



Coding Relay

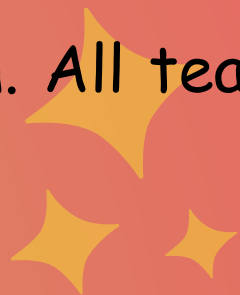


Event Overview:

The "Coding Relay Race" is a dynamic team-based programming event where three-member teams collaborate to build a functional solution to a given problem statement within a limited time frame. Participants will engage in a relay-style format, with each team member taking turns to enhance and extend the codebase.

Event Rules:

Eligibility:

- Coding Relay Race is open to all university-level students, regardless of their department or semester. Teams must consist of three members each, and all members must be registered participants of the event.
 - Each participant can only be a part of one team throughout the competition. All team members must be physically present at the venue during the event.
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Team Composition:

- Each team must consist of three players.

Problem Statement:

- The problem statement (for example - developing a hospital management system), will be provided to the first team member only. The problem statement may include specific functionalities, constraints, and requirements which could be given in any round and must be addressed in the final solution.
- Teams are required to follow the problem statement guidelines and specifications provided by the event organizers.
- Code submissions must be in a deployable state at the end of each round, and teams are encouraged to document any known issues or limitations.

Ethical Considerations:

- Plagiarism, defined as the submission of someone else's work as one's own, is strictly prohibited. All code must be original and created during the event.
 - Teams must not engage in any form of disruptive behaviour, including attempts to sabotage the progress of other participating teams. No extra time will be provided to any participant.
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Time Management:

- A time limit of 30 minutes is allocated for every participant in each round of programming.
- Teams must manage their time efficiently to complete the assigned tasks within the specified timeframe
- A two-minute transition period is provided between rounds for team members to discuss progress, share insights, and plan the next steps.

Code of Conduct:

Fair Play:

- All participants are expected to uphold the principles of fair play and good sportsmanship.

Cheating and Exploits:

- Any form of cheating, including but not limited to using unauthorized software or exploiting game bugs, is strictly prohibited.

Spectator Rules:

- Spectators must adhere to the event's spectator guidelines and code of conduct.

Respect for Opponents:

- Participants are expected to treat their opponents with respect and courtesy.

Functionality:

- How well the solution addresses the specified problem statement.

Creativity:

- Innovative features or approaches to problem-solving.

Collaboration:

- Effective communication and teamwork demonstrated during the coding relay.

Code Quality:

Well-structured, readable, and maintainable code.



Timeliness:

- Adherence to the time constraints in each round.




Prizes:

- Prizes will be awarded to the top-performing teams, including the champions and the runner- up, based on their performance during the tournament. Prizes will be announced prior to the event.

Grounds for Disqualification:

- Teams may be disqualified for violations of the event rules, including cheating, unsportsmanlike conduct, sabotaging the event, interfering with opponents or not adhering to the code of conduct.
- The event organizers' decisions in such cases are final.

Disclaimer:

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- The event organizers reserve the right to modify the rules, problem statement, or any other aspect of the event as needed. Participants are expected to conduct themselves in a sportsmanlike manner, and decisions made by the judges are final. The organizers are not responsible for technical issues beyond their control that may impact the event.

By participating in the event, the participants agree to abide by the terms and conditions outline in this rulebook.

