Rules for ACM-ICPC 2012 Asia Regional
Dhaka Site Online Preliminary Contest

1) Teams that want to participate in Dhaka Site online preliminary contest should register under "ACM-ICPC 2012 Asia Regional Dhaka Site Online Preliminary Contest" in the ICPC web page (http://icpc.baylor.edu/). There is no registration fee for participating in this contest. During the registration teams will have to provide email addresses and phone numbers of the Coach and contestants.

2) The preliminary contest will take place in LightOJ Online Judge (http://www.lightoj.com). User names and passwords will be emailed to all the registered teams in ICPC Website (http://icpc.baylor.edu/) under the contest titled "ACM-ICPC 2012 Asia Regional Dhaka Site Online Preliminary Contest". Teams will have to login during the contest using that user name and password at http://www.lightoj.com. Teams can participate in Dhaka site preliminary contest only using these accounts. This contest will not be open for other users of LightOJ during this round.

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

4) Team will receive one point for solving a problem (passing all test cases - no partial credit), regardless of the level of difficulty of that problem.

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

6) 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 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.

7) Languages allowed are: C, C++ and Java.

8) Only a small number of teams from each university will qualify for Dhaka regional main event. This number will be decided based on performances of each university in previous two national contests and ACM ICPC Dhaka regional 2011. Performances in the online contest will only decide the relative order of teams from a university. It will not increase or decrease the number of teams from a university. So universities may force their teams to participate from the university premises in order to ensure fairness.

There will be a special quota for teams from new universities i.e. the universities that did not participate in last two national contests and ACM ICPC Dhaka Regional 2011. No such university will have more than 1 team in the Dhaka site main event however.

9) If some slots are not filled up by universities (Due to poor participation/performance in this Dhaka Site online preliminary contest or not paying registration 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 10 teams in Dhaka site main event. If a university has more than one campus, those campuses will be considered as a single university.

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

11) A team must solve at least 1 (one) problem irrespective of their rank within their university in order to be qualified.

12) 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 LightOJ. Submitted codes should not be more than 40 kb in size and should not try to open any files and / or make any system calls.

13) 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.

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

15) Contestants are not to converse with anyone except members of their team. The team 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.

16) Remember that a team will be competing against other teams from your university for a spot
in the Dhaka site main event. So, team do not collaborate.

17) 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).

18) 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.

19) Four, five or six 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 one will be solvable by a second year computer science student and rest will determine the winner. For the first problem a starter code will be provided so that teams don’t need to worry about input / output methods.

20) 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.

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

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

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

24) 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 log in into light OJ using the given username and password. These sort of complaints will not be entertained after the contest. The clarification requests should be mailed to icpc2012@daffodilvarsity.edu.bd and must contain the username assigned to the team for the online contest.

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

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