

Clarkson University International Collegiate Programming Contest

Competition Rules

Disclaimer: These rules are adapted from the ACM-ICPC Regional Competition Rules for 2008.

Mission

The Clarkson University International Collegiate Programming Contest (CUICPC) provides college students with opportunities to interact with students from other universities and to sharpen and demonstrate their problem-solving, programming, and teamwork skills. The contest provides a platform for ACM, industry, and academia to encourage and focus public attention on the next generation of computing professionals as they pursue excellence.

Organization

The CUICPC Organizing Committee is responsible for establishing contest rules, policy and guidelines. The CUICPC is organized according to the ACM-ICPC Policies and Procedures.

Team Composition

A representative of the sponsoring institution of higher education, typically a faculty member, must serve as or designate the team coach. The coach certifies the eligibility of contestants and serves as the official point-of-contact with the team prior to and during contest activities. A team may only have one coach.

The coach must fully register teams no later than three weeks before the contest date. A team is not eligible to compete in contest until the director has accepted the team registration. Teams failing to comply with any of these requirements will be ruled ineligible to compete. Only registered reserves may be substituted for contestants.

Each team consists of three eligible contestants. The team's contestants must satisfy the following eligibility rules.

- Be enrolled in an undergraduate degree program at the sponsoring institution with at least a half-time load. This rule is not to be construed as disqualifying co-op students, exchange students, or students serving internships.
- First began post-secondary studies in 2006 or later.
- Born in 1987, or later.

These rules are in place to ensure that a team does not have an unfair advantage by having members with graduate or professional experience.

Contest Attendance

All team members must attend all contest activities. The coach is expected to attend or be available by telephone during contest activities. Failure to attend any of the designated contest events will result in automatic disqualification and forfeiture of any fees and prizes.

Conduct of Contest

Solutions to problems submitted for judging are called runs. Each run is judged as accepted or rejected by a judge, and the team is notified of the results.

Notification of accepted runs may be suspended at an appropriate time to keep the final results secret. A general announcement to that effect will be made during the contest. Notification of rejected runs will continue until the end of the contest.

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 to all contestants.

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

While the contest is scheduled for a particular time length (typically four 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.

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

So far as possible, problems will avoid dependence on detailed knowledge of a particular applications area or particular contest language.

Scoring of Contest

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

Teams are ranked according to the most problems solved. Teams who solve the same number of problems are ranked by least total time. The total 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 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.

Contest Computing Environment

The programming languages of the contest are Java and C/C++.

Each team will use a single workstation. The contest director is responsible for determining that teams have reasonably equivalent computing resources.

Contestants may bring printed materials for use during the contest. On-line reference materials will be made available, but Internet access will be disabled.

Complaints, Appeals, and Remedies

If irregularities or misconduct are observed during the contest, team members or coaches should bring them to the attention of the contest officials so that action may be taken as soon as possible. Complaints will not be accepted after the conclusion of the contest and the results have been made public.