which saw enthusiastic participation from over 30 teams representing National Law Universities, Central Universities, State Universities, Private Universities, and reputed law schools from across India. The event was a resounding success, underscoring the University's capability to host national-level competitions with academic rigor and organizational excellence.

Our teams have consistently excelled at national and international moot court competitions, bringing laurels to SRM University Delhi-NCR and reinforcing its standing within the mooting circuit. Over the past year, more than 45 teams represented the University across diverse platforms, reflecting sustained commitment to advocacy and legal excellence. Notably, teams secured the Best Memorial Award at the 11th Professor V.S. Mani Memorial International Law Moot Court Competition and the 1st Bharat College of Law National Moot Court Competition. In earlier years, teams achieved the Runners-up at the Sir Syed National Moot Court Competition, IILM National Moot Court Competition, won the Best Memorial Award at the Surana & Surana Judex 2.0 National Human Rights Law Moot Court Competition and individual honours, including Best Speaker and Second-Best Speaker, at the 28th Stetson International Environmental Moot Court Competition.

THE MOOT COURT COMMITTEE (2025-2026)
FACULTY OF LAW, SRMUH



GLIMPSES OF THE 1ST SRMUH MOOT COURT COMPETITION



ABOUT OUR COLLABORATORS

KNOWLEDGE PARTNER



SCC Online is one of India's most trusted and authoritative legal research platform, extensively relied upon by law students, academicians, legal practitioners, judges, and policy-makers. With its comprehensive and meticulously curated database of case law, statutes, rules, regulations, and scholarly legal articles, SCC Online enables precise, efficient, and in-depth legal research. Complementing this is SCC Times, the news and analysis arm of SCC Online, which provides timely legal updates, expert commentaries, and insights on contemporary judicial and legislative developments. By partnering with the Faculty of Law, SRM University Delhi-NCR, Sonipat, for the 2nd SRMUH Moot Court Competition, SCC Online, through its platforms SCC Online and SCC Times, reaffirmed its steadfast commitment to strengthening legal education, promoting research excellence, and nurturing advocacy skills among aspiring legal professionals.

MEDIA PARTNER





**Prof. (Dr.)
Paramjit Singh Jaswal**
Vice-Chancellor
SRM University,
Delhi-NCR, Sonapat

MESSAGE FROM THE VICE CHANCELLOR

At SRM University Delhi-NCR, Sonapat, we believe that legal education must not only impart knowledge but also prepare minds to engage with change at its most complex frontiers. The 2nd SRMUH Moot Court Competition, 2026, following the success of its inaugural edition, reflects this commitment to experiential learning and intellectual leadership.

Moot court exercises serve as a vital bridge between legal theory and practice, cultivating analytical rigour, ethical advocacy, and a deep understanding of justice. The theme E-Sports and Online Gaming places this competition at the intersection of law and digital transformation, encouraging participants to engage with evolving legal challenges relating to regulation, governance, and emerging technologies.

I commend the Faculty of Law & the Moot Court Committee for their dedication in creating a national platform for rigorous legal discourse and professional excellence. Such initiatives play a crucial role in shaping future legal professionals who are not only skilled advocates but also responsible custodians of the legal system. I am confident that this competition will inspire thoughtful advocacy and meaningful engagement with the law's role in a rapidly evolving digital society.



Prof. (Dr.)

Vijay Kumar Singh

Professor and Dean
Department of Law,
SRM University,
Delhi-NCR, Sonapat

MESSAGE FROM CHAIRPERSON, MOOT COURT COMMITTEE

The 2nd SRMUH Moot Court Competition, 2026 reflects the Faculty of Law's sustained commitment to strengthening advocacy skills, legal research, and experiential learning. Building upon the success of its inaugural edition, this competition has been thoughtfully designed to provide a rigorous academic platform where students can engage with contemporary legal issues through structured argumentation and critical analysis.

The theme E-Sports and Online Gaming captures the dynamic intersection of law, technology, and regulation. By addressing emerging challenges relating to digital governance and regulatory frameworks, the competition encourages participants to develop informed and future-oriented legal perspectives that are increasingly relevant in modern legal practice.

As Chairperson of the Moot Court Committee, I acknowledge and appreciate the collective efforts of the faculty members, organising committee, and student volunteers whose dedication and professionalism have ensured the academic integrity and smooth conduct of this competition.

To the participants, I encourage you to approach this competition with enthusiasm, discipline, and a genuine spirit of learning. Moot court advocacy is not merely about winning or losing, but about intellectual growth, ethical reasoning, and professional development. Each of you has the potential to contribute meaningfully to the legal profession, and this competition represents an important step toward becoming responsible, competent, and conscientious legal practitioners.



Dr.

Shubham Singh Bagla

Faculty Convenor, MCC

Department of Law,

SRM University,

Delhi-NCR, Sonapat

MESSAGE FROM THE FACULTY CONVENOR

The 2nd SRMUH Moot Court Competition, 2026 has been conceptualised as a forward-looking academic initiative, marking one of the first moot court competitions in the country to comprehensively engage with the legal landscape of Online Gaming and E-Sports. As digital entertainment and technology-driven platforms continue to reshape economic and social interactions, the need for informed legal discourse in this domain has become both urgent and inevitable.

