

# ACM ICPC Asia Kuala Lumpur Regional Contest



acm International Collegiate Programming Contest

IBM event sponsor

## Rules for ACM-ICPC Asia Kuala Lumpur 2011 Programming Contest

a) Solutions to problems submitted for judging are called runs. Each run is judged as accepted or rejected by the judges, and the team is notified of the results. Submitted codes should not contain team or University name and the file name should not have any white space.

b) 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. However the teams will not be given any balloon and the public rank list will not be updated in the last one hour.

c) A contestant may submit a clarification request to judges. If the judges agree that an ambiguity or error exists, a clarification will be issued to all contestants.

d) Contestants are not to converse with anyone except members of their team and personnel designated by the organizing committee while seated at the team desk. However, **they cannot even talk with their team members when they are walking around the contest floor to have food or any other purpose.** Systems support staff may advise contestants on system-related problems such as explaining system error messages.

e) While the contest is scheduled for a particular time length (five hours), the Regional Contest Director in consultation with the Chief Judge 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.

f) **A team may be disqualified** for any activity that jeopardizes the contest such as dislodging extension cords, unauthorized modification of contest materials, or distracting behavior.

g) Nine, ten or eleven problems will be posed. So far as possible, problems will avoid dependence on detailed knowledge of a particular applications area or particular contest language. Of these problems, at least two will be solvable by a first year computer science student, another one will be solvable by a second year computer science student and rest will determine the winner.

h) Contestants will have foods available in their contest room during the contest. So they cannot leave the contest room during the contest without permission from the volunteers. The contestants

are not allowed to communicate with any contestant (even contestants of his own team) or coach while are outside the contest floor.

i) Team can bring up to 150 pages of printed materials with them. They can also bring three additional books. As it is hard for volunteers to count pages so the rough guideline for them is that **printed materials of any team should not be thicker than 3 cm (Printed in 70+ gm A4 offset paper).**

Teams are **not allowed to bring calculators or any machine-readable devices** like CD, DVD, Pendrive, IPOD, MP3/MP4 players, floppy disks, tablet, etc.

j) With the help of the volunteers and external judges, the contestants can have printouts of their codes for debugging purposes during the contest.

**k) The decision of the judges is final.**

**l) Teams should inform the volunteers if they don't get reply from the judges within 10 minutes of submission. Volunteers will inform the Chief Judges and the Chief Judge will take further action. Teams should also notify the volunteers if they cannot log in into the PC<sup>2</sup> system. This sort of complains will not be entertained after the contest.**

**m) If you want to assume that judge data is weaker than what is stated in the problem statement, then do it at your own risk.**