Competition Rulebook

Nott-A-Thon: Lovelace 2022

SEPTEMBER 23

Institution of Engineering & Technology Student Chapter
University of Nottingham Malaysia

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Itinerary

Competition Name : Nott-A-Thon: Lovelace
Date : 22/10/2022 to 23/10/2022
Time : 3.00pm (Saturday) to 11.30am (Sunday)
Platform : HackerRank.com | Discord | Microsoft Teams

Time	Agenda
22nd October 2022	
3.00 p.m.	Competition starts
5.00 p.m.	Submission closed
23rd October 2022 (Sunday)	
11.00 a.m.	Results announcement

Prizes and Rewards

1st Prize	RM 1200/team
2nd Prize	RM 600/team
3rd Prize	RM 300/team
Consolation (4th and 5th)	RM75/team

- **Electronic (Digital) certificates will be issued to all participants, including all winners.**
- **4 s-CPD points are claimable for this event for applicable students from University of Nottingham Malaysia. Ensure your Library-ID provided during registration is accurate.**

Competition Rules

a. **Registration**

[1] **Participants can join the competition in a team of three or less.**

[2] **Participants must register using the signup link by 19th October 2022.**

[3] **Participation fee is RM 30 per team (regardless of number of participants per team). Discount is provided with terms and conditions. More details about the discount scheme can be found in registration form on the website.**

[4] **Participation fees are to be paid to IET UNM via the following bank account:**

Acc. holder : LIM HENG AI

Acc. Number   : 7625419563
Bank   : Commerce International Merchant Bankers Berhad (CIMB)
Country (if required) : Malaysia

[5] Please upload your transaction slip when registering using the google form.

[6] An email will be sent when your payment is received. If you do not receive any reply, you may contact mobile number: +6019-952 2888.

[7] Participants who fail to register will not be eligible for prizes and rewards, and no certificate will be issued.

[8] Each team must submit a representative account username for answer submission, as stated in next section.

[9] Please ensure the submitted username is correct. Wrong usernames that result in disqualifications will not be refunded.

b.   Platform and Timeline

[1] The competition will be hosted on HackerRank.

[2] The competition will run for 2 hours, from 1500hrs to 1700hrs on 22nd October 2022 (Saturday).

[3] Submissions outside of the competition time will not be considered.

[4] Each team must create one HackerRank account which will be used for code submission.

[5] Only ONE submission account per team. Submissions on multiple accounts will NOT be consolidated.

[6] Teams must submit the HackerRank username of the representative account when registering.

[7] Accounts that do not match the submitted username will not be considered.

[8] Programing languages allowed:
   i.   C
   ii.   C++
   iii.   Java
   iv.   Java 8
   v.   Kotlin
   vi.   Python 2
   vii.   Python 3

[9] Run time limits for each language can be found here.

[10] Participants are expected to familiarize themselves with the platform beforehand.

[11] Participants can use standard libraries that are available in HackerRank. You can refer to this link.
   *NOTE: Library list for Python 2 & Python 3, IS INCORRECT. ONLY PYTHON STANDARD LIBRARIES ARE INSTALLED. Refer to https://docs.python.org/3/library/

c. Foul Play

[1] Teams found to have violated the 'Fouls and Misconduct' section will be disqualified.

[2] Please contact efyjl10@nottingham.edu.my (Law Jia Yu) to report any foul play.

[3] The organizers reserve the right to disqualify any team for unacceptable conduct or violates any of the rules stipulated in this document.

d. Technical Support

[1] Before the competition, you may email your queries (if any) to efyjl10@nottingham.edu.my (Law Jia Yu).

[2] After confirmation of your registration, you will be given a link to join the competition discord server. During the competition, you can contact the organizers on Discord.

[3] Do not share your codes or solutions in the competition Discord server.

[4] No compensation/refunds/time advantage/point advantage will be given for any technical issues.

[5] Please ensure you have a stable internet connection for the entire duration of the competition.

e. Questions

[1] There are seven challenges / questions throughout competition

    i. 3 Easy questions worth 10 points each.

    ii. 3 Medium questions worth 20 points each.

    iii. 2 Hard questions worth 30 points each.

[2] 10 test cases are set for each question.

[3] Participants are free to choose the sequence of answering.

[4] Successfully answering each test case will grant points.

[5] Please refer to 'Platform and Timeline' subsection for the run time limit of each programing language.

Judging Criteria

a. Winners will be decided based on points scored on HackerRank.

b. If multiple teams get the same score, the following criteria will be used as tiebreakers in order:

    [1] Submission time of the last completed question (earlier submission wins).

    [2] Number of Hard questions scored (higher score wins).

    [3] Number of Medium questions scored (higher score wins).

    [4] Number of Easy questions scored (higher score wins).

    [5] Question knock-out (the first team who answers a question wrongly (did not score full) loses).

    [6] Team registration time (earlier registration wins).

c. Only points scored on the registered representative account will be considered.

d. The organizers reserve the right to disqualify any team which violates any of the rules stated in this document.

Fouls and Misconduct

a. Do NOT attempt to sabotage/hinder/suppress/handicap other teams in any way.
b. Do NOT share the competition link out to non-participants.
c. DO report any configuration/platform/setup issues you encounter to the organizers.
d. Actions that go against the sportsmanship of the competition such as match-fixing/bribery/protests are strictly forbidden.

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