

## Contest Rules

1. Solutions to problems submitted for judging are called runs. Each run is judged as accepted or rejected by the judges, and the team is notified of the results. **Submitted codes should not contain team or University names and the file name should not have any white space.**
2. A contestant may submit a clarification request to the judges. If the judges agree that an ambiguity or error exists, a clarification will be issued to all contestants.
3. Contestants are not to converse with anyone except members of their team and personnel designated by the organizing committee while seated at the team desk. However, **they cannot talk with their team members when they are walking around the contest floor for any reason.** Systems support staff may advise contestants on system-related problems such as explaining system error messages.
4. While the contest is scheduled for a particular time length (five hours), the **National Contest Director** in consultation with the **Chief Judge** has the authority to alter the length of the contest in the event of unforeseen difficulties. Should the contest duration be altered, every attempt will be made to notify contestants in a timely and uniform manner.
5. **A team may be disqualified** for any activity that jeopardizes the contest such as dislodging extension cords, unauthorized modification of contest materials, or distracting behavior.
6. **Ten or eleven problems will be posed.** As far as possible, problems will avoid dependence on detailed knowledge of a particular applications area or particular contest language. Of these problems, at least two will be solvable by a first year computer science student, another three will be solvable by a second year computer science student and the rest will determine the winner.
7. **Food will be made available in the contest room during the contest.** Contestants cannot leave the contest room during the contest without permission from the volunteers. The contestants are not allowed to communicate with any contestant (even contestants of his own team) or coach while they are outside the contest floor.
8. Teams are allowed to bring up to **25 pages** (A4 size and can be double sided) of printed materials and a dictionary. The **SAME 25 pages** can be in 3 copies (one for each team members of the team). *Take note: only with the SAME 25 pages.*
9. These materials will be **submitted to the organizer** for checking **after your Mock contest.** We will put your materials that comply to the regulation given on your workstation for the real contest.
10. Teams are **not allowed** to bring **any electronic devices** including mobile phones, electronic dictionaries, DVD, CD, Pen-drive, MP3/MP4 players, tablet, etc.
11. With the help of the volunteers, **the contestants can have printouts of their codes for debugging purposes during the contest.**
12. **Teams should inform the volunteers if they do not get a reply from the judges within 10 minutes of submission.** Volunteers will inform the Chief Judge for further action. Teams should also notify the volunteers if they cannot log into their PC<sup>2</sup> system. Such complaints will not be entertained after the contest has ended.

13. Test your program very carefully before submitting them for judging. Even though your program works with your data set, it may not necessarily work fully during the judging. The judges' data set are usually much more **thorough** than your data set.
14. **The decisions of the judges are final.**
15. During the last one hour of the contest time, **the scoreboard will be suspended and balloons will no longer be given** for accepted runs to keep the final results secret. However, all accepted and rejected runs, as well as clarification to the teams will continue until the end of the contest.