Contest Rules

1. Solutions to problems submitted for judging are called runs. Each run is judged as accepted or rejected by the judge, and the team is notified of the result. Only source code should be submitted, not the executables or any other files.

2. **The contest will be held on <u>CodeMarshal</u> online judge. Only this website will be accessible from the contestant's pc. Any attempt to access other websites or the Internet will result in disqualification. Any attempt to tamper with the online judge will also result in disqualification.**

3. A contestant may submit a clarification request to the judges only through **CodeMarshal's** clarification system. If the judges agree that an ambiguity or error exists, a clarification will be issued to all contestants. Judges may decide not to answer a clarification at all in which case that particular clarification request will be marked as **IGNORED** in the CodeMarshal clarification page.

4. If teams believe that there is something wrong with the judge data they are strongly advised to use the CodeMarshal clarification system to communicate with the judges rather than meeting them in person after the contest.

5. Contestants are not to converse with anyone except members of their own team and personnel designated by the organizing committee while seated at the team desk. They may not even talk with their team members when they are walking around the contest floor to have food or any other purposes.

6. While the contest is scheduled for a particular time length **(five hours)**, the **judging director** can alter the length of the contest in the event of any unforeseen difficulties. Should the contest duration be altered, every attempt will be made to notify contestants in a timely and uniform manner.

7. A team may be disqualified for any activity that jeopardizes the contest such as dislodging extension cords, unauthorized modification of contest materials, distracting behavior or communicating with other teams. The judges can also recommend penalizing a team with additional penalty minutes for their distracting behavior.

8. 9-12 problems will be posted. So far as possible, problems will avoid dependence on detailed knowledge of a particular application area or particular contest language.

9. **Rank-list will be frozen in the final hour of the contest. During this period, teams will only get the verdict of their own submissions.**

10. Contestants cannot leave the **CONTEST VENUE** during the contest without explicit permission from the judges/invigilators. The contestants are not allowed to communicate with any other contestants (even contestants of the same team) or coaches when they are outside the contest arena. If a team decides to leave the contest venue for the day while the contest is still running, it must inform the judges/invigilators first. No single member of a team will be allowed to leave the contest venue for the day while other member(s) are still there.

11. **Teams can bring a printed *Team Reference Document.* This document may contain up to 25 pages of reference materials, SINGLE-SIDED, letter or A4 size. EACH PAGE MUST BE NUMBERED IN THE UPPER RIGHT-HAND CORNER AND YOUR UNIVERSITY NAME AND TEAM NAME PRINTED IN THE UPPER LEFT-HAND CORNER. Text and illustrations must be readable by a person with correctable eyesight without magnification from a distance of .5 meter. It may include hand-written comments and corrections on the fronts of pages only. The backside of each page must be completely empty.**

12. **Teams need to submit the *Team Reference Document* at least an hour before the main contest. Otherwise (due to inspection delay) the document may reach the team desk after the contest starts.**

13. Teams are NOT ALLOWED to bring any electronic devices like calculator, CD, DVD, Pen-drive, iPod, MP3/MP4 players, floppy disks, watches(smart, digital, analog), etc. **Teams CANNOT bring their own keyboard, mouse, etc.**

14. **Teams are NOT ALLOWED to bring any books or papers other than the *Team Reference Document.***

15. **Teams can only touch the workstation after the contest has started.**

16. With the help of the volunteers and judges, the contestants can have printouts of their codes for debugging purposes. Passing printout of codes to other teams is strictly prohibited and may cause disqualifications of teams involved.

17. **An online server will be used to print codes of the teams. In each command, a team can ask for a printout of up to 10 pages. A team can ask for printouts up to 50 pages in total.**

18. Teams should inform the volunteers/invigilators/judges if they don't get any verdict/reply within 10 minutes of submission/clarification. Teams should also notify the volunteers if they cannot log into CodeMarshal. These sorts of complaints will not be entertained after the contest.

19. Codes must not use any system command or use multi-threading. Contestants must not attempt to access any other computers other than their own in the network. Violating these rules may result in disqualification.

20. **Teams using Java and Python should be extra careful about Time Limit and Memory Limit since problems are not tested with Java and Python.**

21. **Each team will be given the same machine in the same location during the mock and main contest. That's why teams are strongly advised to attend the mock. Any issues during mock should be notified to the judges via the clarification system.**

22. **Any member of a team, if late, may not be allowed to enter the contest arena AFTER THE START OF THE CONTEST.**

23. The decision of the judges is final.

Available Languages (In CodeMarshal): C, C++, Java, and Python3. Check
https://algo.codemarshal.org/ for more details.