Tech Carnival 1.0 Programming Contest Rules:

1. This contest is formatted as per the official rules of ICPC Regional Programming Contests.

2. The contest will be held on "Toph" online judge. Any attempt to unauthorized access 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 Toph 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 clarification page.

4. Contestants are not to communicate with anyone except members of their own team during the contest time.

5. 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.

6. A team may be disqualified for any activity that jeopardizes the contest such as 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.

7. 7-12 problems will be posted. So far as possible, problems will avoid dependence on detailed knowledge of a particular application area or particular contest language.

8. 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.

9. Considering the COVID-19 pandemic situation, and as it is online contest, team members from a different location anywhere from Bangladesh would be able to access the site using the contest-manager provided id and password. But any suspicious or fraudulent activity during the contest time or post or pre-contest time will be strictly monitored and may result in the disqualification of a team.

10. Each team is strongly advised to attend the mock. Any issues during mock should be notified to the judges via the clarification system.

11. Plagiarism will be strictly monitored and will result in disqualification.

12. Judges' decision shall be final and irrevocable.

13. Recommended languages are C, C++, Java and Python3.