JUDGING NOTES

Updated: 05/7/2024

1. The following guidelines apply to clarification requests:
   - If a team feels that a problem is stated ambiguously, they may submit a clarification request.
   - The judges may refuse to answer if they believe that the problem is stated clearly enough.
   - The judges will not answer questions about algorithms, test data, etc.

2. The following guidelines apply to handling input in programs:
   - All input comes from standard input.
   - Input size constraints on test cases will be given as part of the problem statements.
   - Unless the problem explicitly states otherwise, the input for a problem consists of a single test case. If the input contains multiple test cases, then the problem will also state an upper bound on the number of test cases.
   - Your program may be run on multiple input test cases.

3. The following guidelines apply to handling output in programs:
   - All output goes to standard output.
   - Output formatting should follow the output specification and the sample output in the problem statement. Extra whitespace will be ignored, unless the resulting output file is large enough to affect judging system performance, in which case your team may face disqualification if the output is interpreted as an attempt to disrupt the competition.
   - For problems with floating point output, the Judges will accept a range of answers as correct as long as they satisfy the constraints described in the problem statement. These constraints will be specified as an absolute and/or relative tolerance, which will be given.
   - Unless a problem specifically indicates that uppercase or lowercase letters are important, then either will be accepted. For example, "Yes" or "yes" would be treated the same, but "yse" will be judged as "Wrong Answer".

4. The following guidelines apply to Judge responses:
   - A judge response of "Accepted" means that your submission was correct!
   - A judge response of "Wrong Answer" means that your program's output did not match the judges' output within the specified tolerance.
   - A judge response of "Time Limit Exceeded" means that your program ran for too long on at least one test case.

- A judge response of "Runtime Error" means that your program crashed before completing. There may be many causes for this, including but not limited to division by zero, subscript out of bounds, out of memory, etc.

- A judge response of "Compiler Error" means that your submission was never run because it did not compile.

- The time limits for each problem will be specified in the problem statement. If your program runs longer than the specified time limit on ANY test case, your submission will be judged "Time Limit Exceeded," unless it receives another incorrect judgment.

- There is no such thing as "Presentation Error" or "Format Error." If you misspell the word "impossible," for example, and the problem requires that word as output, then your submission will be judged as "Wrong Answer."

- If you submit a solution that receives a judgment of "Compiler Error", then you will be notified of it (just as any other error). However, Compiler Errors do not count toward penalty time.

- If a submission is "Accepted" then no subsequent submissions on that problem will count against you, even if they are not correct.

5. The following guidelines apply to contest scoring:

- The problems are all of equal value.

- A team can be credited with solving a given problem at most once.

- The scoreboard is sorted by the greatest number of problems solved. The team with the most solved problems wins.

- Ties in number of solutions are broken by fewest penalty minutes

- Teams accrue one penalty minute from the beginning of the contest per problem, until they solve that problem. For example, if a team solves a problem after one hour from the start of the contest, that's 60 penalty minutes. If they solve another problem after two hours from the start of the contest, that's an additional 120 penalty minutes, for a total of 180.

- Twenty (20) penalty minutes are assessed to a team for each of their incorrect submissions of a problem up until a submission of theirs for that problem is accepted.

- No penalty minutes are assessed to a team for problems that they never solve.

- No additional penalty minutes are assessed to a team for their submissions of a problem that they have already had accepted, regardless of the judgment.

- No penalty minutes are assessed to a team for a submission that receives a judgment of "Compiler Error".