

RULES AND REGULATIONS

FOR ACES CODERS v9.0

Registration

- ★ A team should include **three members (or less) at most**.
- ★ The maximum number of teams allowed for a particular department of a university will be **three**, and teams will be selected on a **first-come, first-serve basis**.
- ★ If there are multiple departments in a faculty, **each department is eligible for three teams**.
- ★ Other teams will get the opportunity If the maximum team count is within the maximum allowed teams on the last day of registration on a first-come, first-serve basis.
- ★ Having students from multiple departments in a single group is **not** prohibited but we encourage you to have students from the same department in a team to avoid confusion in allocating members for each university/department.

Competition

- ★ The problems will be uploaded to a competition website by the organizing committee, and a judging panel will do the judging. The general rule of thumb is that the team that obtains the **highest score in the minimum amount of time will win the competition**.
- ★ The teams must solve and complete problems without any help from anyone outside the team. Also, **copying code directly from the Internet is completely prohibited**. But still, you can refer to the Internet for support on the programming language or the algorithm.
- ★ Every code submitted at the competition will be checked for plagiarism. Copying from the Internet or submitting another's code will **disqualify** a team.
- ★ The **decision of the judges is final**

Event Details

- ★ The event will happen physically. Teams need to be at the venue and get registered before starting the event. All the other necessary information will be delivered once after you have selected.
- ★ **Venue: Faculty of Engineering, University of Peradeniya**
- ★ **Date: 17th December 2022**
- ★ **Time: 6PM**