The competition's theme challenges participants to critically analyse issues related to Online Gaming, Artificial Intelligence, Competition Law, Intellectual Property Rights, Information Technology Law, Data Protection focusing on the recently enacted Promotion and Regulation of Online Gaming Act, 2025. By engaging with such contemporary and interdisciplinary issues, participants are encouraged to explore innovative solutions and refine their advocacy skills in a rapidly evolving legal landscape.

I would like to express my sincere gratitude to the university leadership, our esteemed collaborators, and all participants for their unwavering support, encouragement, and enthusiasm. Their collective contribution has been instrumental in making this competition a meaningful and enriching platform for young legal minds.

I warmly invite law students from across the country to participate in this intellectually stimulating competition and contribute to meaningful discourse on some of the most pressing legal challenges of the digital age.



Ms.

Himanshi Talda

Faculty Co-Convenor, MCC
Department of Law,
SRM University,
Delhi-NCR, Sonapat

MESSAGE FROM THE FACULTY CO-CONVENOR

The 2nd SRMUH Moot Court Competition, 2026 is a testament to the Faculty of Law's commitment to providing students with a platform to develop advocacy skills, analytical thinking, and professional confidence. Beyond the competition itself, it is an opportunity for participants to engage, collaborate, and learn from one another in a vibrant academic environment.

I would like to express my heartfelt gratitude to our esteemed collaborators, SCC Online and SCC Times, whose support has been invaluable in enriching the quality and reach of this competition. Their collaboration has helped create a platform that combines rigorous academic engagement with contemporary legal insights, ensuring a truly enriching experience for all participants.

I encourage students to approach this competition with dedication, curiosity, and a spirit of learning. It is through such initiatives that aspiring legal professionals cultivate the skills, discipline, and confidence necessary to navigate the challenges of the legal profession and contribute meaningfully to the legal community.



Ms.

Ruhani

**Student Convenor, MCC
Department of Law,
SRM University,
Delhi-NCR, Sonapat**

MESSAGE FROM THE STUDENT CONVENOR

The 2nd SRMUH Moot Court Competition, 2026 is an exciting platform for law students from across the country to test their skills, challenge their perspectives, and engage with contemporary legal issues in a dynamic environment. This year's theme, Online Gaming and E-Sports, offers a unique opportunity to explore the intersection of law, technology, and society while sharpening advocacy and analytical skills.

Building on our experience from the inaugural edition, the Moot Court Committee has worked diligently to ensure that this competition is not only academically rigorous but also welcoming and enriching. Participants can look forward to a well-organised event, warm hospitality, and opportunities to connect with peers, faculty, and experts in the field. This competition is a chance to gain practical experience, engage in meaningful discourse, and leave with insights that will enhance both your legal knowledge and professional growth.

I encourage all participants to approach this competition with enthusiasm, creativity, and a spirit of learning. Mooting is not just about arguments and scores; it is about growth, confidence, and developing the skills that will shape you into thoughtful and effective legal professionals. Make the most of this opportunity, immerse yourself fully, and let your passion for law guide your performance.

IMPORTANT DATES & EVENTS

S.No.	Particulars	Date
1.	Opening of Pre-Registration	01.01.2026
2.	Registration and Release of Moot Proposition	15.01.2026
3.	Final Registration	10.02.2026
4.	Last date for Seeking Clarifications	13.02.2026
5.	Release of Clarifications	15.02.2026
6.	Last date for Submission of Memorials (softcopy)	25.02.2026
7.	Researcher Test & Preliminary Rounds	07.03.2026
8.	Advance Rounds & Valedictory Ceremony	27.03.2026 & 28.03.2026

AWARDS AND PRIZES

WINNER

₹51,000

RUNNER-UP

₹31,000

**SECOND
RUNNER-UP**

₹21,000

**BEST
MEMORIAL**

₹11,000

**BEST
SPEAKER**

₹11,000

**BEST
RESEARCHER**

₹11,000

AWARDS AND PRIZES



- ONE MONTH ACCESS TO THE SCC ONLINE WEB EDITION TO ALL PARTICIPANTS VALUED AT RS. 3100 EACH.
- THREE (3) ONE-YEAR COMPLIMENTARY SUBSCRIPTIONS TO SCC ONLINE WEB EDITION, EACH WORTH RS. 32,000, TO BE DISTRIBUTED TO THE WINNING TEAM. THE TOTAL VALUE OF THIS AMOUNTS TO RS. 96,000.

KNOWLEDGE PARTNER

SCC[®]
ONLINE

MOOT PROPOSITION

1) In the rapidly expanding digital entertainment landscape of India, online gaming has emerged as one of the fastest-growing digital industries, attracting millions of young users and substantial foreign investment. As a sovereign, technologically advanced Republic committed to encouraging innovation-driven growth, India has positioned itself as a global digital hub, with nationwide internet penetration, cloud infrastructure modernization, and state-led initiatives that promote artificial intelligence, e-sports, blockchain, and creative digital economies.

