CODE CHALLENGE CHAMPIONSHIP

2025
GENERAL RULES
CODE CHALLENGE CHAMPIONSHIP

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1. Introduction

The Code Challenge Championship is a prestigious international coding competition, open to students aged 5 to 24, dedicated to fostering innovation, enhancing problem-solving abilities, and promoting collaboration. In its 5th edition, this competition has established itself as a leading platform for young minds to demonstrate their coding skills, push the boundaries of creativity, and embrace complex challenges. With a commitment to excellence, the Code Challenge Championship continues to empower participants to unlock their full potential and shape the future of programming.

1.1. Mission

Our primary goal is to bridge the gap between theoretical coursework and real-world practice by nurturing a community focused on developing a new generation of skilled coders. We aim to unlock students' potential through high-quality coding challenges that simulate real-life problems, encouraging them to apply their technical knowledge and problem-solving skills within set time frames.
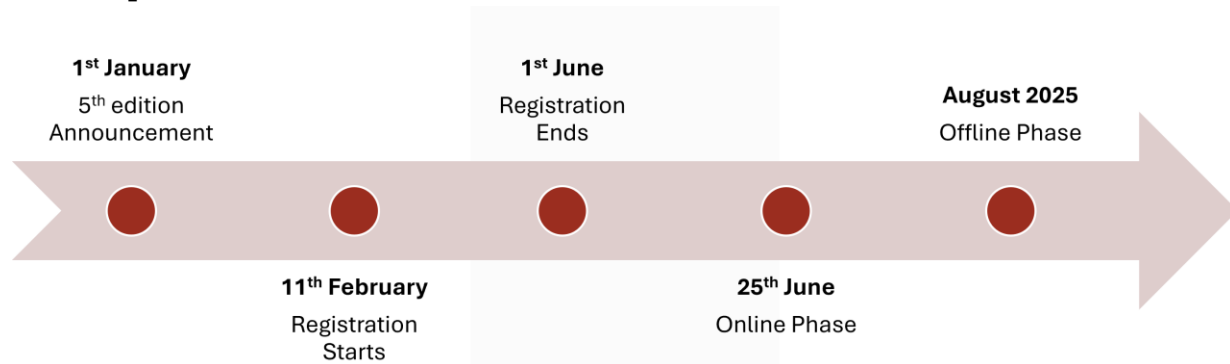
1.2. Vision

Since 2021, Code Challenge Championship strives to empower young minds with thrilling, authentic coding challenges, nurturing creativity, and forging a dynamic global community of learners and innovators. We aspire to become the top coding competition, recognized for excellence across the Middle East, and beyond.

1.3. Why Joining Code Challenge?
- ✓ Endorsed by STEM.org for credibility
- ✓ Real-time evaluation and ranking system

- ✓ High level of technicality improving problem-solving skills
- ✓ Opportunity to win cash prizes, exclusive gifts, and vouchers
- ✓ High-quality missions simulating real-world problems
- ✓ Training support and premium curricula
- ✓ Encouraging teamwork and exclusive networking opportunities

1.4. Competition Timeline

1st January
5th edition
Announcement

1st June
Registration
Ends

August 2025
Offline Phase

11th February
Registration
Starts

25th June
Online Phase

2. Competition Details

2.1. Main Structure

The Code Challenge Championship in 2025 is available in **2 different phases** as follows:

- Online phase → All students all over the world will compete together **online.**
- Offline phase → All students all over the world will compete together **offline.**

Note: Students have the option to participate in the online phase, the offline phase, or both. Moreover, national organizers might host a regional competition to offer additional practice, thereby enhancing students' readiness for the international event.

2.2. Available Tracks

The competition is divided into 4 main tracks as follows:

KidCoder Track	Web Track	Python Track	AI Track
The perfect start for young coders to showcase their coding skills using scratch and PictoBlox.	A creative field for developing creative web pages and designs using HTML, CSS JavaScript.	An area for raising problem-solving skills using the world top AI programming language.	An era of innovation lies in integrating data analysis and machine learning to solve real-world problems.

Each track is broken down into 3 distinct age groups as follows:

KidCoder Track	Level 1: 5-7 years	Level 2: 8-10 years	Level 3: 11-13 years
Web Track	Junior: 10-13 years	Senior: 14-17 years	Adult: 18-24 years
Python Track	Junior: 10-13 years	Senior: 14-17 years	Adult: 18-24 years
AI Track	Junior: 10-13 years	Senior: 14-17 years	Adult: 18-24 years

Note: The student age group is determined by each participant's age in June 2025, at the start of the online phase of the competition. For example, consider a student born in October 2011. Although they turn 14 in October 2025, they are still 13 in June 2025. Therefore, this student would compete in the Junior category for the Web, Python, and AI tracks, and they can also join the KidCoder Level 3 age group.

