ACM Programming Contest Rules

1. You have 5 hours to answer questions.

2. You may submit solutions in:
   - C/C++ (std 11)
   - Java (Version 7)
   - C#
   - Python (2.7 or 3)
   - Perl

3. All input is redirected via the language’s standard input (STDIN).

4. Teams are restricted to using one workstation (computer). You are strongly encouraged to bring your laptop. Desktops are allotted on a first come first serve basis in a very limited quantity, so it would be good to bring a laptop just in case.

5. You only have access to language documentation. You are restricted to
   - C/C++: http://www.cplusplus.com/reference/
   - Java: http://docs.oracle.com/javase/7/docs/api/
   - Python 2.7: https://docs.python.org/2/
   - Python 3.x: https://docs.python.org/3/
   - Perl: http://perldoc.perl.org/

6. You are also allowed one textbook or up to 25 pages (8.5” x 11” x 1” letter size, one inch thick)

7. You are not allowed to access sites like stackoverflow, Wikipedia, Google, or any similar websites for solutions. Doing so will result in disqualification.

8. The contest judging software is called Domjudge. You can check out the Domjudge Team Manual here: https://www.domjudge.org/docs/team-manual.pdf

9. The team that solves the most number of questions, with the lowest time wins. You can submit as many attempts as you need, but incorrect attempts will result in time penalties.

10. You will have access to the scoreboard for the first 4 hours. The scoreboard freezes during the final hour of the contest.

11. You will have access to a “Clarifications” tab on Domjudge, in case you have any questions. You can also ask the proctors for minor clarifications.

12. You can have your cell phone with you, but you're not allowed to use it to look for contest related information while at your terminal.

   More information on scoring:
Teams are ranked according to the most problems solved. For the purposes of awards, 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.