2) Government-backed initiatives such as “Digital India 2030,” the National AI Mission, and the E-Sports Promotion Framework have transformed gaming from casual recreation into a structured economic activity involving prize pools, sponsorships, influencer economies, and professional competitive circuits. Several national tournaments in e-sports and fantasy leagues have received recognition from international federations, reinforcing the legitimacy of digital gaming as a professional and skill-oriented pursuit.

3) The online gaming sector, in particular, has evolved into a significant driver of economic and technological expansion, engaging over 450 million users across urban and semi-urban regions. However, the exponential growth of the sector has simultaneously raised concerns relating to regulatory oversight, consumer protection, addiction risks, adolescent participation, opaque algorithmic designs, financial exposure of users, and the constitutional balance between economic liberty and state regulation.

4) Prior to 2025, the regulation of online gaming in India remained fragmented. While certain states permitted real-money gaming platforms subject to licensing and compliance requirements, others enacted prohibitory legislation citing public morality, addiction risks, and social welfare considerations. This resulted in regulatory arbitrage, forum shopping by gaming companies, and uneven enforcement across jurisdictions.

5) Judicial pronouncements during this period adopted varying standards to determine whether a game qualified as one of skill or chance. Earlier decisions applied the predominance test, examining whether skill outweighed chance, whereas later rulings questioned the applicability of traditional gambling jurisprudence to algorithm-driven, real-time digital games, thereby creating uncertainty for operators, regulators, and users alike.

6) Parliamentary standing committees on Information Technology and Finance, along with expert task forces constituted by the Ministry of Digital Affairs, repeatedly underscored the need for a unified national framework to regulate online gaming. These bodies included academics, technologists, behavioral scientists, and legal scholars who highlighted challenges relating to algorithmic opacity, behavioral nudging, cross-border data flows, and monetization practices.

7) Several academic institutions and faculty-led research centres specialising in cyber law, competition economics, and AI governance submitted policy papers cautioning that unregulated algorithmic gaming ecosystems could distort consumer autonomy and market competition, while overregulation could stifle innovation in platform-based digital markets.

8) Responding to public pressure, growing market complexity, and inconsistencies in state-level gaming regulations, the Union Legislature of India enacted the Online Gaming Regulation Act, 2025 (“OGRA 2025”), which was passed on 21st August 2025 and brought into partial effect shortly thereafter.

MOOT PROPOSITION

9) The statute introduced a centralised licensing regime for online gaming platforms, empowered the Online Gaming Authority (“OGA”) to classify games as “games of skill,” “games of chance,” or “real-money gaming,” and prohibited unlicensed entities from operating within India. The Act also authorised the issuance of delegated legislation, technical codes of practice, and compliance standards.

10) OGRA 2025 vested extensive regulatory powers in the OGA, including the authority to conduct algorithmic audits, mandate age-verification protocols, prescribe responsible gaming obligations, require real-time behavioral monitoring, and impose civil as well as criminal penalties for misclassification or non-compliance with digital safety norms.

11) While the Statement of Objects and Reasons emphasised consumer protection and prevention of gambling-related harm, the Act did not statutorily codify precise quantitative criteria for distinguishing games of skill from games of chance, leaving such determinations largely to executive discretion exercised by the OGA.

12) Prior to the enactment of OGRA 2025, on April 5, 2025, Galaxy Gaming Private Limited, a nationally recognized digital entertainment company headquartered in Dilli, launched “AstraPlay,” an online multiplayer game involving strategic decision-making, real-time battle simulation, probabilistic outcomes, and skill-based performance metrics.

13) Prior to the enactment of OGRA 2025, on April 5, 2025, Galaxy Gaming Private Limited, a nationally recognised digital entertainment company headquartered in Dilli, launched “AstraPlay,” an online multiplayer game involving strategic decision-making, real-time battle simulation, probabilistic outcomes, and skill-based performance metrics.

14) Within six months of its launch, AstraPlay witnessed over 1.8 million active users, substantial venture capital funding, and partnerships with national e-sports associations and university-led competitive leagues. Industry analysts praised the platform’s technological sophistication, latency optimisation, and depth of skill progression.

15) Galaxy Gaming consistently maintained that AstraPlay was a predominantly skill-based competitive e-sport. The company relied on metrics such as reaction time, precision control, tactical positioning, strategic foresight, and long-term skill accumulation, asserting conformity with judicial precedents distinguishing skill-based gaming from gambling activities.

16) Prior to OGRA 2025 coming into force, Galaxy Gaming had voluntarily adopted responsible-gaming measures including age-gating, spending caps, behavioural nudges, self-exclusion mechanisms, parental controls, and transparency disclosures. No enforcement proceedings or criminal complaints had been initiated against AstraPlay during this period.

17) Following the enactment of OGRA 2025, the OGA initiated sector-wide classification audits of prominent online gaming platforms. These audits were conducted using internal algorithmic models and simulations, the technical methodologies and datasets of which were not disclosed publicly or subjected to independent peer review.

