

## **RULES & REGULATIONS**

The rules and regulations of PIOC ensure that all participants compete in a fair environment. Hence, the PIOC team takes cheating very seriously and reserves the right to disqualify any participant who violates any rule or regulation.

### **1. Resources**

Participants are required to have their own workstation running Ubuntu 20.04 LTS as its OS platform. Only **1 (ONE)** workstation is allowed during the competition and the use of Virtual Machines is prohibited. The contest will use Ubuntu 20.04 LTS as its OS platform. Participants may use any of the following programming languages to implement solutions to contest problems: Python 3.8.10 (CPython), Java 11 LTS (OpenJDK 11) or C++11 (g++ 7.4.0). However, the PIOC committee will only guarantee that there exists a solution that fulfils the time and memory limits only in the C++ language. Participants using either Java or Python are advised to exercise discretion.

It is the participant's responsibility to ensure that all software are working before the competition. No extra time will be given if the workstation is found to be faulty during the competition.

### **2. Communication**

During the competition period, communication with any other participant and/or external party through verbal or non-verbal means is strictly not allowed. Participants are also not allowed to access any online resources through their workstation or any other electronic device, apart from the Contest Management System website and Zoom meeting for the competition.

Should there be any questions regarding the competition questions, participants can ask questions through the contest system. Participants should not ask any helper from the PIOC team for help regarding solutions for and interpretation of the competition questions.

### **3. Submission**

Participants can submit their solutions through the contest website. Participants should not attempt to reverse engineer any of the test cases. It is the participant's responsibility to ensure the prompt submission of their solutions. Any late submissions will not be entertained.

Participants must ensure all submissions are original, and created by the participants themselves. They will need to adhere to the e-proctoring invigilation rules and procedures if competition is held online.

## **4. E-Proctoring**

Participants must use a laptop or desktop with a working camera. All participants are required to remove any cap, hat, ear-piece, headphone and smart glasses. All devices should be kept fully charged or plugged in at all times. Using a mobile phone with a working camera, participants will need to position their phone camera to show themselves (from waist level upwards), as well as their desktop/laptop screen. Only one screen is allowed throughout the competition. Any attempt to cheat during the competition will result in disqualification. Failure to follow the required e-Proctoring instructions will also result in disqualification.

## **5. Hardware and Software**

The competition WILL START with the expectation that participants have the required hardware and software prepared. No time extensions will be given for participants troubleshooting any hardware or software issues.

Computer Specs:

CPU: At least 64-bit, Intel i5 / AMD Ryzen 5, 2.0+ GHz processor

RAM: 8 GB RAM

Hard Drive Free Space: At least 20 GB Free space

Operating System: Latest version of Windows 10, macOS 10.13.x or later, or Linux that also can install and run E-Proctoring software as stated above.

Phone Specs:

CPU: Any 1 Ghz single core processor or better

Camera: In good working condition

Operation System: iOS 8.0 or later, Android 5.0x or later

OBS Requirements:

Version: 27.1.1 or newer

Bitrate: At least 200 Kbps

Base (Canvas) Resolution: Your computer's screen/monitor resolution

Output (Scaled) resolution: At least 720p

Downscale Filter: Bicubic

FPS: At least 30 fps

Recording Quality: High Quality

Recording Format: mkv

## **6. Attendance**

Participants are required to be present throughout the competition and prize presentation. If a participant should leave the competition or prize presentation without a valid reason, they would be seen as forfeiting the competition.