I. Team Composition and Classification
   a. **Teams may consist of between 2 to three people to be eligible for prizes.**
   b. **Graduate students and their teams are ineligible for prizes.**
   c. Teams will be given a name based on the order in which they are formed.
      i. For example: Team 1, Team 2, … Team 10, etc.
      ii. You can always nickname your team.
   d. Teams are classified by Freshman/Sophomore or Non-Freshman/Sophomore and by IEEE or ACM affiliation.
      i. **To qualify as a Freshman/Sophomore team no member on the team may have taken or be enrolled in a CS course higher than CS 301**.

II. Scoring
   a. Each problem has its own point value based on the difficulty as determined by ACM and IEEE cabinet.
   b. Partial credit is available for each problem and will be explained alongside the question.
      i. **An additional 25% will be given if the entire problem is completed.** It pays to solve the entire problem.
         1. Example: Write a program that multiplies two single digit numbers. They may be negative or positive. An error should display if the number is more than one digit. (**130 points total**)
            a) Two positive numbers (**30 points**)
            b) Two negative numbers (**30 points**)
            c) One negative and one positive number (**40 points**)
            d) Catches multiple digit numbers (**30 points**)

            If team 1 solves the entire problem they will receive the 130 points plus an additional 25%: $130 \times 125\% = 162.5$ points.
            If team 2 solves parts b, c and d they will have earned the following: $30 + 40 + 30 = 100$ points.

III. Submissions
   a. The only valid submission is the source code file(s).
   b. Submissions are graded on a **bucket system in FIFO order**. This means that when you submit a solution it will fall into one of four buckets, **Bucket A**, **Bucket B**, **Bucket C**, or **Bucket D**.
      i. **Bucket A** is for the **first submission** of a problem. Problems in this bucket are graded on a FIFO order. Only when Bucket A is empty do we move onto Bucket B.

      ii. **Bucket B** is for **submissions 2-3**. Problems in this bucket are graded on a FIFO order and only graded if Bucket A is empty. If Bucket A and B are empty we will move onto Bucket C.

      iii. **Bucket C** is for **submissions 4-5**. Problems in this bucket are graded on a FIFO order and only graded if the previous buckets are empty. If Bucket C and the previous buckets are empty we will move onto Bucket D.

      iv. **Bucket D** is for **submissions 6 and above**. Problems in this bucket are graded on a FIFO order and only graded if the previous buckets are empty. If Bucket D and the previous buckets are empty the judges will celebrate by partaking food and beverage. They may also dance if they want to. They may choose to leave their friends behind. 'Cause their friends don't dance and if they don't dance -well, they're no friends of mine.

  c. **Once the competition has ended only Bucket A and Bucket B will be graded.** Other buckets will be disregarded at this point.

IV.   Internet

  a. **The internet is available for use to all competitors.** Feel free to use any site or online resource not in violation of [Section V].

V.   Cheating/Plagiarism and Punishment

  a. Any group caught cheating or plagiarizing will be given one warning. If caught again they will be ineligible from winning any prizes.

      i. Additional punishments may be levied by the Judges [Section VI]

  b. Searching the internet for a solution is considered cheating. It is fine to look up library functions, syntax, data structures, etc.

      i. A problem should not be solved via library functions only.

VI.   Officials, Judges and Petitions

  a. Definition of official – an individual who is helping to run the event

  b. Definition of Judge – an official who is grading the problems

  c. **Officials and Judges may not give assistance or hints on a problem.** They may only clarify the problem and rules.

  d. **Judges can implement a new rule or restriction if unanimously agreed upon**. They may also change and/or modify a question during the competition

      i. This includes, but is not limited to the ability to expel teams/individuals from the competition, change point values, or changing the start/end time of the competition.

      ii. Officials who are not a Judge may vote, but their vote will not count towards the total.

  e. **Teams may petition their score by addressing any official.** Petitions are voted on by all officials. When a petition is examined the officials and Judges will review the relevant material and seek a unanimous decision. If the Judges vote is unanimous the petition is successful. If the judges are not unanimous but more than 2/3 of the

officials vote in favor of the petition a second review will be held followed by a second vote where only the Judges votes are counted. **The petition may not be reviewed a third time.**

      i. If a petition is successful the Judges will convene to discuss if the questions should be edited in any way.

f. Any official may abstain from voting. If all officials abstain from a vote then the vote is considered a no.