

Rules for ACM-ICPC 2016 Asia Regional Dhaka Site Online Preliminary Contest

1) The preliminary contest will take place in <http://algo.codemarshal.org/>. Usernames and passwords will be emailed to all the contestants and coaches of the registered teams under the contest titled "ACM-ICPC 2016 Asia Regional Dhaka Site Online Preliminary Contest" in ICPC Website (<http://icpc.baylor.edu/>). Teams will have to login during the contest using that username and password at <http://algo.codemarshal.org/>. Teams can participate in Dhaka site preliminary contest by only using these accounts.

2) This is a team based contest. Every team will consist of 3 contestants.

3) A team will receive equal credit for solving a problem (passing all test cases - no partial credit), regardless of the difficulty level of that problem.

4) Teams are ranked according to the total number of problems solved. Ties will be broken by the total penalty time for each team in ascending order.

5) The total penalty time 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 submission of the first accepted run plus 20 penalty minutes for every previously rejected run for that problem. There is no time consumed for a problem that is not solved. You can also look at <http://icpc.baylor.edu/regionals/rules#HScoringofaRegionalContest> .

6) Languages allowed are: C, C++ (gcc and g++ version 4.9 - 64-bit) and Java (JDK 7). **C++ 11 is allowed.**

7) Only a small number of teams from each university will qualify for Dhaka regional main event. This quota will be decided mainly on performances of each university in previous two ACM ICPC Dhaka Regional Contest (2014 and 2015). Performances in the online contest will only decide the relative order of teams from a university. It will not significantly increase or decrease the number of teams from a university. So universities may force their teams to participate from the university premises to stop cheating. **But universities with quota size of at least 2 (two) can select at most one team bypassing the ranklist of the preliminary contest. But that team must participate in the preliminary contest and solve at least one problems. Any university authority can also complain about illegal activity of any of their team at baps.bgd@gmail.com.**

There will be a special quota for teams from new universities i.e. the universities that did not participate or performed very poorly in ACM ICPC Dhaka Regional 2014 and 2015. **Best teams from those universities will fill this special quota (according to the university rank and in cyclic order if necessary).**

8) If some slots are not filled up by universities (eg. due to poor participation/performance in Dhaka Site online preliminary contest or not paying registration fee for the main event) those slots will be distributed in cyclic order among universities according to their rank in the online contest. But no university will be allowed to have more than 7 (Seven) teams in Dhaka site main event. If a university has more than one campus/department, those campuses/departments will be considered as a single university. **Additional rules regarding quota size can be found in #24.**

9) Foreign teams do not need to participate in this Dhaka Site online preliminary contest.

10) A team must solve **at least 1 (one) problem** irrespective of the quota allocated for their university in order to be qualified for the main event.

11) Solutions to problems submitted for judging are called runs. Each run is judged as accepted or rejected by the judge. Teams can see the verdict in the judge status of the judge. **Submitted codes should not be more than 512 kb in size and should not try to open any files** (should read and write to standard input and standard output respectively) and should not make any system calls.

12) Notification of accepted runs will **NOT** be suspended at the last one hour of the contest time to keep the final results secret. Notification of rejected runs will also continue until the end of the contest.

13) A contestant may submit a clarification request to the judges using codemarshal system. If the judges agree that an ambiguity or error exists, a clarification will be sent to all the teams.

14) Contestants are not to converse with anyone except members of their team. The teams cannot take help from any living body except the team members. The judges will check the source codes after the contest and if any evidence of cheating is found, the corresponding team will be disqualified from the Dhaka site main event. **A team will be informed via email if they are disqualified. The decision of the judges is final regarding cheating. Cheating includes (but not limited to) - copying codes from online public resources, two teams using the same pc, submitting another team's source code etc.**

15) While the contest is scheduled for a particular time length (five hours), the Contest Director (in consultation with the judging director) has the authority to alter the length of the contest in the event of unforeseen difficulties. Should the contest duration be altered, all the teams will be informed about it via email (Email address of the team members that they provided during registration at the ICPC website).

16) **A team may be disqualified by the Contest Director (in consultation with the judging director)** for any activity that is against the spirit of programming contest such as taking help from other teams or persons, distracting behavior (Submitting unnecessary codes to stall the judge). **The judges can also recommend penalizing a team with additional penalty minutes for their distracting behavior.**

17) six, seven or eight problems will be posed. So far as possible, problems will avoid dependence on detailed knowledge of a particular applications area or particular programming

language. Of these problems at least two will be solvable by a first year computer science student, another two will be solvable by a second year computer science student and the rest will determine the winner. For one problem we shall provide a starter code so that teams don't need to worry about input / output methods.

18) Team can use printed materials. They are also **allowed** to use calculators or any machine-readable devices like CD, DVD, Pen-drive, IPOD, MP3/MP4 players, floppy disks etc. Please note that this rule only applies for the preliminary round. **Teams should not copy source codes from the internet. If the source codes of two teams are very similar because they copied from the same source (online or offline), they cannot present it as an excuse.**

19) Teams can make necessary arrangements so that they can take printouts during the online contest.

20) ACM ICPC Dhaka Site will not be responsible for any internet and power failure during the online contest at the contestants' site. So the teams are requested to have backup plans for internet and power failure.

21) The decision of the contest director and judges is final regarding cheating, team slots allocation per university and problem correctness.

22) Teams can send clarifications to the judges if they do not get any verdict within 10 minutes of submission. Teams should also send clarification requests if they cannot login into online judge using the given username and password. These sort of complains will not be entertained after the contest. Teams must also login using the given username and password during the online mock contest on **October 14th, 2016..** Such clarification requests should be mailed to **baps.bgd@gmail.com** and must contain the username assigned to the team for the online contest. **Teams should send emails from one of their email addresses that was provided during registration. Teams must not use this email address for other types of clarifications. In that case they should use the clarification system of Codemarshal.**

23) If teams want to assume that judge data is weaker than what is stated, then teams do that at their own risk :)

24) One bonus slots may be awarded to a university if (a) They have one or more team in top 3 of the preliminary contest rank list (b) have the most number of teams in the preliminary contest. *If more than one university has the highest number of teams this rule will not be applicable.* (c) Have positioned in top 3 spot on at least one of the previous five Dhaka Regional (Team Ranking). A university can have multiple bonus slots for fulfilling more than one of the above three clauses. But the total number of teams must not exceed seven.