MATHEMATICS COLLOQUIUM, DEPARTMENT OF MATHEMATICS
CEG CAMPUS, ANNA UNIVERSITY

MATHRIX'26

ASYMPTOTIC NEXUS

RULEBOOK

20th February 2026

GENERAL RULES

- Each event follows specific rules, participants must adhere to it.
- A participant can register for a maximum of 3 events but must ensure there are no schedule conflicts between their chosen events.
- Participants must be present at the respective venues 15 minutes before the event starts.
- Teams must strictly follow the allotted time; no seconds chances for missed slots.
- All participants must maintain respect and decorum; any misconduct may result in disqualification.
- The judges' decisions are final and binding.
- Violation of any rule may lead to immediate disqualification.
- Each registered participant will be provided with a M-id (Mathrix ID), which must be presented along with their college ID to enter any event.
- Participants should verify their registration on the day of the event in the registration desk before 10:15 A.M.
- The winning team in Math Wizz will be awarded the overall shield.
- **NOTE**: ID card is must to enter inside the campus.

REGISTERATION GUIDELINES

- Participants must register for events through the official website: mathrix.co.in.
- A registration fee of ₹100 per participant is mandatory for students from other colleges and must be paid during the registration process. Participation is free for students from other departments of CEG.
- Each participant must upload a scanned copy of the transaction screenshot of their registration fee during registration for verification purposes.
- Upon successful registration, participants will receive a M-id (Mathrix ID), which must be presented along with their college ID on the day of the event during verification.
- Registration is open from 11.02.2026 10:30 A.M. to 19.02.2026 10:30 A.M. No late entries will be entertained.
- Any incorrect or incomplete registration details may lead to cancellation of participation.
- Confirmation emails and further event details will be sent to the registered email ID provided during the registration process.
- For any registration related queries, participants can reach out to the coordinators.
- **NOTE**: On day registration is also available.
- Mail ID - mathrix.ceg@gmail.com
- Contact No. :

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EVENTS SCHEDULE

TIME	EVENTS	TYPE	VENUE
10:30 AM - 11:00 AM	CODE MATRIX[R1]	TECH	DEPT OF MATHS LAB
10:30 AM - 11:00 AM	IPL AUCTION[R1]	NON TECH	LH-5
10:30 AM - 11:30 AM	MATH WIZZ[R1]	MATH	DH- 13
11:00 AM - 11:30 AM	QUERY QUEST[R1]	TECH	DEPT OF MATHS LAB
11:00 AM - 12:30 PM	PAPER PRESENTATION	GENERAL	Srinivasa Ramanujan Hall
11:20 AM - 12:00 PM	CODE MATRIX[R2]	TECH	DEPT OF MATHS LAB
11:15 AM - 1:00 PM	IPL AUCTION[R2]	NON TECH	LH-5
11:30 AM - 12:00 PM	MAGIC MATIX[R1]	GENERAL	LH-1
11:45 AM - 12:30 PM	QUERY QUEST[R2]	TECH	DEPT OF MATHS LAB
11:40 AM - 1:00 PM	TRESURE HUNT	MATH	LH -48
12:05 PM - 1:00 PM	MATHKINATOR	NON TECH	LH- 2
12.00 P.M - 1.00 P.M	GOOFY CHESS	NON TECH	LH-48
12:15 PM - 12:45 PM	MAGIC MATIX[R2]	GENERAL	LH-1
2:00 PM -3:30 PM	MATH WIZZ[R2]	MATH	VIVEKANANDA AUDITORIUM
ONLINE	THROUGH THE LENS	NON TECH	-

QUERY QUEST

- **Category:** Technical
- **Team Size:** Individual Event
- **Format:** Two-round technical SQL challenge.
- **Rounds:**
  - **Round 1 –** MCQ
  - **Round 2 –** Execution
- **Rules**

1. Accuracy of answers is critical.
2. Correctness of SQL queries and output.
3. Logical approach and time efficiency.

- **Tie-Breaker** (5-10 mins)**:**
  - Quick-fire verbal prediction of query outputs.
- **Venue: Dept of Mathematics Lab**
- **Timing:**
  - **Round 1: 11:00 A.M. – 11:30 A.M.**
  - **Round 2: 11:45 A.M. – 12:30 P.M.**

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MAGIC MATIX

- **Category:** Non-Technical
- **Team Size:** Team of 2
- **Format:** Crossword-based logical challenge
- **Rounds:**
  - **Round 1 –** Prelims
  - **Round 2 –** Final
- **Team Size:** Team of 2
- **Rules** (Round 1)**:**

1. The participants will fill the crossword with only numbers.
2. The clues for the crossword will be given in English text. If the answer involves any special characters (such as exponentiation symbol or a decimal point), the participant should remove it and provide the answer.
3. Any form of malpractice will lead to immediate disqualification.

- **Judging Criteria:**
  - Teams scores are calculated. Top 10 teams are selected for the final round based on the highest scores.
- **Tie Breaking Scenario:**
  - In case any of the top scores are equal, the least time is given priority.
  - If the least time taken is also the same, both teams are eligible for the 2nd round.

