

LINKLATERS SOCIAL IMPACT COMPETITION

AY25/26

NUS Faculty of Law

Centre of Pro Bono & Clinical Legal Education

COMPETITION RULES

Organiser

1. The Linklaters Social Impact Competition ("**Competition**") is organised by the Centre of Pro Bono & Clinical Education, Faculty of Law, National University of Singapore ("**Organisers**").

Eligibility and Team Composition

2. **2 to 5 members:** Each team shall comprise 2 to 5 members. A participant shall not be a member of more than one team.
3. **Full-time NUS student from any faculty:**
 - a. **Full-time undergraduate, master's, or JD student:** All participants shall be full-time students enrolled in an undergraduate or master's programme in any faculty in the National University of Singapore ("**NUS**"), or full-time students enrolled in the Juris Doctor programme in the NUS Faculty of Law, as of **15 December 2025**. For the avoidance of doubt, Yale-NUS College students are deemed to be students of NUS.
 - b. **To remain enrolled for the duration of the competition:** Students who graduate or cease to be enrolled as a full-time NUS student for any reason whatsoever, on or before **1 May 2026**, shall be ineligible for the Competition. Therefore, students who intend to graduate at the conclusion of Semester 1 of Academic Year 25/26 ("AY25/26") are not eligible to join the competition.
 - c. **Joint degree programme with overseas universities:** Participants who are enrolled in a Concurrent Degree Programme, Double Degree Programme, Joint Degree Programme, or a programme of a similar nature offered jointly by NUS and an overseas university must be based in NUS in **Semester 2 of AY25/26**. For example, Year 1 students in the Double Degree Programme with Sciences Po will be ineligible to participate in the competition as they will be based in Sciences Po in Semester 2 of AY25/26.

4. **At least one law and one non-law student per team:**

- a. Each team shall comprise at least one law student, and one non-law student.
 - b. **“Law student”**: A law student refers to any student enrolled in a full-time undergraduate, master’s or Juris Doctor programme with the NUS Faculty of Law.
 - c. **“Non-law student”**: A non-law student refers to any student enrolled in a full-time undergraduate or master’s programme with any NUS faculty except for the Faculty of Law.
 - d. **Double/concurrent/joint degree programme**: Students who are enrolled full-time in a Concurrent Degree Programme, Double Degree Programme, Joint Degree Programme or any other programme offered jointly by the Faculty of Law with any other NUS faculty, regardless of the home faculty, shall be deemed to be a law student. For example, a student enrolled in the Business Administration and Law Double Degree Programme, whose home faculty is NUS Business School, shall be deemed to be a law student.
5. **Disqualification**: If at any point of time the team no longer fulfils the rules set out in this section for any reason whatsoever, the team shall be disqualified from the Competition. For example, if the team’s only law student withdraws or is disqualified, the entire team shall be disqualified from the Competition.
6. **Attendance at Kickstarter event not pre-requisite for competition registration**: Participants are not required to have been present at the Competition’s Kickstarter event to be eligible for the Competition.

Registration

7. **Registration method**: Registration for the Competition is by way of submission of the online registration form by the registration deadline. A link to the registration form will be made available on the Competition website, www.nussocioialimpact.com (**“Website”**).
8. **No amendments to team composition**: Participants are not permitted to amend the team composition after the submission of the online registration form except with the express permission of the Organisers.
9. **Registration by team leader**: Each team shall identify a team leader, who shall be the contact person between the Organisers and the team. The registration form need only be completed by the team leader.

Official Communication

10. **Emails to team leaders:** All emails sent to the email address provided by the team leader at the point of registration shall be deemed to be emails to the entire team.
11. **Website:** Participants shall check the Website, www.nussocialimpact.com, regularly for updates.
12. **Communication with Organisers:** All communication with the Organisers shall be made by way of email to sicnuscpcbcle@gmail.com unless otherwise directed.

Competition Format

13. **Concept:** Teams will be tasked with developing a solution(s) to an eco-social problem. Teams will pitch their solution(s) by way of a pitch video and an accompanying report.
14. **Timeline:** The timeline of the Competition is set out in the Annex below ("**Timeline**").
15. **Competition instructions:** The Competition instructions ("**Instructions**") will be published on the Website or sent to team leaders. Participants should note that different portions of the Instructions may be published in different documents at different times. The Instructions will include:
 - a. Problem statement
 - b. Judging criteria
 - c. Video and report requirements, page limits, submission format etc.
 - d. Format of citations and references
16. **Preliminary round:** All teams duly registered for the Competition will take part in the preliminary round. Teams will be required to submit a 2-minute video trailer of their pitch video.
17. **Advancing to the final round:** The Organisers shall identify up to 10 teams to advance to the final round. The Organisers may vary the number of finalists based on the number of participating teams and the quality of submissions in the preliminary round.
18. **Final round:** Finalists will be required to submit a 7-minute pitch video and an accompanying 4-page written report.
19. **Selection of prize winners:** The Organisers shall select the winner, 1st Runners-up and 2nd Runners-up (collectively the "Prize Winners") of the Competition based on the finalists' submission in the Final Round. The Organisers may choose not to select any or all of the Prize Winners if the submissions are of an unacceptable quality.

