

FIU High School Competition Rules

This contest is open to all High School students from the State of Florida.

Contest Environment

1. Each competitor (hereafter known as *you*) will be provided a single computer workstation running Windows 7. It will contain Visual Studio, Eclipse, and NetBeans. The available programming languages will be C++, Python 2.7, and Java. Each machine will contain Microsoft MSDN and the Java SDK API documentation.
2. You may not bring any electronic equipment into the contest room other than a wristwatch. No cellphones or PDA's.
3. You may bring printed materials into the contest room, but the materials must fit into a box measuring 2 inches by 12 inches by 12 inches.
4. Only you and competition staff may be present in the contest area during the competition.
5. You may only leave the contest room during the competition to visit the bathroom. You may not speak to anyone other than our staff outside of the competition room.

Problem Submissions & Judging

1. For each problem submission, submit only one source code file to the judges. If you program in Java, do not use the **package** statement.
2. All solution programs must read from standard input and write to standard output.
3. Solutions may be submitted in any order.
4. Submissions are compiled by the judges and tested with input that is more extensive than those given with the problem description. We recommend that you create your own test data that test boundary conditions and varied inputs.
5. For each correct submission, you will receive a *Yes* feedback message from the judges. Judges will respond to incorrect solutions with one of the following feedback messages:
 - o Incorrect Output
 - o Incorrect Output Format (the output data are basically correct, but the output format does not conform to the problem specification)
 - o Runtime Error
 - o Run Time Limit Exceeded
 - o Compiler Error
6. Each incorrect submission is awarded a *20-minute penalty*. This penalty is only added to the total elapsed time if the problem in question is eventually solved.
7. The run-time limit (on the judges' machines) is 5 seconds.
8. Judges will take any questions/clarification requests, but may refuse to respond. Responses may be announced to the entire field.
9. Judges' decisions are final.

Scoring Criteria

1. A team's score is based on the total number of problems correctly solved. The team with the highest score is declared the winner.
2. In the event of a tie, the total elapsed time for only correct submissions by each team are compared. You will see this integer value next to each team name on the scoreboard. The team with the lowest total elapsed time determines the winner. This is standard practice in all ACM contests.

The contest director reserves the right to make any appropriate and necessary amendments to these rules, after consulting with coaches and judges.