MAGIC MATIX(CONT..)

- **Rules (Round 2):**

1. The participants will fill the crossword with English text.
2. The clues for the crossword will be given in English text. The answers will be a confluence of Mathematics and Computer Science domains. The answers needed to be answered in acronyms.
3. Any form of malpractice will lead to immediate disqualification.

- **Judging Criteria:**
  - Teams scores are calculated. Top 3 teams are awarded the prizes.
- **Tie Breaking Scenario:**
  - In case any of the top scores are equal, the least time is given priority.
  - ·If the least time taken is also the same, a quick rapidfire round of 5 questions are asked to break the tie.
- **Venue: LH- 01**
- **Timing:**
  - **Round 1: 11:30 A.M. – 12:00 P.M.**
  - **Round 2: 12:15 P.M. – 12:45 P.M.**

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TREASURE HUNT

- **Category:** Non-Technical
- **Team Size:** 2 - 3 Members per Team.
- **Format:** Clue-based exploration game where teams solve riddles and follow checkpoints to find the final treasure.
- **Rounds:**
  - Round 1: MCQ-based aptitude test - Top 6 teams qualify.
  - Round 2: Clue-based treasure hunt - Fastest team with all clues correctly solved wins.
- **Rules:**

1. Team members must stay together.
2. All clues must be solved in sequence.
3. No external help or unfair means.
4. Follow coordinator instructions.
5. Judges' decision will be final.

- **Judging Criteria:**
  - Accuracy in solving clues.
  - Logical thinking.
  - Team coordination.
  - Time efficiency.
- **Venue: LH- 48**
- **Timing:**
  - **Round 1: 11:40 A.M. - 12:00 P.M.**
  - **Round 2: 12:00 P.M. - 1:00 P.M.**

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IPL AUCTION

- **Category:** Non-Technical
- **Team Size:** Exactly 4 Members per Team
- **Format:** Two-stage competitive auction simulation
- **Rounds:**
  - **Round 1: Prelims [The Qualifier]**

    MCQ-based assessment testing cricket statistics and player data From IPL 2016- 2020. Top franchises advance to Main Auction.
  - **Round 2: The Main Auction**

    Live open-outcry bidding simulation across 4 sets. Players without bids are immediately removed.
- **Rules:**

1. Franchise must have exactly 4 members (all must be present).
2. Total Purse: 85cr (non-negotiable).
3. Squad: Exactly 8 players - 3 Batsmen, 3 Bowlers, 1 All-Rounder, 1 WK.
4. Minimum 1 uncapped player, Maximum 3 overseas players.
5. Players without bids are immediately removed from the auction.
6. **Disqualification Clauses**
   - Budget Overflow: Exceeding the 85cr purse limit at any point.

IPL AUCTION (CONT..)

  - Roster Failure: Failing to reach exactly 8 players by the end of Set 4.
  - Category Overflow: Attempting to buy more players than allowed in a specific category.
  - Diversity Breach: Exceeding 3 overseas players or failing to secure an uncapped player.
  - Team Integrity: Having fewer or more than 4 members in the management team.
- **Note:** Player Credits are assigned by their performance from IPL 2016 to 2020
- **Judging Criteria:**
  - Budget management
  - Squad composition accuracy
  - Strategic decision-making
- **Venue: LH- 05**
- **Timing:**
  - **Round 1: 10:30 A.M. - 11:00 P.M.**
  - **Round 2: 11:15 A.M. - 01:00 P.M.**

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CODE MATRIX

- **Category:** Technical
- **Team Size:** Team of 2
- **Format:** Turn-based collaborative coding challenge
- **Rounds:**
  - **Round 1 – Prelims (30 mins)**
    - Logic-based MCQs
    - Dry-run coding problems
  - **Round 2 – Live Coding (40 mins)**
    - 2 DSA Problems
    - Turn-based coding (10-minute swaps)
    - Isolation rule strictly followed
- **Rules:**

1. Teams must consist of 2 members only.
2. The problem statement is the same for both participants.
3. Turn-Based: Player 1 codes for 10 minutes, then Player 2 continues.
4. The cycle repeats until completion.
5. Isolation Rule: While one player is coding, the other must stay away – no viewing or communication.

- **Tie-Breaker :**
  - Higher accuracy wins.
  - If tied, least completion time wins.

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CODE MATRIX

- **Judging Criteria:**
  - Logical correctness
  - Code execution
  - Accuracy
  - Submission time
- **Venue: Dept of mathematics Lab**
- **Timing:**
  - **Round 1: 10:30 A.M. - 11:00 P.M.**
  - **Round 2: 11:10 A.M. - 12:00 P.M.**

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PAPER PRESENTATION

- **Category:** General
- **Team Size:** Team of 1–2 Members
- **Format:**
  - Single-round Research Paper Presentation based on the given themes:
  - **Technology Themes:**
    - AI Transforming the IT Sector: Innovation and Implementation Challenges
    - Smart Security: How AI Detects and Prevents Cyber Threats
  - **Mathematics Themes:**
    - The Influence of Mathematics in Building Smart and Sustainable Systems
    - The Impact of Mathematics on Digital Innovation and Transformation
  - Each team will deliver:
  - 5 minutes for Presentation
  - 2 minutes for Q&A Session

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PAPER PRESENTATION

- **Rules:**

1. Strict adherence to time limits.
2. The presentation must be submitted as PPT or PDF to mathrix.paperpresentation@gmail.com on or before 19th February 2026, by 10:00 A.M.
3. Papers must be original. Any Plagiarism will lead to disqualification.
4. Judges' decision is final.

