



MADF 2020 One Act Play Festival Rules (Revised September 2020)

A - Festival Management		
A1	Entry Forms	Entries must be submitted on the entry form supplied and sent to MADF at the address shown on the form, by the published closing date, along with an original version of the script in the version it is to be performed or, in the case of improvisations, a written synopsis.
A2	Scripts	Only original copies of scripts are accepted. Photocopies are only acceptable with the written permission of the publisher or if they are new unpublished plays with the permission of the author.
A3	Entry Fee	The entry fee must accompany the entry form and is non-refundable unless MADF do not select your entry.
A4	Eligibility	All plays must comply with the All-England Theatre Festival (AETF) rules (see www.aetf.org.uk)
A5	Performance Licence	No play in copyright may be performed without production of its Performance Licence, with written permission for any cuts or alterations. This is to be presented to the Festival Stage Management Team on the day of the play's technical rehearsal and will be retained by the theatre until after the performance. Neither the technical rehearsal nor the performance can proceed without a valid licence.
A6	Prior Performance	A production which has previously been entered into the MADF One Act Play Festival within the last three years is not eligible for entry.
A7	AETF	Teams must indicate on the entry form whether they wish to enter the AETF competition rounds should they be winners of the MADF festival.
A8	Adjudication	The Adjudicator will use the following marking system laid down by the Guild of Drama Adjudicators (GoDA): 40 marks - Acting 35 marks - Production 15 marks - Stage Presentation 10 marks - Dramatic Achievement (Originality, Endeavour, Attainment) Marks will be disclosed to individual teams only.
A9		The Festival will be held in two sections: Youth Section (age 19 and under) and an Adult Section. The winners in the Youth Section will be selected following the final adjudication of the Youth performances. The winners in the Adult Section will be selected following the final adjudication on the final night of the festival.
A10	Performance: Timing	Timing will include any time spent changing scenes or used to set mood either using the cast or with music.

		Timing will start from the first cue as discussed with the Festival Stage Management team prior to performance. Curtain calls are not permitted.
A11	Performance Penalties:	Penalties for failing to keep within times for the performance, setting and striking are: Up to 1 minute – 1 mark; Up to 2 minutes – 3 marks; Up to 3 minutes – 6 marks; Up to 4 minutes – 10 marks; Up to 5 minutes – 15 marks; Over 5 minutes – Disqualification.
A12		Written adjudications can be arranged for teams provided a written request is placed with the Festival Organiser at oneact@madf.im in advance. The adjudicator will make a charge for this in accordance with the requirement of GoDA, and this charge will be passed to the competing team.
A13		The Adjudicator's decision is final.
A14	Festival Programme	MADF will produce the Festival Programme. Teams must submit a written synopsis and cast list on the entry form.
A15	Performance Time	The Festival starts at 7:00pm each evening. Youth Night(s) to be confirmed. The team opening each evening's performances must be set-up and ready to start by 6:20pm.
A16	Effects Copyright	Any copyright recorded speech, music, songs, projection of film or TV material can be used as long as proof of permission is produced.
	B - Venue Management	
B1	Child Protection Policy	MADF operate a Child Protection Policy for all persons aged 16 or under who is either performing or backstage at a MADF Event. Please complete our Child Protection Policy document, to be found on the MADF website, and pass it to the Festival Stage Management Team at your tech rehearsal.
B2	Health & Safety	Teams must comply at all times with Health & Safety legislation, in particular the use of special equipment or effects such as pyrotechnics, use of naked flames, pistol shots, use of knives etc. The Festival Stage Management Team can advise on these points.
B3	Property, Valuables & Injury	No responsibility for loss or damage of personal property of competing teams or any other properties or material they may bring with them will be accepted by MADF, nor will they hold themselves responsible for any injuries sustained by the members of competing teams during the festival. Any damage to any props and/or equipment supplied by MADF or Erin Arts Centre will be charged to the team.

B4	Performance: Scenery	Scenery, all properties and any special technical equipment required for each production must be sourced by the competing team. Scenery must NOT be screwed to the floor and Floor Markings for scenery must NOT be removed under any circumstance.
B5	Performance: PAT testing	Fireproofing of all materials and scenery and PAT testing of all electrical equipment is the responsibility of the competing team.
B6	Auditorium	All members of visiting teams who wish to enter the auditorium for the performance must hold a valid ticket. Passes will be available for members associated with the production at the discretion of the Festival Management Team.
B7		No food or drinks are to be taken into the auditorium, with the exception of items required during the performance or for the adjudicator.
B8	Venue	Teams must follow the terms and conditions in place at the venue.
C - The Teams		
C1		The entered play must be a One Act Play or one act from a Full Length Play with at least 2 speaking parts.
C2		No team may include a professional actor (someone whose main source of income is from acting).
C3		A team must offer a production which meets the timing requirement and is performed as per the script they provide for the Adjudicator.
C4	Technical Specs	A technical specification and running list is to be provided for use during the performance by the Festival Technical Team.
C5	Rehearsal Time	Teams will be allocated a 2 hour technical rehearsal, the date and time of which will be arranged by the Festival Stage Management Team. Timing starts with get in and concludes with get out.
C6	Performance Order	All teams should be prepared to perform on any of the Festival days. The organisers will try to accommodate particular requirements but this cannot be guaranteed.
C7	Performance: Set up & Strike	For the performance, teams are allowed ten minutes to set up and five minutes to strike. This is in addition to the performance time. (Min 20, Max 55 mins)