

ICPC TXST Texas - Mexico Invitational Programming Contest

MORE DETAILED RULES AND GUIDELINES

Introduction:

Just as in any other organized effort, this contest must have rules. The goal of this rule set is to clarify the difference between acceptable behavior and unacceptable behavior. Basically, these rules attempt to give examples of things that you should and should not do. **This is not a complete list. We reserve the right to define new rules as necessary to make this a fair, enjoyable contest.**

All contest submissions, including problem submissions and clarifications, are the property of the International Collegiate Programming Contest (ICPC) and Texas State University. We reserve the right to use and publish these submissions as we choose to further the goals of the ICPC and Texas State Computer Science

Teams:

1. Teams must have three members.
2. This contest is one of the few on the planet earth that is still free for entrants. We are doing our best to round up funds to pay for food and prizes.
3. We anticipate having 30 Team Slots for this contest. We reserve the right to limit entries as we see fit to maximize diversity. **We will guarantee each school that wants to participate at least one seat.**

Registration:

Registration is a two-part process. You must get on the ICPC Global website and register individually.

Then your coach or one team member will create a team and register the team.

You will see that registration is pending until we have a good idea of the number of entries. Then your entry will be fully accepted.

You will be directed from the ICPC website to our local website.

Disqualification

Don't cheat and behave and there won't be an issue

Language

The only language we are supporting is English. All problems will be presented in English. Any questions must be presented in English. What is obvious to one, is not always obvious to another.

Behavior

You are expected to behave properly. Swearing or abusive language is not allowed. You are required to manage how noisy you are so as not to unreasonably disturb others. Basically, language that offends others is prohibited.

Actual Contest Rules

THESE RULES MAY CHANGE AT ANY TIME UP TO THE START OF THE CONTEST!

1. You may have only one computational device - the computer we provide. No calculators, PDAs or any other computational devices are allowed. Watches with calculators are not acceptable.
2. The submitted code is the property of the contest.
3. No audio devices. Technology has reached the point where it is practically impossible to distinguish between pure audio devices and devices that can be machine readable.
4. Contestants may bring resource materials such as books, manuals, and program listings. Contestants may not bring any machine-readable versions of software or data.
All materials must fit within and stay within your work area.
5. Solutions to problems submitted for judging are called runs. Each run will be judged as accepted or rejected by a judge, and the team will be notified of the results.

6. A contestant may submit a claim of ambiguity or error in a problem statement by submitting a clarification request to a judge. If the judges agree that an ambiguity or error exists, a clarification will be issued electronically (via judging system) to all contestants.
7. Contestants are not allowed to communicate with anyone except members of their team and personnel designated by the regional contest director. Systems support staff may advise contestants on system-related problems such as explaining system error messages.
8. Coaches are not allowed in the PC labs where the teams are competing on Saturday.
9. While the contest is scheduled for a particular time length (five hours), the contest director has the authority to alter the length of the contest in the event of unforeseen difficulties. Should the contest duration be altered, every attempt will be made to notify contestants in a timely and uniform manner.
10. No more than ten problems will be posted. Where possible, problems will avoid dependence on detailed knowledge of a particular applications area or a particular contest language.
11. In other words: do your best to solve the problems, do not do anything to disrupt your competitors, and concentrate on solving problems.

Scoring

1. Each minute a problem remains unsolved is considered a penalty minute.
2. Each incorrect submission you make counts as **twenty** penalty minutes.
3. Only incorrect submissions for solved problems are counted in your score.

Submissions

1. Teams are responsible for knowing how to submit solutions via judging system (use the practice time before the contest).
2. All submissions will accumulate penalty points (don't make silly mistakes - submit the wrong file, select the wrong language, etc.). Judges will make no effort to guess what you meant.

3. All input will be from standard input. All output will be to standard output. When your program is executed, the "<" will be used to redirect input into your program. The ">" will be used to redirect your output to a file. Failure on your part to plan for this will probably result in your program not being judged as correct. We will be doing all judging via our scripts (they use command line compilers - not the IDEs).

Judging

1. Judges will attempt to judge every submission made by a team during the contest.
2. These are the only rulings that you will get back
 - **Yes** - this means that your program was judged as correct. Quit working on it. Go on to another problem.
 - **No - Compilation Error** - this means that the judge was unable to compile your program
 - Check the following:
 - Did you submit the correct source file?
 - Did you submit your code for the correct problem?
 - Did you choose the correct language?
 - Did you test it before submitting?
 - **No - run-time error** - your program crashed while it was being run by the judge
 - **No - time limit exceeded** - your program exceeded the runtime stated for the problem on the judging system
 - **No - wrong answer** - your program produced output that did not match the judge's expected output
 - **No - presentation error** - your output has a minor formatting issue. It is HIGHLY unlikely that you will get this message. Judges will be told to always respond with the wrong answer if your output does not match (if we used this answer freely, a judge might give this answer leading a team to spend time looking for a formatting problem -- when it might really be a logic error. So, judges should use wrong answer to indicate output is not correct). If you get this message, you know that a judge is tired of your repeated submissions with some simple text string misspelled.
 - **No - other - contact staff** - if you get this, that means that you have managed to do something totally unexpected. If someone does not talk to you soon, ask a helper for help.

3. Judging will be done as timely as possible. If it takes a long time to get an answer back, that means we are having a lot of submissions or we are having problems.
4. Judges' decisions are not questionable. If you feel that we have made a mistake, you may send a clarification. Normally when a team believes that the judges are wrong, the real answer is that the team did not consider a possible variation of the input data. We will examine any data that seems to be producing unusual results. If we determine an error in our data (or solution), we will do what we can to rectify the situation. We will rejudge your submissions in sequence and give you credit for solving the problem at the earliest point that your problem ran correctly against the updated data file. We cannot give you the time back. If you continue to miss a problem, go on to others. Even if the fault is with us, we cannot set the clock back. Let us know if you suspect a problem and go on to another problem.

Winning

1. Teams solving more problems than others will be ranked higher (win by solving the most problems).
2. Teams having solved the same number of problems will be ranked based on penalty points (team with fewest is best).
3. Penalty points for unsolved problems will NOT be figured into this score.
4. Teams that have solved the same number of problems with the same number of penalty points will be ranked according to the **time of the first correct submission**.
5. Ties after that point will be up to the Contest Director to resolve.

Clarifications

1. Only clarifications submitted via the judging software will be read.
2. All clarifications will be answered in one of two ways:
 - No comment response
 - Electronic response to all teams (via judging system)
3. Clarifications will be handled by the judges

Resources

You are expected to use only the computer provided to you. Attempting to use the network is an automatic disqualification (during the contest).

You may use any resources that are not alive, not machine readable, and not a computational device. Clocks are allowed (unless they include calculators). You may use any source or object code provided with the approved packages.

Advice

1. Print when you need to (like when you switch from one person to another).
2. Expect delays when printing (at least five minutes).
3. Be courteous to everyone - it might help.
4. Take advantage of the practice time and the practice contest.
5. Don't miss the rules presentation.
6. Ask before it's too late.
7. Don't allow a question of unethical behavior to happen.