IEEEXtreme 20.0 Official Rules

Description

IEEEXtreme is a global competition in which teams of IEEE Student members and Graduate Student members, proctored by IEEE Members, compete against each other to solve a set of programming tasks in a 24-hour time span. If you are not an IEEE member and you are interested in participating in IEEEXtreme click here to join now (https://xtreme.vtools.ieee.org/).

For IEEEXtreme 20.0, every task will be designated as either an **AI-Permitted Task** or an **AI-Prohibited Task**. Tasks may also use traditional test-case evaluation, interactive or game-type evaluation, optimization, or other task-specific formats described in the applicable task statement.

Sponsor

The IEEEXtreme Programming Competition is sponsored by IEEE, Incorporated, 445 Hoes Lane, Piscataway, New Jersey, USA, 08854 ("Sponsor"). It is organized and managed by the IEEEXtreme Executive Committee, which reports to the Student Activities Committee under the Member and Geographic Activities business unit of IEEE.

Start and End Times

The competition starts at 00:00 UTC and ends at 23:59:59 UTC on the date of the event. The Sponsor reserves the right to adjust the start and/or end times of the competition should the need arise.

Individual tasks may be released or closed at different times. Any task-specific release time, closing time, or scoring period will be stated in the task statement or other official Competition communication.

Benefits

The competition was created to:

- Provide IEEE Student members and Graduate Student members with an interesting IEEE activity
- Give competitors an opportunity to embrace teamwork - an important skill to develop for career success
- Demonstrate the skills employers value most: coding, teamwork, critical thinking, and problem-solving
- Increase awareness within IEEE students around IEEE core activities related to information and technology topics

Eligibility & Team Registration

Participants must compete as part of a team. A team is composed of 1 to 3 IEEE Student or Graduate Student members, but can include a maximum of only 2 Graduate Student members. Teams may be affiliated with an IEEE Student Branch but this is not required to participate. All team members must be IEEE Student or Graduate Student members to register in the competition. IEEE Membership numbers are required during the registration process. All team members must be over the age of 18 at the time of registration. Only those members who register in a team are allowed to participate in the competition. Substitution of those

who are not registered is specifically prohibited and will result in team disqualification. Universities and Colleges can have multiple teams.

At the time of registration, each team is responsible for locating one or more eligible proctors (see below), who will monitor the team during the competition. IEEE members of grades higher than Undergraduate Student or Graduate Student can register as Proctors. [http://xtreme.vtools.ieee.org]

When registering for the competition a school must be specified at which at least one of the teammates attend. Based upon this school, there will be a dropdown menu at the bottom of the registration form with a choice of proctors who have registered at that school. You may also see a list of proctors who are willing to monitor teams remotely from anywhere in the world. A proctor must be selected to complete the submission of the registration form. If you need assistance in finding a proctor, you may also contact your Student Branch, the Student Activities Chair in your Section or your Region.

If a team wishes to have a Higher Grade IEEE Member serve as their proctor, but the Member is not yet registered as a proctor, the team should contact them and encourage proctor registration prior to team sign-up to ensure selection during the process.

In order to rank in the competition, a team must have a Proctor of Record. A Proctor of Record is a candidate for Proctor who confirms their participation in response to an email sent upon the team registering. Should the candidate not respond to the email, their team may participate but will not be eligible for prizes or participation certificates nor will their ranking in the competition be included in the final rankings. It is the team administrator's responsibility to verify the status of the candidate proctor prior to the competition (the team administrator is the Student who registered the team). The Proctor of Record can delegate proctoring responsibilities to one or more other registered proctors for portions of the competition period, but will remain the primary point of contact should the IEEE need to discuss the team's participation in the competition.

External resources, AI use, attribution, and plagiarism are governed by the sections "AI-Permitted and AI-Prohibited Tasks" and "External Resources, Attribution, and Plagiarism."

IEEE reserves the right to disqualify any team that violates these rules or applicable task-specific requirements.

IEEE reserves the right to rename a team for any reason.

Proctors

Each team must have at least one proctor to monitor competition activities. Proctors may monitor their teams remotely during the competition (via Google Meet, Zoom, WebEx, etc.).