MOOT PROPOSITION

18) On November 12, 2025, the OGA issued a classification order declaring AstraPlay to be a “game of chance.” The order relied on internal assessments suggesting that probabilistic variables embedded in the game’s battle-simulation engine exerted a significant influence on outcomes, particularly during short-duration matches.

19) The OGA reasoned that the presence of randomised in-game events diluted the predominance of skill and rendered the game susceptible to chance-driven outcomes. Galaxy Gaming was directed to halt all real-money operations within seventy-two hours, failing which criminal prosecution under OGRA 2025 would be initiated.

20) Galaxy Gaming disputed the findings, alleging that the audit methodology was opaque, scientifically unsound, and ignored longitudinal performance data demonstrating consistent skill dominance over repeated gameplay. A detailed representation seeking reconsideration was filed; however, the OGA rejected the appeal on December 3, 2025.

21) Meanwhile, on October 30, 2025, consumer concerns escalated following reports of a data breach involving AstraPlay, wherein personal and financial information, including behavioral gaming patterns and device metadata of approximately 300,000 users, allegedly surfaced on dark-web forums.

22) Preliminary investigations suggested that a vulnerability in AstraPlay’s cloud-based analytics dashboard enabled unauthorized third-party access. The Cyber Security Division of the Ministry of Digital Affairs initiated inquiries under Sections 43A and 72A of the Information Technology Act, 2000 and relevant provisions of the Digital Personal Data Protection Act, 2023.

23) The Ministry alleged that Galaxy Gaming failed to implement adequate encryption standards, delayed mandatory breach notification, and engaged in excessive behavioral data collection, particularly concerning minors. Galaxy Gaming denied liability, contending that the breach resulted from a sophisticated external cyberattack and that statutory obligations were duly complied with.

24) Concurrently, digital ethics scholars and child rights organizations raised broader concerns regarding immersive gaming environments, algorithmic engagement loops, and the heightened vulnerability of minors in real-money gaming ecosystems.

25) Adding further complexity, on November 28, 2025, a coalition of independent game developers filed a complaint before the Competition Commission of India (“CCI”), alleging that Galaxy Gaming’s “Creator Access Framework” imposed restrictive contractual conditions

26) The developers alleged that the framework prohibited them from deploying similar game modules on competing platforms for two years, thereby foreclosing market access, suppressing innovation, and reinforcing Galaxy Gaming’s dominant position in the real-money gaming sector.

27) Galaxy Gaming defended the framework, asserting that the restrictions were necessary to protect proprietary algorithms, confidential game engines, and advanced AI models underpinning AstraPlay, and were permissible under the intellectual property exemption contained in the Competition Act, 2002.

28) Academic experts in competition law submitted that platform-based creator ecosystems represent a new form of digital market organization, where exclusivity clauses must be assessed in light of network effects, data accumulation, and innovation incentives rather than traditional market definitions alone.

29) Simultaneously, public-interest organizations and several state governments challenged the constitutional validity of OGRA 2025 before the High Court of Dilli. They contended that the Act violated Articles 14 and 19(1)(g) by granting unguided discretion to the OGA and imposing disproportionate restrictions on legitimate digital businesses.

30) It was further argued that the Union lacked legislative competence to enact OGRA 2025, as betting and gambling fell within the exclusive jurisdiction of the states under Entries 34 and 62 of the State List, and that online gaming did not fall within any Union or Concurrent List entry.

31) The Union defended the Act by asserting that online gaming constituted a cross-border digital service implicating telecommunications, cyberspace governance, and inter-state commerce, thereby justifying central regulation in the national interest.

32) Given the multiplicity of petitions, conflicting judicial precedents, complex technological questions, and far-reaching constitutional implications, the High Court referred the matter to the Supreme Court of Indiana due to the presence of substantial questions of constitutional law and conflicting judicial precedents.

ISSUES FOR CONSIDERATION BEFORE THE SUPREME COURT

1) Whether the indiscriminate prohibition on real-money gaming under the Online Gaming Regulation Act, 2025, including games of skill, is legally sustainable or arbitrary and disproportionate?

2) Whether Parliament possesses legislative competence to enact the Online Gaming Regulation Act, 2025, or whether the Act amounts to an impermissible encroachment upon state autonomy and the federal structure?

3) Whether Galaxy Gaming is liable under the Information Technology Act, 2000, and the Digital Personal Data Protection Act, 2023, for the alleged data breach?

4) Whether the collection and processing of behavioral gaming data, particularly of minors, violated statutory obligations relating to consent, purpose limitation, and security safeguards?

5) Whether the restrictive terms of Galaxy Gaming's Creator Access Framework constitute anti-competitive behavior under the Competition Act, 2002?

