**The 2021 ICPC Asia Jakarta Regional Contest Rules (Online Competition)**

## Introduction

Due to the COVID-19 pandemic situation, The 2021 ICPC Asia Jakarta Regional Contest will be conducted online, similar to last year. The following rules are made so that we will have a fair competition in an online setup while maintaining the ICPC spirit. If you have any questions or difficulties in complying with these rules, please contact us at lombati@binus.edu.

Please note that the following rules are subject to change depending on the COVID-19 situation.

## Contest Rules

- All contestants must attend the entire series of events from the opening until the closing ceremony.
- All contestants from the same team must be at the same location during the practice session and the contest. The coach is not required to be in the same location with the team. Any deviation from this protocol is subject to the committee approval. The committee must receive any deviation request before 10 November 2021.
- Teams access the contest management system (DOMJudge) for the 2021 ICPC Asia Jakarta Regional Contest through their designated self-prepared computer with internet access.
- The competition is scheduled for five hours. Committee has the authority to lengthen the contest in the event of unforeseen circumstances.
- Teams may use their approved Team Reference Document (TRD) from the provided system.
    - The document may contain up to 25 pages of reference materials, letter or A4 size, with pages numbered in the upper right-hand corner and your university name and team name printed in the upper left-hand corner.
    - The document must use a font size at least 10.
    - Teams must submit their TRD to lombati@binus.edu by **18 November 2021**. Please use the following email subject format when submitting your TRD: `[TRD] - <Team Name> - <University>`
- Each team may also bring the following items to the contest area:
    - Additional blank papers or graph papers
    - Stationeries (pen, pencils, rulers, etc.)

- ○ Hard-copy dictionary
- During the contest, teams must not (directly or indirectly) access the following:
    - ○ Any online resources except those allowed by the host.
    - ○ Any materials available in the contestants' machine before the start of the contest (e.g., notes, source code, and ebooks) except those allowed by the host.
- During the contest, there should not be any communication with anyone outside the team member and the committee.
- During the contest, each team will be monitored and recorded by the host via Zoom application. If there is any suspicion on dishonest conduct from the team, the host will further investigate and make a decision.
- During the contest, at most one contestant from each team that can get out of the camera at any time for any reason (e.g., toilet break); this contestant should first inform and obtain permission from the committee before going out of the camera.

## Contest Sites

- There is no restriction on the venue of the site if all the rules can be adhered to. Here are some examples of possible place for contest area
    - ○ Computer laboratory in local universities/schools
    - ○ Meeting room within a corporate office
    - ○ Coach's or participant's place of residence
    - ○ Conference room in a hotel
- Every contest site should have the following setup:
    - ○ 1 main computer with a single monitor, internet connectivity, and Zoom client installed. The team should work mainly using this computer.
        - ■ If the team uses a laptop (notebook) computer connected to an external monitor, then the laptop display should not be used. Specifically, the laptop lid should be fully or partially closed in such a way that there is no way to see the laptop display.
    - ○ Optionally, at most 1 extra computer with a single monitor, internet connectivity, and Zoom client installed.
        - ■ This computer will be denoted as a secondary computer that will be used as a substitute for printed papers.

- - The team may only use this secondary computer to read their TRD, the problem statements, or do a screen debugging (by only reading, no testing is allowed).
    - During the contest, both main and secondary computers (if there is one) must stream their screen on the specified Zoom link.
    - Additional 2 camera setups showing the teams with front and room view, e.g., (laptop) webcam, external camera, smartphone camera. Each of these cameras should give a live feed to the Zoom client during the contest.
    - Adequate audio setup allowing the team to converse with the host organizing team on video call, e.g., a speaker, headset, microphone.

## Computer Specification

Approved software to be used:

- Browser - Latest version of Safari, Firefox, Microsoft Edge, or Google Chrome
- IDE and Text Editors:
  - Code::Blocks, Eclipse, Textpad, Notepad++, Dev-C++, Sublime Text, Visual Studio Code, Netbeans IDE, vi, vim, emacs, TextEdit, Geany.
- Compiler/interpreter for the following programming language:
  - C/C++, Java, Python.
- Calculator
- Spreadsheet software:
  - Microsoft Excel, LibreOffice Calc, OpenOffice Calc, Numbers.
- Application to open PDF files, e.g., Adobe Acrobat Reader. The problem statements will be given in a PDF format.
- Latest version of Zoom client

The installed software must not have major modifications from the default installation. In particular, contestants must not use pre-recorded macros on their IDE or text editors. Any modification should be done during the contest. If you are not sure whether you can use a particular software, please ask the committee.

## FAQ

**Should the coach be in the Zoom meeting?**

- No, this is only for the contestant.

**If a team's network connection is disconnected, can the team re-enter the contest?**

- Yes, but there is no extra time. If there are anomalies during/after the disconnect, then the host has the authority to carry out further investigations if deemed necessary.

**Is the coach allowed to provide print-out of participant's code for them to debug like the printing of code in normal contests?**

- No, the coach is not allowed to provide any print-out document for the contestant. We want participants to have as little contact with the outside contest environment as possible. The team may only use their secondary computer to do a screen debugging (only reading, no testing).

**How should the contestants position their cameras?**

- Front view Camera positioned in front of the participant, which shows contestants faces.
- Room view Camera positioned on the back right or left side of the contestants which shows the team and its surrounding area.