Teams must be proctored at all times throughout the 24-hour competition. The Proctor of Record, as defined in the Eligibility & Team Registration section of this Rules document, can delegate proctoring responsibilities to other Higher Grade IEEE Members who are registered proctors for portions of the competition period, but the proctor of record will remain the primary point of contact should the IEEE need to discuss the team's participation in the competition.

Proctors may not help teams with their submissions in any way during the competition. This includes suggesting an approach to a solution (such as which programming language to use), or providing any portion of code, in whole or in part.

However, a proctor may assist a team by instructing them in the use of the competition platform or user interface.

Each proctor must be an IEEE member of higher membership grade. Student or Graduate Student members cannot be proctors, but they are encouraged to register as team members in the competition.

Student Branch Counselors, Mentors and Student Branch Chapter Advisors may be potential proctors, as well as other faculty members at your institution who are members of the IEEE. Many IEEE Young Professionals are higher grade IEEE members and may be eligible to serve as proctors as well.

Proctor tasks include:

- Monitor the general flow of the competition for the team
- Inform students when the competition begins, when the competition is about half way through, when there are 6 hours left and when there is 1 hour left
- Ensure that no person external to the team of students helps or assists the team in resolving the tasks in any way
- Assists with team wellness (adequate rest, nutrition, and exercise)

A proctor is allowed to manage up to 20 teams. Teams may also enjoy the support of multiple proctors to share responsibilities and take shifts. Teams will assign their Proctor of Record on the registration platform in v-Tools. Proctors are responsible for helping ensure that participants comply with these Rules, including the integrity and conduct requirements under "IEEE Code of Ethics and Code of Conduct."

When registering your team, after you have entered the school which you will be representing, the proctors field at the bottom of the registration form will show a dropdown menu including a list of proctors who have chosen to monitor teams at your school, or virtually from anywhere in the world. Please select a proctor from amongst this list.

Tasks

Tasks are developed and judged by experts. All entrants agree and acknowledge that Sponsor is the owner of all tasks and any associated code. Entrants further agree that they will not, without written permission from Sponsor, use the tasks or any associated code for any reason other than the competition. The panel of judges is made up of experts from both academic and industrial backgrounds. Tasks might be categorized as easy, medium, hard, and hardest to assist teams of all experience levels to participate and help them prioritize the order in which they will resolve said tasks.

An individual task can be answered in any of the supported programming languages, which are indicated at a specified URL (currently https://csacademy.com/about/environment/). Each task will have execution time and memory limits, and it is possible that certain programming languages will have different limits to adjust for factors such as virtual machine overheads. Compiling time will not be considered.

A task statement may set its own scoring or evaluation method, permitted resources, AI category, submission period, interaction model, or other requirements for that task. If a task statement differs from the general technical or scoring rules in this document, the task statement applies to that task. A task statement cannot change the rules on team independence, participant conduct, eligibility, or any other rule that applies to the whole Competition.

A competition practice community, with sample tasks going back as far as IEEEXtreme 10.0 can be found at: https://csacademy.com/ieeextreme-practice/.

AI-Permitted and AI-Prohibited Tasks

Each task will be clearly designated as either an **AI-Permitted Task** or an **AI-Prohibited Task** in the task statement or official competition platform.

AI-Permitted Tasks

Teams may use AI systems in solving AI-Permitted Tasks, subject to these Rules and any task-specific restrictions.

Unless the task statement provides otherwise:

- AI-generated code, strategies, explanations, prompts, and other outputs may be used;
- independent use by multiple teams of the same legitimately available resource, tool, or AI system does not by itself constitute prohibited collaboration or plagiarism; and
- each team remains responsible for the correctness, legality, attribution, licensing, and conduct implications
  of material that it submits.

Teams must identify each AI service materially used in developing a submitted solution to an AI-Permitted Task in a comment in the submitted source code, preferably near the top of the file. Name the service used (for example, the website, app, or coding tool) and, if the service allows selection of a model or displays one, the model selected or displayed (for example: `// AI used: <service>, <model>`). Model information given in good faith is not a violation of these Rules if it later proves inaccurate. AI-generated material is also subject to the requirements in "External Resources, Attribution, and Plagiarism."

