

Disqualification rules

Breaking one of these rules can result in the disqualification of your team. You may get a warning or penalty depending on how severely you broke the rules and how we see fit.

1. No sharing code to other teams
2. No plagiarising code from other teams
3. **AI is strictly prohibited.** We will ask every team to record their screens, similar to the CCC, to prevent teams from cheating with AI
4. Internet and tool usage:
 - a. Pre-written code/templates, except for java fast I/O, is not allowed (penalty)
 - b. You may not search for algorithms online (penalty)
 - c. Official programming language documentation is allowed
 - d. Calculators, rough paper, and any other school approved tools are allowed
 - e. Teams are allowed to bring 1 page of printed notes
5. Please do not shout or cause disruptions when the contest is live (warning)

Contest Format and Platform

- The contest will be hosted on AYOJ
- Teams of 2, one computer per team
- There will be **two** rounds
 - Round 1 (1h 30 min): 6 problems
 - Round 2 (2 hours): 6 problems
 - In both rounds, the problems will be of roughly increasing difficulty
 - The second round will be moderately harder than the first
- To kick off the event, our announcer will introduce each team as they walk towards their table

Scoring, submissions and leaderboard

- **Submission limit:**
You can submit a maximum of 50 times for each problem
- **Incorrect submissions:**
Wrong answers will not be penalized
- **Input output:**
All submissions require you to read input from standard input and print output to standard output. Do not use file I/O or prompt for input.
- **Problem features:**
Some problems will have subtasks. There will be no interactive problems. The problem set will cover a wide range of topics and difficulty.

- **Points distribution:**
 - Harder problems will be worth more
 - Round 1 has a max of 1000 points, and round 2 has a max of 1500 points (excluding time bonuses and first bloods)
 - The detailed point values will be revealed on the start of the event
- **Time bonuses:**

For every 10 minutes remaining in the problem set at the time of submission, your team gains an additional point
- **Tiebreakers:**

Ties on the leaderboard will be broken based on the time taken to solve the final problem that increased the team's score
- **Judge verdicts:**
 - AC (correct)
 - WA (wrong answer)
 - TLE (time limit exceeded)
 - MLE (memory limit exceeded)
 - RTE (segmentation fault)
 - CE (compilation error)
 - Additionally, please make sure your output format is correct before submitting
- **Scoreboard:**

We will not be using the AYOJ contest scoreboard. Instead, a custom scoreboard will be used in order to handle the two stage format.