- **Judging Criteria:**
  - Content – 40% (Originality, Technical Depth, Relevance to Theme)
  - Presentation – 30% (Clarity, Organization, Audience Engagement
  - Q&A – 30% (Conceptual Understanding, Quality of Responses Confidence and Justification
- **Venue: Srinivasa Ramanujan Hall**
- **Timing: 11:00 AM - 12:30 PM**

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MATH WIZZ

- **Category:** Technical
- **Team Size:** 2-3 Members per Team
- **Format:**
  - Two-Round Competitive Mathematical Quiz
- **Rounds:**
  - **Round 1 – Preliminaries (Written Round)**

  Multiple Choice Questions assessing mathematical knowledge.
  - **Round 2 – Main Quiz (On Stage)**

  Interactive quiz round conducted on stage featuring problem-solving formats.
- **Rules:**

1. Team members must participate together.
2. No external help or electronic devices.
3. Follow coordinator instructions.
4. Judges' decision is final.

- **Judging Criteria:**
  - Accuracy
  - Speed
  - Logical Reasoning
  - Teamwork
  - Time Management
- **NOTE:** A maximum of two teams per college is strictly allowed to participate in this event. The winning team in Math Wizz will be awarded the overall shield.

MATH WIZZ

- **Venue:**
  - **Round 1: Drawing Hall – 13**
  - **Round 2: Vivekananda Auditorium**
- **Timing:**
  - **Round 1: 10:30 A.M. – 11:30 A.M.**
  - **Round 2: 2:00 P.M. – 3:30 P.M.**

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GOOFY CHESS

- **Category:** General
- **Team Size:** Individual Event
- **Format:** Classic Chess Competition conducted in two rounds (Online + Offline)
- **Rounds:**
- **Round 1: Classic Chess (Online – 1 Hour)**
  - Conducted in standard Classic Chess format in online mode.
  - All matches will follow official standard chess rules.
  - Participants must maintain fair play and sportsmanship.
- **Round 2: Classic Chess (Offline – 1 Hour)**
  - Conducted in standard Classic Chess format in offline mode.
  - All matches will follow official standard chess rules.
  - Decisions of the organisers will be final and binding.
- **Rules:**

1. Any use of bots, engines, or external assistance will result in immediate disqualification.
2. Participants must strictly adhere to fair play guidelines.
3. All decisions taken by the organisers are final and binding.
4. Participants may approach the organisers for clarification in case of any doubts.

GOOFY CHESS

- **Tie-Breaker:**
- Tie-breaks will be resolved based on standard chess tie-break methods as decided by the organisers.
- If required, a rapid/blitz playoff may be conducted at the discretion of the organisers.
- **Venue: LH – 48**
- **Timing: 12:00 P.M. – 01:00 P.M.**

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MATHKINATOR

- **Category:** Non Technical
- **Team Size:** Team of 2 Members
- **Format:** Two-Round Puzzle & Personality Identification Event
- **Rounds:**
  - **Round 1:** Written Team Challenge
  - **Round 2:** Personality Puzzle Challenge
- **Rules**(Round 1)**:**

1. Each team consists of 2 members.
2. Each team will receive a question sheet.
3. Discussion is allowed only within the team.
4. No mobile phones or external help is permitted.
5. Teams must write the final answer clearly
6. If required, a one-line justification can be added for bonus points
7. Time limit:10 minutes.
8. No interaction with coordinators during the round.

- **Judging Criteria:**
  - Scores will be calculated based on correct answers.
  - The Top 8 teams with the highest scores will qualify for Round 2.
- **Tie-Breaker** :
  - An Aptitude Quiz will be conducted.
  - If the aptitude scores are also equal, both teams will be eligible to advance to Round 2.

MATHKINATOR

- **Rules** (Round 2)**:**

1. Along with the puzzle, 3–5 clues about the personality will be given.
2. The personality's name is hidden inside the puzzle.
3. Teams must write the full correct name.
4. No mobile phones or external help are allowed.
5. Discussion is allowed only within the team.
6. No interaction with coordinators during the round.
7. Time limit:10 minutes.

- **Judging Criteria:**
  - Scores will be calculated based on accuracy.
  - The Top 3 teams will be awarded prizes.
- **Tie-Breaker :**
  - A "Things Observation" Round will be conducted.
  - Teams will be shown an image or a set of objects for a limited duration.
  - After the observation time ends, teams must list as many items as they can recall.
  - The team that correctly lists the highest number of items will be declared the winner.
- **Venue: LH – 02**
- **Timing: 12:05 P.M. – 1:00 P.M.**

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FURTHER ENQUIRIES

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