AI-Prohibited Tasks

Teams may not use AI systems to obtain task-specific assistance for an AI-Prohibited Task.

Prohibited assistance includes using AI to generate or materially assist with solution code, algorithms or solution strategies, debugging, test-case analysis, optimization, task-specific explanations, or other task-specific problem solving.

Disclosure or attribution of prohibited AI use does not make that use permissible.

Teams must comply with the official locked-workspace requirements for AI-Prohibited Tasks. External copy-and-paste may be disabled. Copying and pasting within the official workspace, use of starting templates, and use of uploaded code-library files are permitted only as provided by the platform and these Rules. Material may not be pasted into the official workspace for an AI-Prohibited Task from outside that workspace, whether or not the platform technically prevents it.

The platform may provide multiple workspaces so registered teammates can work concurrently on the same task.

Starting Templates and Uploaded Code-Library Files

Language-Group Starting Templates

The competition platform may permit a team to configure starting code for a programming-language group before a task begins. The applicable starting template is used to seed a new task workspace. Code from the starting template that remains in a submitted solution becomes part of the submission. Changes to a starting template apply only to tasks that have not yet begun, as determined by the competition platform. The platform may preserve the template version applicable when each task begins.

Uploaded Code-Library Files

The competition platform may permit teams to upload code-library files before an announced deadline and subject to platform limits.

Uploaded files may be made available for viewing and for copying within the official workspace. Where supported by the language and competition platform, uploaded files may also be included, imported, sourced, linked, or otherwise used without copying their contents into the submitted source file.

Teams may replace or remove uploaded files before the announced deadline. The deadline will be specified on the official Competition website or through other official Competition communications and enforced by the competition platform.

Teams are encouraged to upload sufficiently early to allow time to identify and correct technical, confidentiality, attribution, copyright, or licensing problems. Sponsor or the platform operator may reject, remove, quarantine, or restrict an uploaded file that does not satisfy these Rules or applicable technical requirements.

Teams may use team-authored, jointly developed, purchased, openly published, open-source, shared, or AI-generated code in starting templates and uploaded code-library files provided that all applicable attribution, license, confidentiality, and rights requirements are satisfied.

A code library may be shared by multiple teams, institutions, or third parties before the Competition. Such pre-Competition sharing is not by itself prohibited collaboration.

Sponsor and the platform operator may use automated or manual methods to screen uploaded files. Screening does not transfer responsibility from the team or guarantee that a file is lawful, safe, publishable, or compliant.

Supported Browsers

The browsers that are supported by the competition platform can be found here: https://csacademy.com/about/environment/

Please consult each browser's website for more information on running a supported version of the browser. In the 24 hours before the competition, we suggest testing your browser(s) in the competition practice community.

Team Independence and Prohibited Collaboration

Only registered team members may contribute human work toward solving a task for their team after that task begins. No team may request, receive, purchase, obtain, or use task-specific human assistance from a person outside that team. No person outside a given team may provide such assistance to that team.

Competition Work Product means task-specific material developed or produced by or for a team after a task begins, including submitted or unsubmitted task code, algorithms and solution strategies, prompts and prompt histories, AI conversations and outputs, task-specific analyses and notes, test cases, optimization strategies and intermediate results, and other task-specific materials. Merely consulting a permitted external resource does not make that external resource Competition Work Product.

Teams may not provide, receive, obtain, disclose, distribute, publish, sell, purchase, exchange, copy, photograph, record, observe, transmit, or otherwise transfer Competition Work Product between teams or between a team and an outside person during the Competition.

This prohibition includes surreptitious acquisition, including observing another team's screen, using a hidden camera or recording device, compromising an account or system, or obtaining leaked materials.

Independent use by multiple teams of the same legitimately available resource, tool, or AI system does not by itself constitute prohibited collaboration. Using prompts, code, strategies, or other Competition Work Product obtained from another team is prohibited even when subsequent AI output or source code looks different.

Selection of Winners

Winners are determined according to the final overall rankings after application of the scoring method applicable to each task, any applicable tie-breaking provisions, technical validation, integrity review, disqualifications, and appeals. Live or provisional scores and rankings are not final.

