

Programming Contest

BITFEST

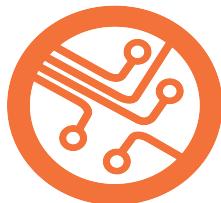
2019

Rules:

1. Solutions to the 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. A contestant may submit a clarification request to the judges only through selected online judge'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 Toph clarification page.
3. If teams believe that there is something wrong with the judge data they are strongly advised to use the clarification system to communicate with the judges rather than meeting them in person after the contest.
4. 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.
5. While the contest is scheduled for a particular time length (five hours), the contest director has the authority to 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 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.
7. Rank-list will be frozen in the final hour of the contest. During this period, teams will only get verdict of their own submissions.

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8. Contestants cannot leave the contest arena during the contest without explicit permission from the judges. 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.
9. Teams can bring any number of pages of printed materials with them. They can also bring five additional books. But they 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.
10. 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.
11. Teams should inform the volunteers/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 specified online judge. These sort of complaints will not be entertained after the contest.
12. Teams using Java should be extra careful about TL and ML, since problems are not tested with Java.
13. Each team will be given the same machine in the same location during 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.
14. The decision of the judges is final.

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