Competitive Programming 234900

Competition Regulations
Spring Semester 2014-2015

The competition will be held on 26/6/2015, 9:00-14:00 at room 018 in the computer farm. All students should arrive at 8:30, to allow enough time for registration, food, etc. At 8:45 the doors will close – late students will not be allowed to compete.

The contest regulations are as follows:

1. Each team shall sit at one computer station of their choice in room 018. No alterations to the station will be allowed (such as bringing your laptop, USB thumb drive, altering the software, etc).

2. No access to the internet shall be allowed – this includes (but is not limited to) any reference website, email or messaging services, etc.

3. There will be access to a CPP+STL reference. This will be done via a local copy, accessible from the domjudge interface.

4. Each team may bring printed materials on at most 25 pages (=12.5 double sided sheets, or 25 one-sided sheets), font size greater or equal to 8. The printed materials can contain anything you like so long as it is within the page limit.

5. Each team may also bring empty draft pages, pens and pencils.

6. No additional materials will be brought into the computer farm, including books, program listings or additional notes! You may not bring any electronic device or machine readable media (this includes, but is not limited to, cell phones, digital cameras, and mp3 players). Bags will be left at the front of the class, with cellphones in them turned off.

7. You may bring mascots such as stuffed toy animals or party hats (provided they do not violate any of the above restrictions).

8. There will be light food and drinks.
9. The contest will be held in the same format as the last few lessons, but with more questions. The same scoring technique will be used:

- Teams will be ranked by number of solved problems.

- In case of a tie, teams with less total submission time are ranked first. For each solved problem, the time (in minutes) between the start of the contest and the accepted submission will be added to the team's total time. For each wrong submission prior to the successful one, 20 penalty minutes are added. Wrong submissions for a problem that is not eventually solved will not incur penalty minutes.

- The following tie breaker rule is used for team ranking (c.f. the rules of the ICPC regionals): If two teams solve the same number of problems and have the same total time, the team that first submitted its last accepted problem is ranked higher. In case a tie still remains, the team that first submitted its second-last accepted problem is ranked higher, and so on. In the event that this does not resolve the tie, the ranks will be determined by chance.

10. Clarifications to the problems may be sent out during the competition via the Domjudge interface. The teams are responsible for looking at these clarifications occasionally. You may also ask questions and get answers via this interface.

11. The scoreboard will freeze one hour before the end of the competition (at 13:00), meaning that the teams will only be able to view their own scores, and the rest of the scores will appear frozen as they were at 13:00. The board will be unfrozen when the competition ends (at 14:00).

A violation of the contest regulations may result in expulsion from the competition or from the course altogether, and may result in disciplinary actions.