Requirements of Winners

IEEE may, within its sole discretion, require each member of each prize winning team to sign and return an affidavit of eligibility and liability and publicity release, in which each winning member consents to the use of his or her name, age, hometown and photo by IEEE for advertising and promotional purposes, without any additional compensation, wherever lawful, as a precondition to award of a prize. If any prize-winning team member fails to sign and return the requested affidavit as requested by IEEE, that team member may be disqualified, and his or her prize will be forfeited. In the event that each member of a team fails to sign and return the affidavit requested by IEEE, an alternate winner will be chosen using the methods described above. Rights in Competition Artifacts are addressed under "Competition Artifacts and Rights Granted to IEEE" below. If any prize winner fails to complete the contest requirements, the winner may be disqualified, and their prize will thereafter be awarded to an alternate winner from the remaining valid entries using the criteria specified above. All prizes, including the travel arrangements for first place winners, must be claimed within one year of notification of their prize-winning status.

Teams affected by OFAC policies (US export control laws) who are interested in competing in the contest may still be eligible to compete but understand that access to prizes may be modified or removed by law.

Competition Artifacts and Rights Granted to IEEE

Participants and third parties retain whatever ownership rights they lawfully possess in Competition Artifacts. Participation does not transfer to IEEE ownership of third-party, open-source, or other material merely because that material appears in a Competition Artifact.

Competition Artifacts include submissions and resubmissions, uploaded code-library files, starting templates and versions applicable to tasks, optional artifacts provided to IEEE, associated source/build files, scoring and execution results, and such technical or environment metadata as Sponsor reasonably preserves for Competition administration, archival, research, benchmarking, validation, or reproducibility.

By uploading, submitting, or otherwise making a Competition Artifact available through the Competition, each participant grants Sponsor, to the extent the participant has authority to do so, the rights necessary for Sponsor's intended uses of that artifact, including receiving, storing, processing, executing, compiling, evaluating, analyzing, validating, archiving, publishing, distributing, preserving, and making the artifact available for Competition, educational, research, historical, benchmarking, validation, and reproducibility purposes.

Sponsor may exercise these rights through IEEE DataPort and other IEEE systems, including free, paid, subscription-based, institutional, or other access models used by IEEE, to the extent permitted by applicable rights and law.

Each team is responsible for ensuring, after reasonable review, that it has sufficient authority to provide each Competition Artifact and grant Sponsor the rights contemplated by these Rules. A team may not upload or submit material that is confidential, unlawfully obtained, restricted from disclosure, or cannot lawfully be stored, processed, archived, published, distributed, or made available by Sponsor, including through paid or subscription-based access where applicable, as contemplated by these Rules.

Sponsor may reject, remove, redact, restrict, quarantine, or cease distributing a Competition Artifact if Sponsor identifies or receives a credible claim concerning copyright, licensing, confidentiality, privacy, security, legality, or IEEE-policy compliance. Such action does not necessarily require alteration of historical scores or rankings.

Submission or upload does not guarantee publication, inclusion in IEEE DataPort, continued availability, or a particular access method.

All entrants agree to release and hold harmless IEEE and its officers, directors, employees and agents from and against any claim or cause of action arising out of participation in the contest.

By registering for this contest, entrants acknowledge and agree that any personal information that they provide will be maintained in accordance with Sponsor's Privacy Policy, which can be found at:

http://www.ieee.org/security_privacy.html

Entrants agree that any photographs submitted to Sponsor or posted by entrants on social media in connection with the competition may be used by IEEE for marketing or sales promotion purposes without any attribution, identification, right of review or compensation.

Funding Sources

The IEEEXtreme Competition is underwritten by IEEE Membership and Geographic Activities Department.

Sponsorship opportunities are available. Please contact ieeextreme@ieee.org for more information.

Contest Results and Official Rules

The Official Rules and official Competition results will be made available through official IEEE or IEEEXtreme channels.

Venue

In advance of the competition, the Proctor of Record and a team monitored by that proctor must agree on either a physical location in which to participate or appropriate online tools to communicate with each other and for the proctor to monitor the team. Whatever choice is made, the Proctor of Record must be able to verify that competition rules are being followed.