Note: *The laws of Indiana are in pari materia with the laws of India & for the purpose of the present analysis, the Digital Personal Data Protection Act, 2023 and the Promotion and Regulation of Online Gaming Bill, 2025 shall be deemed to be applicable. The Court may draw insights from comparative jurisprudence in the EU, the UK, the USA, and Singapore regarding online gaming regulation, data protection, and digital competition law.*

RULES & GUIDELINES

DEFINITIONS

- **Advanced rounds** refers to the Quarter-finals, Semi-finals and Final rounds of the Competition, which shall be knock-out rounds.
- **Bench Memorandum** means the memorandum of law and authorities concerning the Competition Proposition prepared by the University for the exclusive use of Competition judges.
- **Competition** refers to SRMUH National Moot Court Competition. The Competition includes memorial rounds, oral rounds, and researchers' test.
- **Competition Proposition or Proposition** means the official proposition of the Competition as supplemented, corrected, and/or clarified.
- **Competition Rules or Rules** refers to the rules contained herein and such other notification as the Organizing University may make in respect to conduct of the competition.
- **Corrections and Clarifications** means the corrections and clarifications to the proposition, as published by organizers.
- **Ex parte round** means an oral round wherein only one team submits their pleadings, i.e. in the absence of the opposite team.
- **Memorial** refers to the written arguments submitted by each team, on behalf of both the Parties, according to the competition rules. A team shall prepare only one (1) memorial for each party to the dispute.
- **Memorial Evaluators** refers to the evaluators who will be responsible for evaluating the memorials that have been submitted by the teams.

RULES & GUIDELINES

DEFINITIONS

- **Oral rounds** refers to a team's pleadings, comprising of oral submission by the team, in front of the judges, on behalf of one of the parties, against another team representing the opposing party. The competition includes two categories of oral rounds i.e. Preliminary Rounds and Advanced Rounds.
- **Parties** refers to the parties to the dispute as identified by the moot proposition as Informant/Appellant and Opposite Party/Respondent.
- **Preliminary round** refers to the Oral Rounds which will take place prior to the Advanced Rounds of the Competition for the purpose of determining the teams that will proceed to the Advanced Rounds.
- **Raw Scores**
 1. **For Preliminary Round:** The aggregate of the marks obtained in the memorial and the oral round will constitute the Raw Scores of a team for the preliminary rounds.
 2. **For Advanced Round:** The aggregate of the marks obtained in the said oral round will constitute the Raw Scores of a team for that specific advanced round.
- **Recognized Institution includes** the university and its constituent colleges, school, faculty of law, institute, etc. if any, authorized to enroll students for obtaining a bona fide degree in law as per their legal system.
- **Team code** refers to the unique Code allotted to each participating team for the purpose of this Competition.

RULES & GUIDELINES

ELIGIBILITY CRITERIA

- All students enrolled Bona-fide on a regular basis in an undergraduate/post-graduate law course (Bachelors' Degree in Law i.e. 3-Year LL.B. or 5-Year LL.B. Integrated Programme) or its equivalent conducted by any recognized institution.
- However, a maximum of two teams per institution shall be eligible to participate, per recognized institution. In a system where a university has constituent colleges/institutes/school/faculty of law/department etc, each such constituent entity can register a team or the university as such can be represented by a team comprising students from different constituent colleges

TEAM COMPOSITION

- Each Team shall comprise of a maximum of three (3) members out of which TWO members shall be designated as speakers and ONE member shall be a researcher.
- Once the team composition is communicated to the organizing committee no change in team composition shall be permitted unless prior permission has been obtained from the organizer.

TEAM REGISTRATION

- Registration for the Competition will commence on the date as notified in the brochure.
- The last date for registration shall be notified in the brochure.
- The teams shall be required to send the final registration fee: Registration fee- Rs. 4500 (Rupees Four Thousand Five Hundred Only) per team.

RULES & GUIDELINES

- All meals during the advance rounds will be provided at the University campus.
- The following scanned documents are required to be submitted by the teams at the time of the registration:
 1. Letter of approval from the concerned recognized Institution permitting the team to take part in the competition.
 2. The receipt of online payment of registration fee.
 3. Any ID issued by the Government OR ID Issued by the Recognized Institution the Participant is enrolled with.
 4. The registration form can be accessed here:

PAYMENT DETAILS

- **Name of the bank:** Federal Bank
- **Address:** Kundli, Sonipat – 131028
- **IFSC Code:** FDRL0002116
- **A/C No.:** 12330100200333

The payment for participating shall be made in the name of :
SRM EDUCATION & RESEARCH INSTITUTE

JUDGES RESPONSIBILITY

Judges shall ensure a thorough adherence to the spirit of judgeship in the competition

RULES & GUIDELINES

ASSISTANCE FROM ANY OTHER TEAMS

- **No Assistance, generally, to be Taken from Non-members:** Every team must research and write its memorial without the assistance of non-members. Teams may receive general advice from their respective Team Coaches. However, such advice must be limited to general advisory on the area of law concerned, the structure of written arguments, and general commentary on the team's arguments. No advice whatsoever may be taken from any member or team coach of another team.
- **No Assistance to be Provided to Another Team:** Team Members and Team Coaches from any Team, including Teams that have been eliminated from the Competition, shall not provide assistance in any way to any other Team. Prohibited assistance includes, but is not limited to, the following:
 1. Giving the Team's notes or Memorials to a Team still in the Competition.
 2. Posting the Team's Memorials online so that a person who is not a registered Team Member may access them.
 3. Engaging in practice Moots against a Team with whom their preliminary rounds have been fixed; and
 4. Providing video or audio recordings of previous Moots, whether practice Moots or Competition Moots, to a Team still in the Competition.
- The organizer may allow for otherwise prohibited assistance if deemed to be in the best interests of the Competition.
- **Use of Bench Memorandum and Other Teams Memorials by Teams:** The Bench Memorandum shall be confidential at all times. Any team found making use of the Bench Memorandum, however acquired, shall be disqualified. In preparing its Memorials, no team may incorporate arguments or other information from the Memorials of other teams.

