

Greek Regional Competitive Programming Contest (GRCPC)

Official Rules

1. General Rules & Alignment with ICPC

The GRCPC is an official national programming contest. It strictly follows the rules and regulations established by the International Collegiate Programming Contest (ICPC). All participants (contestants and coaches) are expected to be familiar with these global standards.

Official Reference: For detailed guidelines on eligibility, contest environment, and scoring, please refer to the *Official ICPC Regional Rules*.

2. Promotion to SEERC (Southeastern European Regional Contest)

Promotion from the GRCPC to the Southeastern European Regional Contest (SEERC) is performance-based but subject to specific institutional limits and eligibility criteria.

Allocation of Slots

The exact number of Greek teams promoted to SEERC will not be known before the contest day, as it depends on the final allocation provided by the SEERC steering committee.

Promotion Logic & Exceptions

Once the total number of available slots is announced, teams will be promoted based on the final standings according to the following rules:

1. **The Baseline Rule:** The top-ranked team from each participating institution will automatically promote to SEERC, provided they have solved at least one problem.
2. **Filling Remaining Slots:** Any remaining slots allocated to Greece will be filled by the next highest-ranked teams in the overall GRCPC standings. Teams with the same number of solved problems and the same penalty will be ranked randomly. For teams with 0 solved problems, priority is first given to teams from universities that are not yet represented in SEERC by any other team; ties among them (or among remaining 0-solve teams) are then resolved randomly. If a promoted team does not accept the promotion, its place is offered to the next highest-ranked team.
3. **The Institutional Cap:** An exception to the ranking order applies to preserve institutional diversity: No single institution can be represented by more than 3 teams at SEERC.

Example Scenario

Suppose Greece is allocated 6 slots for SEERC, and the top of the GRCPC leaderboard looks like this:

Rank	Team	Problems Solved	Status	Notes
1	Uni A: Team 1	9	Promoted	Top team from Uni A (solved ≥ 1 problem).
2	Uni A: Team 2	8	Promoted	Next highest rank.
3	Uni B: Team 1	7	Promoted	Top team from Uni B (solved ≥ 1 problem).
4	Uni A: Team 3	6	Promoted	Next highest rank (Uni A's 3rd team).
5	Uni A: Team 4	5	Skipped	Uni A has reached its maximum cap of 3 teams.
6	Uni B: Team 2	4	Promoted	Fills the 5th slot due to Uni A's cap.
7	Uni C: Team 1	0	Promoted	Fills the 6th slot because there are no other teams with at least one solved problem.

3. Team Attendance & Promotion Eligibility

Competitive programming is fundamentally a team sport. Therefore, the following attendance rule applies:

- A team is considered **non-eligible for promotion** to SEERC if fewer than two (2) of its registered members show up on the contest day.
- While a minimum of two members must be physically present to compete and represent the team, a single individual showing up cannot advance the team further.

4. Strict Electronic Device Policy

To maintain the integrity of the competition, the GRCPC enforces an absolute zero-tolerance policy regarding personal electronic devices.

- **Banned Items:** Mobile phones, smartwatches, tablets, electronic notebooks, fitness trackers, or any other electronic communication/storage devices.
- **Storage Rule:** The organizers are not obliged to provide a designated storage space for devices (depends on organization site). All banned items must be completely turned off and kept inside the contestants' bags for the entire duration of the contest.
- **Leaving the Contest Room:** Under no circumstances may a contestant have an electronic device on their person when leaving the contest room (e.g., to use the restroom). Devices must remain inside your bag in the contest hall.
- **Penalty:** If a contestant is caught with a banned device in the contest area, or found with one on their person outside the room (such as in the toilets), it will lead to the immediate disqualification of the entire team.

5. Conduct and Fair Play

- **Communication:** Teams are strictly forbidden from communicating with anyone other than their own team members and designated contest staff (via the clarification system) during the

contest. Communication between different teams or with coaches will result in **immediate disqualification**.