Should circumstances allow, proctor and one or more teams monitored by the proctor can participate in the same physical venue. As long as the Proctor of Record agrees, venues can be a location on an educational campus, such as a computer lab, a company office, or another suitable location. It must be a place that participants can use for the entire 24 hours of the competition. Teams will need some connection to the internet and at least one computer per team to work on. It is ideal if the venue also has space for participants to rest.

If a physical proctor opts to work in shifts with a virtual proctor, a virtual platform must be agreed upon by the proctor of record, the virtual proctor, and the team(s) in advance. It is the responsibility of the proctor of record to ensure that any virtual proctors are logged onto said virtual platform and in communication with their team(s) before the proctor of record ends their shift.

Student Branch Activity

Student Branches, if able, should promote the competition, assist in identifying appropriate proctors as needed, help locate an appropriate venue for each team if applicable, and possibly use the competition to increase awareness of the Student Branch presence on campus. Student Branches may also be able to help teams with food and drink during the competition.

Students attending institutions that do not have an IEEE Student Branch on campus can still participate in the IEEEXtreme competition. This is an opportunity to bring students together to have fun with IEEE activities. Consider using this opportunity as a way to promote the idea of forming a student branch at the institution. More information on how to form a student branch can be found here: https://students.ieee.org/student-branches/.

Scoring Criteria

Unless a task statement specifies a different scoring method, the following default IEEEXtreme scoring criteria apply.

Tasks contain more than one test case. Those included in the sample will carry less weight whereas hidden cases will carry more weight on a varying degree possibly depending on difficulty.

The higher the number of cases a team's submission solves, the higher the score will be for that submission. Therefore, should a submission solve 3 out of 5 possible cases, the submission would receive partial credit for that task.

30 points are awarded for correctly solving all test cases for a task. Up to 70 extra points can be awarded depending on the task "difficulty". The difficulty of any task comes from the average points teams scored on it; should many teams solve the same task, that task is deemed to be relatively easy and fewer additional points will be awarded for that task. However, if few teams solve a task the task will be deemed difficult and will be credited with more additional points. This scoring schematic makes the competition and your placement within the ranking very dynamic. Scores may fluctuate throughout the competition. Interested teams may want to check in every so often to review their standings.

Note: Time is not directly included in the scoring formula. Its purpose is to break ties, so a team that ends up with the same total score, but solves cases for the tasks more quickly ends up higher in the standings if they are otherwise tied with other teams. Since teams are not penalized for the number of times a newly proposed solution is submitted, it is recommended that teams submit early and perhaps each time they believe that they have an improved proposed solution.

The exact formula for calculating the instantaneous points value of a task:

$$\text{Problem Score} = 30 + 70(1 - \text{Average Points})^2$$

where

$$\text{Average Points} = \frac{\text{Total points for all test cases obtained over all teams}}{\text{Total points of all test cases} \cdot \text{Number of teams}}$$

Average Points can be a number between 0 and 1, where 0 represents the situation when no team solved any cases for a task, and 1 represents the situation when all teams completely solved the task.

The score for a submission is then calculated as:

$$\text{Submission Score} = \text{Problem Score} \cdot \frac{\text{Sum of correct test cases' weights}}{\text{Sum of all test cases' weights}}$$

Rank is decided primarily by summing submission scores. However, total submission time, as defined below, will be utilized to break ties. Ex: Team A and Team B can have the same sum of submission scores, let's say X, but then have different ranks, say Rank 2 and Rank 3. This means the Team with higher rank was faster to solve tasks compared to the other team.

Total submission time:

Submission Number	Task Number	Submission Time	Sum of correct test cases' weights divided by Sum of all test cases' weights
1	2	1:05 am, UTC	0.20
2	3	2:05 am, UTC	0.90
3	2	3:05 am, UTC	0.70
4	2	4:05 am, UTC	0.70
5	2	5:05 am, UTC	0.60

To calculate the total team submission time for the example in the above table, we consider the best submissions for each task (both of which were released at 12:05 am, UTC). For task 3, the best (and only) submission occurred 2 hours into the task. For task 2, the best submission occurred 3 hours into the task. Note that if an identically scoring submission occurred later, we use the earliest of these submissions. Therefore, we ignore submissions numbered 4 and 5 because neither of these was an improvement over submission number 3. In this case, then, the total submission time for the team for the 2 tasks would be 5 hours (2 hours plus 3 hours).