20. **Amendment to Instructions and competition format:** The Organisers may, from time to time, revise the Instructions and amend the competition format. It is the responsibility of the participants to keep apprised of such changes by checking the Website and their email inboxes regularly.

Prizes

21. **Prize Quanta:** The Prize Winners shall be awarded with the following prizes:
- a. Winner: S\$5000
 - b. 1st Runners-up: S\$3000
 - c. 2nd Runners-up: S\$2000
22. **Prize Disbursement:** The Organisers shall contact the Prize Winners' team leaders after the conclusion of the Competition to confirm the necessary details for the disbursement of the prize money. The prize money shall be disbursed to the respective team leaders for the benefit of the respective teams. The Organisers shall assume no responsibility as to how the prize money is distributed within the team after the prize money has been disbursed to the team leader.

Clarification Questions

23. **Submission by email:** Participants may submit clarification questions relating to the Competition to the Organisers via email to sicnuscpcbcl@gmail.com by the deadline set out in the Annex. Questions submitted after the deadline may not be answered.
24. **Questions and responses may be published:** The Organisers may publish on the Website and disseminate via email the clarification questions submitted and the Organisers' responses.
25. **Questions may not be answered:** The Organisers retain the sole and absolute discretion on whether to answer the questions submitted.
26. **Opportunity for clarification for final round:** The Organisers may provide another opportunity for clarification questions after the finalists are announced. If so, the Organisers will notify the finalists, and the rules of this section shall apply.

Consent for Publicity

27. By competing in the Competition, participants consent to videos and photographs being taken of them during any Competition related events and to NUS and third parties using the same for marketing and publicity.
28. By competing in the Competition, participants consent to NUS and third-party entities using their video and written submissions for marketing and publicity, including by

posting submission(s) on social media platforms with reference to the participants' names.

No Inter-team Collaboration

29. Participants shall not collaborate with any other participant not from their team on any matter in connection with the Competition.

No External Assistance

30. All Competition submissions must be the work of participants' alone. There should be no external assistance in the making of video(s) and/or the drafting of the report.

No Plagiarism and Academic Dishonesty

31. Participants are reminded that under Clause 4 of the NUS Code of Student Conduct:

“[NUS] takes a strict view of cheating in any form, deceptive fabrication, plagiarism and violation of intellectual property and copyright laws. Any student who is found to have engaged in such misconduct will be subject to disciplinary action by the University. Such misconduct will include, but is not limited to, the misuse of content or language generated by artificial intelligence (AI) computer programmes.”

32. Participants shall maintain the highest standards of academic integrity and ethical conduct. Participants may refer to the following sources for what this entails:

- a. https://law1.nus.edu.sg/student_matters/ethical_conduct.html
- b. <https://libguides.nus.edu.sg/new2nus/acadintegrity>

Compliance with NUS Code of Conduct and Policies

33. Participants shall, at all times, adhere to the NUS Code of Student Conduct, NUS Statutes and Regulations, and all other prevailing policies set out by NUS.

Intellectual Property

34. Participants must only submit original works that do not violate the proprietary or intellectual property rights of third parties. Participants should ensure that they comply with all prevailing intellectual property and copyright laws when using music, visuals, and all other resources available on the internet and elsewhere.

Confidentiality

35. As submissions may be published online or presented publicly, participants should not include any sensitive or confidential information in their submissions.

Disqualification for Breach of Rules and Instructions

36. **Grounds for disqualification:** The Organisers may, at its sole and absolute discretion, disqualify teams or participants for a breach of the Competition rules, Instructions, and for any other misconduct.
37. **Retrospective disqualification and recovery of prizes:** The Organisers may retrospectively disqualify participants after the conclusion of the Competition. If the disqualified participant was a Prize Winner, the Organiser may recover any prize awarded.

Indemnity

38. Participants shall indemnify and hold harmless the Organisers from any claims, proceedings, liabilities, losses or expenses the Organisers may incur arising from a participant's breach or suspected breach of any third-party rights or laws, including a breach of intellectual property laws or confidentiality obligations.

Decisions shall be Final

39. Any decisions made by the Organisers relating to the Competition shall be final.

Amendments to Rules

40. The Organisers may amend any of the Competition rules, Instructions, Competition format and the Competition timeline, at any time, without prior notice. Any such amendment shall take effect immediately upon notice by way of publication on the Website or an email to team leaders.

ANNEX

COMPETITION TIMELINE

Event	Date & Time
Kickstarter Event	31-10-25
Release of Instructions, including problem statement	31-10-25 or earlier
Registration deadline	15-12-25 by 11.59pm
Deadline for clarification questions	29-12-25 by 11.59pm
Preliminaries: Submission of 2-minute video trailer	02-02-26 by 12.00pm
Announcement of Finalists	27-02-26
Finals: 7-minute pitch video + 4 page report	27-03-26
Announcement of Prize Winners	TBC

Participants should refer to the Website for latest information on the competition timeline.