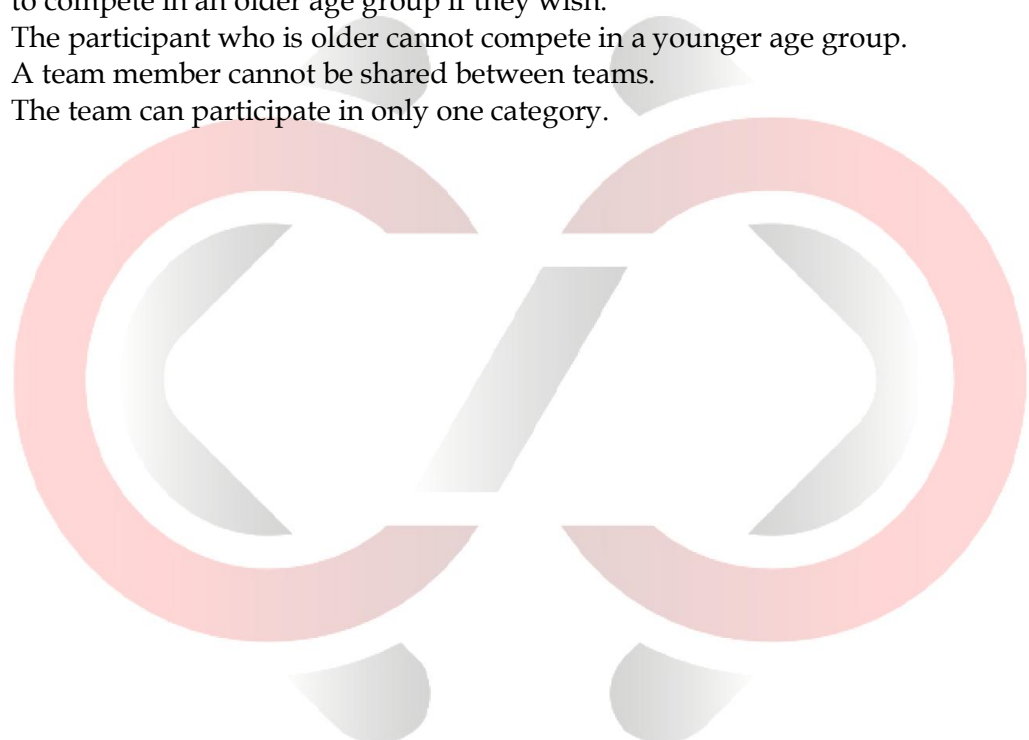## 3. General Guidelines

3.1. Tracks Guidelines

Any track from the **4 available tracks** involves some general guidelines as follows:

1. Each team will face **3 challenges per track,** whether in the online, national, or international phases, presented in order of increasing difficulty.
2. Before each challenge, teams have **15 minutes** for the mission demonstration, explanation, and answer participants questions about the mission.
3. After this preparation period, teams have **45 minutes** to complete the challenge.
4. Searching the internet or using pre-written notes during the challenge is not allowed. Violations will result in a score of 0 for that challenge.
5. Internet access is permitted only for downloading and submitting challenges.
6. Bringing blank papers or notebooks for taking notes or brainstorming through writing is allowed.
7. Only team members are allowed in the competition area; coaches and teachers must remain outside.
8. Any interference or communication from coaches during the competition will first result in a warning and may lead to the team's disqualification.
9. Completed code will be evaluated by an automatic scoring system developed by the Code Challenge Championship technical team, accounting for **75%** of the score.

10. The remaining **25%** will be assessed by experienced judges at the end of all three challenges, simulating an interview scenario to provide participants with practical, real-world experience.
11. Every team must bring their own laptop on the competition day.

3.2. Team Guidelines

1. The team should have 1-3 members guided by a coach/teacher.
2. The participant who is younger than the designated age group for the category can choose to compete in an older age group if they wish.
3. The participant who is older cannot compete in a younger age group.
4. A team member cannot be shared between teams.
5. The team can participate in only one category.

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+2 01500 333 864   click here for whatsapp

codechallenge-championship.org

info@codechallenge-championship.org