Submission time for each task is calculated from the release of each task, not from the start of the competition.

Task-Specific Scoring

A task statement may define a scoring method different from the default scoring criteria above. Such methods may include optimization-based scoring; game or tournament results; evaluation against automated bots, judge solutions, or other teams' programs; evaluation groups or rosters; percentile or relative scoring; score freezes or task-specific closing times; and task-specific tie-breaking.

Scores displayed during the Competition may therefore be provisional and may change in accordance with the applicable task statement, re-evaluation, correction of errors, integrity review, or these Rules.

External Re-sources, Attribution, and Plagiarism

Similarity between submissions may warrant review, but similarity alone does not establish plagiarism. Sponsor will determine plagiarism based on the relevant circumstances and available evidence, including attribution, independently available resources, AI use where permitted, work-space records where available, and evidence of prohibited collaboration.

Competitors may consult internet resources before and during the contest but run the risk of disqualification for plagiarism if these resources are not properly utilized. tutorials, or

External material materially incorporated into a submission, starting template, or uploaded code-library file must be properly attributed. Attribution should provide enough information to identify the source and understand what material came from it. Where practical, copied or closely adapted code should be delineated in comments. Applicable copyright, licence, and attribution notices must be preserved.

Attribution may include the author or organization, title or description, URL/DOI/repository/ publication reference, applicable licence, access method or date where relevant, and AI system or service where applicable. Widely known algorithms or knowledge applied from a team member's existing knowledge need not be cited merely because the algorithm or knowledge has been published elsewhere.

AI use is governed by the task category. AI-generated material may be used for AI-Permitted Tasks as provided above. AI assistance is prohibited for AI-Prohibited Tasks. Attribution does not make prohibited AI assistance permissible.

IEEE reserves the right to disqualify any team that violates these rules or applicable task-specific requirements.

Sharing a submission in full or in part with other teams is considered contributing to plagiarism, is strictly prohibited, and will result in disqualification of all teams involved.

The broader prohibition on sharing Competition Work Product between teams applies even where the material shared is not itself a submitted source file.

Sponsor retains the right to review the contestants' submissions with tools and techniques to detect acts of plagiarism. Sponsor reserves the right, at its sole discretion, to disqualify any team that is identified (during or after the competition) for inappropriate collaboration, reuse of material without proper referencing, and/or failing to meet the requirements as indicated by the IEEEXtreme rules.

Optional Artifacts for AI-Permitted Tasks

Where permitted by the language and platform, teams may preserve optional artifacts with an AI-Permitted Task submission, for example as source-code comments, conditionally excluded text, or other non-executed material that does not interfere with judging. A separate platform attachment mechanism is not required.

For example, PHP provides `_halt_compiler()` and Ruby provides `_END_`, allowing trailing material to remain in a source file without being treated as ordinary program source. Other languages may use comments, conditional compilation, or comparable mechanisms.

Optional artifacts may include prompts and prompt histories, AI-system identification, AI outputs, develop-ment notes, references, explanations, optimization logs, and other supporting material. They may be retained for the team's own records and, when provided to Sponsor, may be considered during integrity review, appeals, research, or educational analysis.

Optional artifacts are not scored unless the task statement says otherwise. Providing them does not prove independent authorship, and failure to provide them does not by itself establish misconduct.

Integrity Review, Enforcement, and Appeals

Sponsor may review submissions, Competition Artifacts, and platform records using manual analysis, simi-larity-detection tools, workspace histories, keystroke and editing activity, activity records, telemetry, external evidence, and other relevant methods.

Sponsor may investigate prohibited AI use, plagiarism, unauthorized collaboration, outside human assistance, sharing Competition Work Product, missing attribution, misuse of accounts or systems, interference with the Competition, use of confidential or inadequately licensed material, violations of Section 18 conduct require-ments, and other violations of these Rules or task-specific requirements.

