

# ICPC Latin America Online Regional Contest

## Saturday, July 10th, 2021

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**Registration ends: June 28th, 2021**

## 1 Introduction

Due to the COVID-19 pandemic, ICPC has established a set of goals to guide regional contests. In particular, regional contests must:

- Conduct a safe competition.
- Conduct a fair competition.
- Maintain the integrity of the competition.
- Allow participation of every eligible contestant who wants to compete.
- Comply with all university, local, and national regulations.
- Avoid unsafe and unnecessary gatherings.

In this context, the Latin America 2020 Regional Contest will take place as an online distributed competition on Saturday, July 10th, 2021. To ensure the integrity of the results, the following rules must be strictly followed. Failure to comply with these rules could be grounds for disqualification.

## 2 Brief Description of the Contest Rules

Current sanitary conditions in Latin America do not guarantee that a safe competition can be held in the terms that were previously informed, that is, where contestants compete from a single location. Thus, the contest will be held in a **fully distributed** scheme.

Another important change is that **the contest time will be 4 hours**.

Participating teams must be registered or promoted from qualifying rounds by June 28th, 2021, using the ICPC registration system at:

`https://icpc.global`

Contestants will be able to participate in separate locations or in the same place, as they prefer, and each one will be able to use their own workstation (personal computer). However, teams must not use more than three computers at a time. Also, teams must be complete (3 contestants) at the beginning of the contest. Each contestant must fulfill the eligibility requirements for participation.

Contestants are allowed to communicate –using private and secure channels– only with their team members during the contest. **There should not be any interaction with people outside the team.** Contestants are not allowed to share any information regarding the contest or the problem set to people outside their team during the entire competition.

Access to material available on the Internet as well as to previously written code is permitted, as long as this material is available online before the contest.

The use of the image of Maratona Linux is now optional. The contest system will be BOCA. The workstations used by the contestants must have access to the contest servers through an Internet connection. A warm up session aimed to test connection conditions to the server will be scheduled a week before the contest, on July 3rd, 2021. It is the responsibility of the participants to have the necessary conditions for the contest. There will be no special protocol to handle failures such as network or electrical problems. It is recommended to use systems with the maximum level of redundancy and availability.

### 3 Code of Conduct and Qualification Statement

Regional contestants must adhere to the Code of Conduct for the contest, in order to be allowed to participate. Also, an official school advisor must submit by e-mail a Qualification Statement certifying that the contestants fulfill the requirements for participating according to the contest rules, and that the institution endorse the team and is aware of the Code of Conduct they have assumed. Both documents are attached.

The judges could call a team for an interview at the end of the contest, to validate the authenticity of their solutions. The teams must be aware of this possibility and be available in the hours following the end of the competition.

### 4 Contingencies

If, in the contest format described, a team still considers that their local sanitary conditions to participate are not sufficient, they should not participate. Automatic extensions will be granted to allow their participation next year, if they meet the basic eligibility conditions. In particular, they must remain students of the university they represent.

### 5 World Finals Promotion (Temporary rules)

For the current cycle of competition, promotion of teams to the ICPC World Finals will consider the distribution factors of the previous cycle.

There will not be Latin America regional (wildcard) slots this year. All World Finals slots received by the Latin America region will be distributed among regions using the factors from last year. Each region will distribute the granted slots among its teams, according to their performance in the contest.

# ICPC Latin America Online Regional Contest

## Contestants Code of Conduct



Due to the COVID-19 pandemic, the Latin America 2020 Regional Contest will take place as an online completely distributed competition on Saturday, July 10th, 2021. Contestants will be able to participate in separate locations or in the same place, as they prefer, and each one will be able to use their own personal computer.

Contestants must adhere to the following Code of Conduct in order to be allowed to participate. Also, an official school advisor must submit by e-mail a Qualification Statement certifying that the contestants fulfill the requirements for participating according to the contest rules, and that the institution endorse the team and is aware of the Code of Conduct they have assumed.

The Code of Conduct establishes which particular conducts are appropriate and which are not, for this year's format of competition, while trying to maintain the aim and principles of the International Collegiate Programming Contest.

## Code of Conduct

### Good faith premise

Team contestants implicitly adhere the following terms of conduct upon registration in the Latin America 2020 Regional Contest. It is assumed the understanding and agreement of all the conditions in this document.

We trust that the special conditions of this year will not prevent to preserve the aim and principles of the ICPC. We count on the good faith of the contestants, their coaches and their institutions, to participate in a fair and honest way.

### Communication

Contestants are allowed to communicate only with their team members during the contest. Communication with any other person, including the coach, is strictly prohibited. Interaction through social networks is also prohibited. Team must use private and secure communication channels to communicate, avoiding external interference.

### Contest information confidentiality

Contestants are not allowed to share any information regarding the contest or the problem set to people outside their team during the entire competition. This includes problem statements, partial or complete solutions, test cases, BOCA access data, among others.

## **Code sharing**

Confidentiality of the code should be guaranteed when code sharing between members of a team takes place. Teams should notice that some web tools do not offer such a guarantee in their free versions, so they could be exposing their code to third parties and may be disqualified for that reason, even if such sharing is not intentional. Therefore, it is recommended to use encrypted tools, such as versioning systems, file sharing tools or even instant messaging services.

## **Internet material, tools and previously written code**

Access to material available on the Internet is allowed, as long as this material is available online before the start of the contest. The use of previously written code by team members is permitted. It is also allowed to use code written by third parties, as long as this code is available online before the start of the contest. Written or printed reference materials are also allowed. Contestants are allowed to use their printer as long as they don't need to interact with other people to do so.

The use of tools to obtain unfair advantages is not permitted. This includes access to high-performance computing services, the use of online judges or other online code validation or execution tools. Also, teams must not use more than three computers at a time.

## **Contest system**

Teams must use the BOCA system following the instructions provided. Any attempt to access or alter the operation of the system and the servers by other means is strictly prohibited. Every submission to BOCA must be a legitimate attempt to solve a problem. Submissions that aim to obtain information about test cases or that destabilize the system are not allowed.

## **Violations to the Code of Conduct, Omissions**

Violations to the ICPC contest rules or to the terms established in the Code of Conduct are grounds for disqualification. As the ICPC is a competition between institutions, all disciplinary sanctions will be reported to the faculty or to the institution academic authorities of the team involved in the transgression.

Sanctioning teams and ruling about issues not covered in the Code of Conduct are the responsibility of the Latin America ICPC Steering Committee.

# ICPC Latin America Online Regional Contest

## QUALIFICATION STATEMENT



A School Advisor, such as a professor, school chair or dean, must send this qualification statement by e-mail to the director of the site at which the team is registered. Failure to send this document will prevent the team from participating at the contest.

### Institution and Team

Site (country): \_\_\_\_\_

Institution: \_\_\_\_\_

School: \_\_\_\_\_

Team name: \_\_\_\_\_

### Team members:

	Contestant name	e-mail
1.	_____	_____
2.	_____	_____
3.	_____	_____

	Coach name	e-mail
	_____	_____

### School Advisor

Name: \_\_\_\_\_

Position: \_\_\_\_\_

e-mail: \_\_\_\_\_

I hereby certify that all the information above is true and that the registered students fulfill the requirements for participating according to the contest rules.

As representative of the institution, I certify that the contestants subscribe to the Code of Conduct of the event and that I am aware of the terms of that code.