RULES & GUIDELINES

CLARIFICATION TO THE MOOT PROPOSITION

- Clarifications can be sought and Corrections may be requested, until the date as notified in the brochure, through a mail at **mootcourt@srmuniversity.ac.in**
- Based upon the requests received from all Teams ,Corrections and Clarifications to the Competition Proposition will be mailed on the date as notified in the brochure. Each Team must ensure that it receives and adequately notes the Corrections and Clarifications in preparation for the Competition.
- **Rights over the memorials:** The organizing committee reserves the right to disseminate and reproduce the memorials for the purposes of the Competition. The MCC will not be responsible for any mistakes or errors that are a part of the memorial.

RULES REGARDING MEMORIAL SUBMISSION

- The memorial submission for registered teams must be made via a Google form that will be sent to the team post registration.
- Each participating team is required to prepare a memorial for each party to the dispute with the following mandatory heads :
 - 1.Cover Page
 - 2.Table of Contents
 - 3.Index of Authorities
 - 4.Statement of Jurisdiction
 - 5.Statement of Facts (not exceeding 2 pages).
 - 6.Issues Raised
 - 7.Summary of Arguments (not exceeding 2 pages)
 - 8.Arguments Advanced (not exceeding 25 pages)
 - 9.Final Submission/Prayer (not exceeding 1 page)

RULES & GUIDELINES

- Teams shall cite authorities following the Uniform citation method using footnotes in accordance with the 21st Edition of Bluebook : A Uniform System of Citation
- The Cover Page of each memorial must contain only the following information:
 - 1.The Team Code in the upper right corner of each memorial
 - 2.The name of the forum resolving the dispute
 - 3.The name of the Competition
 - 4.The Cause Title.
 - 5.The party on behalf of which the memorial is prepared.
- All teams shall attach one copy of the memorials for each side in (docx and pdf) format (Microsoft Office 365, 2019, 2016, 2013 or 2010) in the Google Form link provided .
- All four files (two.docx andtwo.pdf) should be submitted in a single form submission.
- For delay of every hour after submission deadline 1 mark will be deducted.
- Memorials submitted thirty six (36)hours after the memorial submission deadline, will not be accepted and such teams shall be disqualified from the Competition.
- A memorial once submitted will be considered final and cannot be revised.
- In the scenario where any memorial is sent late (in a separate form submission), the penalty for late submission imposed on the latter memorial will be imposed on the earlier memorials as well. The penalty will also be imposed if the aforementioned memorials are submitted in different form submissions.

RULES & GUIDELINES

- It is the responsibility of each participating team to ensure that the electronic copies of the memorials Can be opened with Microsoft Office 365, 2019, 2016, 2013 or 2010(docx format) and Adobe Acrobat Reader 9 (.pdf format).
- Memorials shall be named according to the team code and the party for which the memorial is submitted. (For instance, Team 01 will name its memorials as 01-P and 01-R where P is the Petitioner/Informant/Appellant and 'R' is Respondent/Opposite Party).
- All teams are required to submit Five (5) sets of hard copies for each side of the memorials to the Organizing Committee, upon their arrival at the venue of the Competition only when qualified for the advanced rounds.
- The memorials shall be collected by the Registration-Team designated by the Organizing team after the successful onsite registration of the respective teams.
- All parts of the memorial (including headers, footers and headings) shall be typed on A4-sized paper/format, with the following formatting specifications:
 1. Font Size: 12
 2. Font Type: Times New Roman
 3. Line Spacing: 1.5
 4. Margins 1 inch on each side
 5. For footnotes, the formatting specifications are:
 - Font Type: Times New Roman
 - Font Size: 10
 - Single Spacing between lines
 - Margins: 1 inch on each sideSpeaking footnotes or endnotes are not allowed.

RULES & GUIDELINES

- The memorials shall be spiral-bound/softbound. The following color scheme should be followed for the cover page of the memorials:
Informant/Appellant/Petitioner - BLUE
Opposite Party/Respondent - RED
- The memorials shall not contain any annexure, photograph, graph, diagram, or any other representation of such nature.
- The hard copies of the memorials must be identical to the soft copies submitted by the team. In case of any violation of this rule, the team shall incur a penalty, subject to the decision of the Organizing Secretary. In case of non-identical submissions, the prior submission shall be considered as final.
- A Team may prepare a compendium of cases, though the same shall not be a part of the memorial or be used for memorial evaluation purpose.