Depending on the circumstances, Sponsor may request an explanation, issue a warning, reject or remove an upload, restrict publication, rename a team, invalidate a submission or score, make a participant or team ineligible for certificates or prizes, disqualify a participant or team, or refer the matter to another appropriate IEEE process.

Sponsor may act during or after the Competition. A later copyright, confidentiality, privacy, publication, or conduct issue does not by itself require alteration of historical scores or rankings where another remedy is appropriate.

Appeals

A team may appeal a disqualification or other significant adverse integrity ruling using the process and deadline communicated by Sponsor. An appeal should identify the ruling challenged and provide the expla-nation and supporting evidence on which the team relies.

Sponsor may obtain additional review and request information from the team, its proctors, the platform operator, judges, or other relevant persons. The decision issued through the Competition appeal process is final within the Competition, without limiting any legal rights under the Disputes section below.

Prizes

All active participants in the competition will receive a digital certificate and possible digital gift. “Active participant” is described as an individual that is part of a team that has scored above zero (0) points in the competition, has a confirmed proctor of record, and is not otherwise disqualified.

Prizes for IEEEXtreme

1st place: The winning team members will receive an expenses-paid trip to an IEEE conference of their choice, anywhere around the world. Round Trip coach airline tickets for each winner from the winner’s preferred major metropolitan airport to the conference destination, conference registration fees, and a three-night hotel stay in a standard room will be provided by IEEE for each winning team member. The maximum value of this prize is $10,000 per team. All expenses not specified above including, but not limited to, baggage fees, ground transportation, meals, beverages, gratuities, incidentals, taxes and any costs in excess of the maximum value of this prize are the sole responsibility of each winning team member. Any

unused portion of the prize is not transferable or exchangeable and cannot be redeemed as cash, except as provided below for prizes that cannot lawfully be provided to a team member. All travel arrangements will be made by Sponsor, whose decisions regarding the itinerary are final. (Alternative prizes can be provided should travel be restricted.)

2nd place: Each member of the team that wins 2nd place in the IEEEXtreme 20.0 competition will receive a cash award of US$400.

3rd place: Each member of the team that wins 3rd place in the IEEEXtreme 20.0 competition will receive a Cash Award of US$300.

1st –10th place globally: Each member of the 1st through 10th ranked teams receives a special IEEEXtreme prize bundle.

11th - 100th place globally: Each member of the 11th through 100th ranked teams receives an IEEEXtreme prize bundle.

Regional prizes or recognition may also be awarded. The top three teams in each IEEE Region are determined from the final official Competition results after completion of any integrity review, appeal, or related enforcement process.

For regional prizes and recognition, a team's IEEE Region is the IEEE Region of the school specified at registration.

A team may receive recognition in both global and regional standings. Global and regional standings are determined independently from the final official results.

The specific prizes, merchandise awards, and recognitions applicable to a Competition year may be published separately by IEEE and IEEEXtreme.

Additional prizes, recognitions, or merchandise awards may be presented according to the prize program published for the applicable Competition year.

Each team member receives at most one prize bundle, even if the team qualifies under more than one prize category.

If a prize, or a portion of a prize, cannot be provided to a team member, for example because it is prohibited by law or because travel is restricted by a government or public-health authority, Sponsor may, where lawful, provide a substitute prize or cash equivalent, or award the prize to the next eligible team in the final global rankings. The team's title and standing are not affected.

Taxes, duties, and fees not already paid for when prizes are shipped are the sole responsibility of each winning team member. Sponsor makes no warranties or disclaimers concerning the prizes beyond those customarily given by the manufacturer of the prizes. Sponsor reserves the right to substitute different prizes of approximately equivalent value at its sole discretion.

Entrants understand that the Sponsor may substitute or withhold prizes as required by law.

Void where prohibited by law.

Notification of Winners and Final Rankings

After the competition day, the IEEEXtreme Technical Team will be evaluating code submissions. The official results will be communicated once final evaluation, integrity review, and the disqualification appeal process are complete. Winners and the proctors of record for their teams will

be contacted by IEEE directly.

Disputes Concerning the Competition

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