



acm International Collegiate Programming Contest

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ACM-ICPC Thailand National Programming Contest Phuket 23-24 August 2010

Contest Rules

Adapted for the local site, these rules conform to the official ICPC Regional Rules. (<http://cm2prod.baylor.edu/ICPCWiki/Wiki.jsp?page=Regional%20Rules>)

All participants (contestants and coaches) must read and follow rigorously the contest rules in order to achieve a fair competition.

Pre-Contest

A1. A team can bring up to **200 pages** of printed materials. They can also bring **three additional books** (e.g. text book, magazine, dictionary,...). The use of a calculator, electronic devices or storages (e.g. mobile phone, CD, DVD, USB thumb drive, MP3 player, iPod, ...) is **NOT** permitted.

A2. All teams will use the same equipment and software environment as provided by the organizer. No substitution of keyboards or other hardware will be allowed for the competition. The provided keyboard has a standard QWERTY keyboard layout. We suggest that the contestants acquire a similar keyboard for practice.

A3. All contestants must wear the contestant T-Shirt and the ID badge (provided on-site) throughout the contest. Only 3 contestants per team are allowed to get into the contest room.

In-Contest

B1. At least 8 problems will be posed. So far as possible, problems avoid dependence on detailed knowledge of a particular application area or particular contest language. Of these problems at least two will be solvable by a second-year computer science student and the rest will determine the winner.

B2. Solutions to contest problems submitted for judging are called *runs*. Each run is judged as accepted (Yes) or rejected (No) by a judge, and the team is notified of the results within a few minutes after the reception of the run.

B3. A team should stay logged-in to the PC2 system throughout the contest time with their own account. Logging-in as another team is considered as a cheat.

B4. Teams should inform the volunteers if they do not get reply from the judges within 15 minutes of submission. Volunteers will report that to the judges. Teams should also notify the volunteers if any problem concerning PC2 system (disconnection, forgotten password, program freezing...) occurs. This sort of complains will not be taken into consideration later.

B5. Notification of rejected or accepted runs to the contestant teams will **not** be suspended at the last one hour of the contest time but to keep the final result secret the displayed scoreboard will not be updated at last 30 minutes.

B6. A contestant may submit a clarification request to judges. If the judges agree that an ambiguity error exists, a clarification will be issued to all contestants. A trivial request may be not responded.

B7. Contestants are not to converse with anyone except members of their team and personnel designated by the organizing committee. Systems support staff may advise contestants on system-related problems such as explaining system error messages.

B8. A team may be disqualified by the Contest Committee for any cheat or attempt of cheat. A team may also be disqualified for any activity that jeopardizes the contest such as dislodging extension cords, unauthorized modification of contest materials, or distracting behavior.

B9. While the contest is scheduled for a particular time length (**5 hours**), the judges have 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.

B10. With the help of volunteers the contestants can have printout of their program listings for debugging purposes. Each team has a printing quota of 25 pages.

Scoring and Ranking

C1. A problem is solved when it is accepted by the judges. The judges are solely responsible for accepting or rejecting submitted runs.

C2. The total time of a team is the sum of the time consumed for each problem solved. The time consumed for a solved problem is the time elapsed from the beginning of the contest to the submittal of the accepted run plus **20 penalty minutes** for every rejected run for that problem regardless of submittal time. There is no time consumed for a problem that is not solved.

C3. Teams are ranked according to the most problems solved. For the purposes of awards, or in determining qualifier(s) for the World Finals, teams who solve the same number of problems are ranked by least total time. In the case of equal total time, the less time of the first problem solved of each team will determine the higher ranked team. If still equal, the time of next problem(s) will be considered.

C4. During the contest the live scoreboard (containing the number of problems solved of each team and the current ranking) will be shown to the people outside the contest rooms. The contestants and coaches can also have an access to the live scoreboard during the contest. However, the scoreboard will be frozen at *30 minutes* before the end of the contest in order to keep the final result secret.

Post-Contest

D1. Any complaints about the contest must be made to the Contest Committee and Judges within 30 minutes after the contest.

D2. In consultation with the judges, the Contest Director determines the winners of the contest. The contest director and judges are empowered to adjust for or adjudicate unforeseen events and conditions. Their decisions are final.

D3. The official contest result and ranking will be announced after the contest in the closing ceremony.