PENALTIES

S.NO.	CRITERION	PENALTY DEDUCTION
1.	LATE SUBMISSION OF MEMORIALS	1 MARKS, FOR EVERY HOUR AFTER THE DEADLINE
2.	FAILURE TO COMPLY WITH PAGE LIMIT AS PRESCRIBED	1 MARK PER EXTRA PAGE
3.	FAILURE TO COMPLY WITH THE RULES REGARDING SPECIFICATION IN MEMORIAL	0.25 MARKS PER SPECIFICATION WITH A MAXIMUM OF 5 MARKS PER MEMORIAL
4.	FAILURE TO COMPLY WITH RULE REGARDING CITATION	0.25 MARKS PER VIOLATION, WITH A MAXIMUM OF 5 MARKS PER MEMORIAL

RULES & GUIDELINES

5.	EXCLUSION OF ITEMS MENTIONED TO BE IN MEMORIAL	2 MARKS PER SPECIFICATION
6.	INCLUSION OF SPEAKING FOOTNOTE/ ENDNOTE	0.5 MARKS PER FOOTNOTE/ ENDNOTE

- For late submission of memorials, a maximum deduction of 36 marks will be imposed as a penalty.
- For failure to comply with the formatting specifications prescribed above along with speaking footnotes and end notes, a maximum deduction of 20 marks will be imposed as a penalty.
- There will be no cap on imposing penalties for all other specifications save and except those mentioned above.

MEMORIAL SCORING CRITERION

S.NO.	CRITERION	MARKS
1.	APPLICATION OF FACTS	25 MARKS
2.	REASONING	25 MARKS
3.	USE OF AUTHORITIES AND PRECEDENTS	20 MARKS
4.	UNDERSTANDING LAW AND PROCEDURE	20 MARKS
5.	FORMATTING	10 MARKS

RULES & GUIDELINES

ANONYMITY

- There should be no indication of the institution which the team represents, the name of the members in the memorials, or any other material carried inside the courtroom. The teams must also not disclose, or attempt to disclose, any such information at any stage of the Competition, either to the Judges or any other person as decided by the Organizing Committee.
- The violation of this rule will result in severe penalties, which may involve disqualification, as determined by the Organizing Committee.
- Teams must not reveal the identity of their institution, Jurisdiction, or nationality of origin to judges at any time during a Round.
- Organizing Committee may impose a Penalty (up to and including disqualification) against any Team that intentionally or inadvertently discloses its school, Jurisdiction, or country of origin to a judge during a Round, whether or not such disclosure occurs during a Moot. All instances of disclosure during a Round shall be reported to the Organizing Committee.
- Merely posting pictures of a participating Team or Team Member(s) on social media or a publicly available website, absent other facts, does not constitute a violation of this Rule.

FORMAT OF THE COMPETITION

- **Researchers Test:** A Researcher Test shall be conducted for adjudicating the "Best Researcher" on Valedictory ceremony. The Speakers shall not be eligible to participate in the test. The test will be conducted through online mode consisting of 25 questions to be submitted within 20 minutes. Adjudication will be based on the accuracy of responses and the duration of the attempt.

RULES & GUIDELINES

- **Oral Rounds:**

1.General: The mode of communication for the Competition shall be English only. Strict adherence to the designated dress code is compulsory for the duration of the event:

Girls: Courtroom Formals (Preferably Black Blazer)

Boys: Courtroom Formals (Preferably Black blazer)

2.Format: The match up of teams in Preliminary Rounds shall be determined on the basis of a random fixtures to be circulated by organizing committee.

- The team with the higher Raw Score in a round will be deemed to have won a round.

The marks breakup for the Oral Rounds shall be as follows:

S.NO.	CRITERION	MARKS
1.	RESPONSE TO QUESTIONS AND ARTICULATION	25 MARKS
2.	REASONING AND APPLICATION OF PRINCIPLES	25 MARKS
3.	USE OF AUTHORITIES AND PRECEDENTS	20 MARKS
4.	APPLICATION OF FACTS	20 MARKS
5.	ADVOCACY SKILL, COURT CRAFT AND DEMEANOUR	10 MARKS

RULES & GUIDELINES

- In a situation where after the preliminary rounds, there exists a tie in two or more teams, it will be decided in the following order:

A) On the basis of marks obtained under the head 'Reasoning in the Application of Principles'.

B) Still if tie occurs on the basis of the Researcher Test scores.

3. **Bench strength:** The Bench for the purposes of the Preliminary Rounds shall consist of two judges. For the Advanced Rounds, two-judge bench for Quarterfinals & a three-judge bench for Semi Finals and a Five-judge bench for the Final Rounds. Organizing Committee reserves the right to change number of judges per bench.

4. **Communication between members of the team:** The members of a team are allowed to communicate among themselves during the Oral Rounds. However, the same must be in written form only and must not be in violation of general courtroom practices.

5. **Electronic devices inside the Courtroom:**

- During oral rounds of the competition, oralists at the podium and Team Members seated at counsel table may operate, only for purposes directly relating to the said oral round, laptop, tablet, mobile phone, PDAs, etc., provided such devices are not internet-enabled or data-capable, or have instant messaging capabilities.
- Violation of the said rule shall lead to disqualification from the concerned oral round.

6. **Time keeping devices inside courtroom:** The official time of the match shall be indicated by the bailiff. No one other display timecards or otherwise signal to the oralist how much time is left.

