

NIRMAN

THE FOURTH EDITION

CODEVERSE

RULEBOOK

Silicon Innovation Promotion Cell (SIPC)
Silicon University, Bhubaneswar, Odisha, 751024

EVENT DESCRIPTION

No of Members in a Team: 3

Event Description:

Join the ultimate battle of logic and strategy in the **CODEVERSE!** Teams of three will face off in an intense single-elimination format, solving unique problem sets under strict time constraints. With two active coders and one substitute ready to step in during breaks, teamwork and adaptability are essential. Each round gets tougher, testing your skills, collaboration, and speed. Bring your laptop, choose your tools, and prepare to tackle challenges head-on. Will your team outthink the competition and claim the championship title? Let the coding begin!



GENERAL RULES

Team Composition

1. Each team consists of three members:
2. Two members will actively participate in the coding challenge using a single laptop.
3. The third member will act as a substitute and may switch roles with an active participant during designated intervals or breaks, as specified by the competition rules.

Competition Format

1. The competition follows a single-elimination format:
2. Round of 32: 50 minutes. (6 Questions)
3. Subsequent rounds (Round of 16, Quarterfinals, Semifinals, Finals): 40 minutes each. (3 Questions/round)
4. Teams will be eliminated after each round until the final two teams compete for the championship.

Timing and Punctuality

1. Teams must report to the competition venue 30 minutes before the start of their designated round.
2. Each round starts at the announced time. Late arrivals may forfeit their match.
3. A countdown timer will be visible during the rounds. No extra time will be granted.

GENERAL RULES

Substitution Rules

1. Substitutes may switch roles with an active member:
 - Only during official breaks or at designated times announced by the organizers.
2. Unauthorized substitutions or interference by the substitute during active coding time will result in penalties.
3. The active coding team is limited to two members at all times.

Coding Environment

1. Each team must bring the laptop.
2. Teams may use any programming language and tools installed on the laptop.

Problem Statements

1. Each round will feature a unique set of problem statements.
2. Problems will be shared at the beginning of the round, and no prior access to problem statements is allowed.

GENERAL RULES

1. Teams must adhere to the principles of fair play:
 - Collaboration with other teams is strictly prohibited.
 - Use of unauthorized aids, communication, or assistance from non-participants is not allowed.
2. Any attempt to gain an unfair advantage will result in immediate disqualification.
3. Organizers reserve the right to inspect laptops or materials being used at any time.

PRIZES

1ST RS 5,000

- Nirman Merchandise & Goodies
- Goodies from our sponsors

2ND RS 3,000

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3RD RS 2,000

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