

# SEERC On-Site Contest Rules

Contest Area, Materials & Electronics Policy

SEERC Organizing Committee

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## Main Takeaway

SEERC follows ICPC Regional and World Finals standards for on-site contests. Teams may only bring very limited printed materials (Team Reference Document and optional dictionaries). **No electronic devices of any kind are allowed in the contest area; all devices must be handed to the coach or volunteers before entering.** TRDs must be printed in advance and handed in at registration.

## 1. Relationship to ICPC Rules

SEERC follows the **official ICPC Regional Contest Rules** and the **ICPC World Finals Rules** for contest conduct and judging.

These SEERC On-Site Rules specify additional **local regulations** for:

- What contestants may bring into the **contest area**
- **Electronic devices** policy
- **Team Reference Document (TRD)** handling

## 2. Contest Area and Check-In

1. The **contest area** is a **restricted zone**.

2. Only:

- Registered contestants,
- Authorized contest staff and volunteers, and
- Other persons explicitly authorized by the Contest Director

may enter the contest area during the test session and contest.

3. Contestants must **follow all instructions** of the contest staff and proctors at all times.

4. Contestants **may not touch any workstation equipment** (computer, keyboard, mouse, network cables, etc.) until instructed by a proctor to begin the practice or contest session.

### 3. General Policy on Items in the Contest Area

Unless explicitly allowed in the following, **all personal belongings are prohibited** in the contest area. You should leave them at the hotel, to your coaches, or to our volunteers.

#### 3.1 Absolute ban in the contest area

**No electronic or machine-readable devices of any kind are allowed in the contest area.** This includes, but is not limited to:

- Mobile phones, smartphones, satellite phones
- Smartwatches, fitness trackers, electronic wristbands
- Tablets, laptops, netbooks, e-readers
- Calculators, electronic dictionaries, handheld gaming devices
- Headphones, headsets, earbuds, in-ear devices, Bluetooth devices
- Cameras, video cameras, audio recorders
- USB sticks, external hard drives, memory cards, or any storage media
- Any device capable of **computation, storage, communication, or recording**

**Wearable devices** with electronic components (including smartwatches and digital watches) count as electronic devices and are forbidden.

#### 3.2 Hand-over procedure

1. Before entering the contest area for the **practice session** or the **contest**, all contestants must:
  - Leave their electronic devices with their **coach, or**
  - Deposit them with **designated volunteers** at a staffed collection point.
2. Devices handed to volunteers may be:
  - Stored in individually labeled envelopes or lockers, and
  - Retrieved **only after** the contest staff announces that the contest is over and the area is cleared.
3. Contestants entering the contest area must be prepared for **bag checks** and **personal checks** (e.g., pocket inspection) by authorized staff if it is considered necessary.

### 3.3 Violations

Possession or use of any electronic device in the contest area **at any time on contest day** (from the start of the test session until contestants are released after the contest) may result in:

- Immediate removal from the contest,
- Team disqualification,
- Reporting to ICPC for further sanctions.

Refusal to comply with inspections or instructions by contest staff is treated as a serious violation.

## 4. Allowed Non-Electronic Items

Unless otherwise specified by the organizers, the following items **are allowed** in the contest area:

### 1. Writing instruments

- Pens, pencils, erasers, pencil sharpeners, and highlighters.

### 2. Team Reference Document (TRD)

- As described in detail in Section 6.

### 3. Official items

- Contest badges, official SEERC/ICPC shirts, and any printed materials specifically provided by the organizers for contest use.

Any other item not explicitly covered above must be **requested in advance** from the organizing committee; written approval must be obtained before bringing it into the contest area.

## 5. Team Reference Document (TRD)

SEERC permits teams to bring a **Team Reference Document** (TRD), following the standards used in ICPC Europe and World Finals TRD guidelines.

### 5.1 Content and format

1. The TRD is the **only** source of pre-written code and algorithmic reference material permitted during the contest. **It should be submitted during the team registration**
2. The TRD **may contain at most 25 pages** of reference materials:
  - Up to **25 single-sided pages**

- On **A4 or Letter size** paper
  - All pages must be **numbered in the upper right-hand corner**
  - The **university name** and **team name** must be printed in the upper left-hand corner of each page
3. All text and illustrations must be readable **without magnification** from a distance of approximately **0.5 meters**.
  4. Handwritten annotations:
    - The document may include **hand-written comments and corrections on the fronts of pages only**, provided they are present **before submission at registration** (see 6.3).
    - No additional pages may be added after printing.

## 5.2 Copies per team

Each team may prepare **one TRD** and print **up to three identical copies** (one per contestant).

## 5.3 Submission and control of TRD

1. Teams must **print their own TRD**; the organizers will **not print** TRDs for teams.
2. All copies of the TRD must be **handed in at on-site registration**:
  - TRDs are checked for compliance with these rules.
  - After approval, they remain under contest control until the test session and contest.
3. Approved TRDs will be:
  - Placed at the team's workstation before the **practice session**, and
  - Left at the workstation overnight or stored under official control between practice and contest, as determined by the organizers.
4. After the end of the contest, teams may collect their TRDs.

No further changes to the TRD are allowed after it has been handed in at registration.

## 6. Food, Drinks, and Breaks

1. **No food** is allowed inside the contest team area unless explicitly provided and permitted by the organizers.
2. Drinks policy will be specified by the host:
  - Typically, only **sealed bottles of water** or organizer-provided drinks at the team workstation are allowed.

3. Contestants are expected to remain in the contest area except when:
  - Using the restroom - with a dedicated volunteer,
  - Following explicit instructions from contest staff (e.g., evacuation, medical reasons).
4. Leaving and re-entering the contest area is allowed only under staff supervision and may be logged for security reasons.

## 7. Conduct During the Contest

1. Communication is **only permitted within the team of three contestants** at the same workstation.
2. Contestants may communicate with contest staff **only** for:
  - Technical problems with the workstation,
  - Administrative issues (e.g., restroom requests).
3. Any attempt to:
  - Communicate with persons outside the team,
  - Receive outside assistance,
  - Access unapproved materials or devices, or
  - Tamper with contest systems or other teams' work

may result in immediate disqualification.

## 8. Suggested Short “What To Bring” Summary for Teams

You can also publish a concise checklist for teams, for example:

### You **MUST** bring to registration:

- Printed **Team Reference Document** (up to 25 pages, single-sided, A4/Letter, 3 identical copies in a folder)
- Personal **writing instruments** (pens, pencils, eraser, sharpener)
- Valid **photo ID** and any documents required by ICPC

**You MUST NOT bring into the contest area:**

- Any **electronic device** (phones, smartwatches, laptops, tablets, calculators, headphones, USB drives, etc.)
- Bags, coats, books (other than dictionaries), loose notes, extra printouts
- Food (unless specifically allowed by organizers)

All electronic devices must be given to your <b>coach or volunteers</b> before you enter the contest area. Possession of any device inside the contest area is grounds for disqualification.
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