Rules

While we are somewhat lenient in the strategies competitors can explore during the tournament, some strategies are explicitly disallowed. This document outlines strategies that are explicitly disallowed.

- **Languages:** Bots may *only* be submitted in Python, Java, or C++. We will not be supporting any other languages.

- **Size restriction:** Bots must be under 100 MB compressed, and under 1 GB uncompressed.

- **Local resources**: Bots may only use the resources contained within their directory, excluding libraries added by the Pokerbots team. **Importantly, it is forbidden for your bot to access the internet.**

- **Memory usage:** Bots are not allowed to use more than 1 GB of memory during their execution.

- **No collusion**: Bots are not allowed to collude. Collusion means two or more bots working together in any capacity, especially to artificially inflate or deflate the rating of a bot.

- **No pondering:** Bots may only perform computation when the server sends a command. After sending a response, bots must be dormant.

- **No obfuscation**: Bots aren't allowed to have purposefully obfuscated code for the purposes of minification or confusion.

If a team's bot is found violating any of these rules, the team may be disqualified from prizes and ejected from the competition. Severe violations of competition integrity may result in a referral to the Committee on Discipline. We have access to every bot's code, and we will check bots for compliance. **The Pokerbots staff reserves the right to amend these rules at any time.**