

TCEA 2021-2022 State Computer Science Contest  
RULES and PROCEDURES

### CONTEST PARTICIPATION

- Teams are led by at least one (1) team sponsor and are composed of no more than three (3) students.
- Students are not allowed to participate on more than one team.
- Team members must all attend the same school.
- Teams are required to have a team name that meets common school standards.
- Teams must designate one (1) student member to be the team captain. The captain is the only person from a team who can initiate queries and appeals.
- Each school may enter no more than four (4) teams per campus, per division.
- Only registered students may participate during the contest.
- No registrations will be allowed past the deadline.
- The SuperArea contests will be held remotely via HackerRank. The State contest will be held in person, platform pending.

### SPONSOR REQUIREMENT

- Each team must be sponsored by a professional employee from the school district or private school.
- Sponsors must be members of TCEA. ([www.tcea.org/membership](http://www.tcea.org/membership))
- Sponsors are responsible for informing students of the rules and ensuring they are followed.
- It is the sponsor's responsibility to verify that there is no pre-generated code on their contestants' computer.
- Sponsors are responsible for the conduct of their team, ensuring fairness and compliance, and shall represent team interests in any interaction with contest officials.
- During the competition, students may not communicate with anyone except other registered students and competition staff; all other forms of communication are prohibited, including, but not limited to, live and electronic communication (talking, texting, videos, etc.).
- Violations of these rules may result in a team's disqualification and ejection from the competition. A point deduction may be taken in circumstances where the team is not eliminated for the violation.

### DIVISIONS

- Each team will compete in one of four (4) divisions.
  - Division I Novice
  - Division I Advanced
  - Division II Novice
  - Division II Advanced
- Division I will include teams from 6A and 5A schools.
- Division II will include teams from 4A, 3A, 2A, and 1A schools.
- Novice teams must consist of students who have not completed a full year of a text-based programming course.
- Private schools may participate in the division that corresponds to their school size.

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**COMPUTER REQUIREMENTS**

- Each team must provide its own computer system, virus free.
- Teams may collaborate via video conferencing, if they cannot be together in person, but a coach must monitor. This can be done by having each team in a video-conferencing breakout room. Students may collaborate with only their own team members and coaches will report unethical behavior.

**REFERENCE MATERIAL**

- Debugging tools, such as Help, Watch, Debug, or Breakpoints, may be used.
- Hard drives must not contain any pre-written programs.
- Toolboxes, non-standard libraries and pre-written code are not permissible.
- Calculators and other calculating devices are not permitted. Using the on-line calculator that is supplied with the operating system is permitted.
- A maximum of two copyrighted/published reference books (textbook, documentation, manual) per team may be brought for use during the contest. These books may not contain any past sets or solutions from any programming contest; or student generated code. No Java docs.
- Teams are to start the contest from scratch. If a team plans to use a shell to speed program development during the contest, the shell must be entered or created after the start of the contest. Teams are not allowed to load a pre-generated shell from any storage media.

**CONSUMABLES**

Teams are responsible for their own supplies, such as pens, pencils, or any other needed materials.

**LANGUAGES**

- The only acceptable programming languages for the contest will be Java or Python.
- Any version of JAVA SDK would be allowed; however, judges will use the latest available non-beta version of the SDK as of Sep. 1st of the current school year. Schools using earlier versions of the SDK should be aware of possible deprecated methods. Any version of Python will be acceptable
- All code must be in one file.
- Make sure you choose Java or Python in HackerRank.

**SCORING**

- The problem set for each contest shall consist of problems divided into three groups according to difficulty: Group One will consist of two- (2) point problems, Group Two will consist of five-(5) point problems, and Group Three will consist of nine-point problems.
- Each problem set will contain at least six (6) problems in each Group, and each problem specification will include test data (if required) to be used in sample runs.
- Teams will be given two (2) hours to program. Solutions must be coded completely during the competition.
- No pre-generated code will be allowed.
- Output for judging requires the program to generate a solution that is displayed to the console

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window. Output directed to a data file that in turn must be accessed to verify a solution is not a permissible means of output.

- Programs will be judged with test data different from the sample data.
- Solutions will not be graded on output format, unless the solution to the problem is to "properly format," or formatting is specifically stated in the problem.
- Solutions will not be graded on case sensitivity (upper- and lowercase), unless the solution to the problem specifically states that case sensitivity is required.
- Any method or function that is part of the standard language a team uses is allowed.
- The team with the highest total score wins.
- In the case of a tie, the first tiebreaker is the team that solved more of the highest-valued problems. The next benchmark is the team with the earliest recorded time for their final correct solution.

### EXPENSES

- The entry fee for the super region contests is set at \$50, with no late registration. The registration for the state contest will be \$70 per team.
- Team sponsors must be members in good standing of TCEA. (\$49 - [www.tcea.org/membership](http://www.tcea.org/membership))

### SYSTEM FAILURES

- Failure of individual systems, which are clearly the responsibility of the team, shall not be enough cause for modifying the planned format. The contest site director shall permit substitution of a backup system, if available. There will be no contest schedule adjustment in this situation.
- Failure of facilities or systems which fall under the responsibilities of the contest site director, which result in unequal conditions for teams, are enough cause for contest modifications which return equity. Ruling on failures is the responsibility of the contest site director.

### REGISTRATION

- Registration fee is \$50 per team for Super Area and \$70 per team for State.
- All teams must verify their intent to attend the contest by registering online by the deadline and paying the appropriate fee by the date of the event with a PO or payment.
- Cancellations must be made in writing via email to [treat@tcea.org](mailto:treat@tcea.org) no later than five days before the contest. Cancellations received by the deadline will receive a full refund. Cancellations received after the deadline, but before the contest, will receive a refund, less a \$25 cancellation fee per team. After the event has taken place, no refunds will be given.

### SUBMITTING SOLUTIONS

*The Contests will use HackerRank.*

- All solutions are to be submitted electronically using HackerRank.
- Source files are required for solution verification. Style is not judged.
- Program solutions must read input data from data files.
- Data file access must not include a path.
- Teams can check the judge's response electronically.

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- There is no penalty, other than time, for resubmitting a problem. There is no limit to the number of times a problem can be submitted.
- All solutions that are submitted during the competition time frame will be judged.
- Only solutions submitted before the contest ends will be judged.

### **APPEALS AND QUERIES**

- A team may initiate a query to request clarification or additional information concerning a contest problem at any time during the contest.
- The query is to be submitted via email to the contest director.
- A team may also initiate a written appeal of a rejected solution to a judge via email.
- The Head Contest Judge will act on all appeals and queries.
- No appeals are considered beyond 15 minutes of the close of the competition period. Once an appeal is denied, the team may not re-appeal the same problem.
- Team sponsors may not appeal to any judge; the appeal must be submitted by the Team Captain.
- All decisions of the Head Contest Judge are final.

### **AWARDS**

A minimum of three (3) sets of awards will be awarded for each competing division, for both state and each super area. Students who score a state place are not eligible for prizes at the area level.

- Students will be awarded gift cards for placing
- Sponsors will receive a plaque or trophy with placement

Only 2 teams per school, per division are eligible for places.

### **DISQUALIFICATION**

A team may be disqualified for, but is not limited to, the following:

- Violating any contest rules
- Trading information between teams
- Using unapproved reference material
- Using pre-written code

### **THE FINAL WORD**

The Contest Director is responsible for interpreting the rules and for ruling on any unforeseen circumstances. All rulings by the Contest Director are final.