RULES & GUIDELINES

7. Scouting:

- There are two types of scouting, both of which are prohibited. "Direct Scouting" occurs when a Team attends a Moot involving one or more Teams against which it will compete in a future Moot.
- "Indirect Scouting" occurs when a Team attends a Moot involving two Teams against which it is not scheduled to compete in the Preliminary Rounds, or when a Team, through any other means, obtains or attempts to obtain information about another Team regardless of whether the Team seeking the information will compete against the Teams for which information is sought.
- The decision of Organizing committee shall be final with regard to any disciplinary action taken against team for violation of rules under this clause.

8. Duration:

- For the Preliminary Round, each team will be allotted a total of thirty (30) minutes to present their arguments. No speaker shall be allowed to plead for more than twenty (18) minutes. Each team is entitled to reserve a maximum of five (5) minutes, out of the total thirty (30) minutes, for rebuttals and sur-rebuttals.
- For Advanced Rounds, each team will be allotted a total of forty-five (45) minutes to present their arguments. No speaker shall be allowed to plead for more than twenty-five (25) minutes. Each team is entitled to reserve a maximum of five (5) minutes, out of the total forty-five (45) minutes, for rebuttals and sur-rebuttals.
- The teams are to arrive at the designated Courtroom fifteen (15) minutes before the Round is supposed to start. In case the team fails to report to the designated Courtroom within ten (10) minutes of the starting of the Round, the team will be deemed to have forfeited the Competition and the Round will continue as an ex-parte round.

RULES & GUIDELINES

POWER TO PROMULGATE ADDITIONAL MEASURES

The Organizing Committee may promulgate any other measures for the orderly conduct of the Competition or to correct deficiencies in the Competition. It is anticipated that additional measures will be adopted when Team Registration has been completed.

EXEMPLARY POWER CLAUSE

- The Organizing Committee reserves the right to make changes in the rule if situation so warrant.
- In case of any dispute arising in the interpretation of the rules, or otherwise, the decision of the Organizing in consultation with the memorial evaluator would be final and binding.
- Scores obtained by the teams/participants in preliminary rounds will be shared after the competition. However the scores of Advanced Rounds shall be kept confidential with Organizing University, whereas upon receiving official written request from statutory authorities of a participating institution the Organizing Committee may disclose them the results of the team of their institution. Such request shall be made within 7 days of the completion of the event, after which no such requests shall be entertained

CODE OF CONDUCT

- A violation of the prescribed Code of Conduct will invite sanctions which will be decided by the Organizing Committee.
- Teams are expected to behave with other team members and the Judges/ Organizers/ Volunteers in a dignified manner.
- Participants are expected to maintain decorum in the courtroom during the Competition and to conduct themselves in a manner be fitting the legal profession.
- The teams should not engage in any form of unethical, unprofessional, or wrongful conduct during the entire period of the Competition.

REGISTRATION PROCESS

- Registration for the Competition will commence on the date as notified in the brochure.
- The last date for registration shall be notified in the brochure.
- The teams shall be required to send the final registration fee: Registration fee- Rs. 4500 (Rupees Four Thousand Five Hundred Only) per team.
- All meals during the advance rounds will be provided at the University campus.
- The following scanned documents are required to be submitted by the teams at the time of the registration:
 1. Letter of approval from the concerned recognized Institution permitting the team to take part in the competition.
 2. The receipt of online payment of registration fee.
 3. Any ID issued by the Government OR ID Issued by the Recognized Institution the Participant is enrolled with.

[SCAN HERE TO REGISTER]



The registration form can be accessed here:
<https://forms.gle/LUtTHaxuh2KHdTRp8>

PAYMENT DETAILS

- Name of the bank: Federal Bank
- Address: Kundli, Sonipat – 131028
- IFSC Code: FDRL0002116
- A/C No.: 12330100200333

The payment for participating shall be made in the name of :

SRM EDUCATION & RESEARCH INSTITUTE



SRM
UNIVERSITY
DELHI-NCR, SONEPAT

AUTHORITY LETTER

Date:.....

2nd SRMUH MOOT COURT COMPETITION, 2026

Approval Letter (Please fill in capital letters)

We hereby state that our participation complies with the rules and regulations of the competition. We certify that the materials which are being/ will be submitted are prepared by us and shall indemnify the organizers for any claim or dispute arising out of the further use and exhibition of these materials.

(All details must be provided on the form or can be typed on the participating Institutions letterhead)

Name of the Institution:

Address:

E-mail:

Ph:

Fax:

Name of the Participant /Gender /Course / Year/ Semester & Signature

(Kindly mention the roles that are being performed by each participant in block letters)

- 1.
- 2.
- 3.

Point of Contact :

Email id for communication:

(Signature & Seal of the Head of the Institution)

CONTACT DETAILS

FOR MORE INFORMATION & QUERIES CONTACT

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SRM UNIVERSITY

Established under the Haryana Private Universities Act, 2006 (as amended by Haryana Act No. 8 of 2013) 39, Rajiv Gandhi Education City, Delhi-NCR, Sonapat-131029, Haryana (India)