



IPSC IT FEST 2026

Rulebook

Algorithm Challenge

The Doon School

DEHRADUN

Terminology

Term	Meaning
Live Run	A single run is the live execution phase of the compiled program. It begins when the participant inputs data into the console interface and ends automatically when the code stops running or if the team declares a voluntary retirement. During this run, no source code or environment modifications are allowed, and interaction is strictly limited to viewing outputs and entering inputs via the console.
Code Optimisation	Code optimization will be measured on the basis of Time/Space Complexity, Comments, Structure of Code, and also on Raw Execution Time, by the discretion of the Judges.

Rulebook

1. Overview

1.1 To design, implement, and optimize highly efficient algorithms that solve simple or complex logical problems under strict resource constraints.

2. Teams and eligibility

2.1 1 Participants per school.

2.2 Open to school students in any grade. No prior competitive history is required.

2.3 No sort of substitutions will be permitted at any time. In special circumstances, substitutions may be during registration at the main desk.

3. Format and progression

3.1 The competition will only have 1 round.

3.3 In this round, participants will be given a total of 2 questions, both of which will be compulsory. The team will have 15 minutes to only and only make their flowchart, rough sketches, or plan out their code. Then, 1 hour and 15 minutes in addition will be given to write, test, and modify the codes.

3.4 In case of a tie, the judges may benchmark the tied teams for a clear winner. Judges may write a few test cases, run them on your codes, and then check which code handles it best. In case of a tie again, Execution Time and Time Complexity will be taken into consideration by the discretion of the Judges.

4. Run structure

4.1 300 seconds (5 minutes). Participants log into the portal, test their IDE configuration, check local keyboard layouts, and run a sample "Hello World" submission to verify compiler functionality.

4.2 After verifying all compilers, the Organizers will release the question and the time to solve it starts then and there.

4.3 During a live run, you may only interact with the code via the console interface (entering inputs and viewing outputs).

4.4 No modifying the source code or altering the environment while it executes.

4.5 A run will end in the following circumstances:

• Voluntary Retirement declared by the Team

• Execution of Code and stopping entirely on its own

4.6 In case of any errors (other than logical errors), the number of retries will be decided by the discretion of the Judges, but no alteration of code will be permitted whatsoever.

4.7 Human intervention: No human intervention will be permitted with the code or the environment during the run. The Team may interact with the console interface.

5. Scoring

5.1 Points are earned not only on the basis of functional correctness, but also on code optimisation.

5.2 All the Time Limits must be met strictly.

6. Penalties and disqualification

6.1 Any sort of misuse of console, or environment, may result in deduction of points by the discretion of the Judges, and may also lead to disqualification.

6.2 Any attempt to connect to Search Engines, or AI Platforms, or misuse of Internet shall result in immediate disqualification

6.3 Any sort of Plagiarism, Collusion, or Malicious Submissions shall lead to immediate disqualification.

7. Appeals

7.1 Only the officially registered participant from a school may lodge an appeal. The appeal must be submitted in writing within a strict window of 15 minutes after the official ruling or score is announced.

7.2 First instance: the Judge. Their ruling is final within the event.

7.3 If a team believes a systemic rule was broken, they may escalate the issue to the Event Coordinators. Only issues regarding gross misapplication of rules or scoring math errors may be escalated; subjective judging decisions cannot be contested.