



OFFICIAL RULEBOOK

# Inter Metropolitan University Junior Programming Contest

(IMUJPC)

Organized by SWE Innovators Forum

Department of Software Engineering, Metropolitan University

|                                               |                                                           |
|-----------------------------------------------|-----------------------------------------------------------|
| <b>CONTEST DATE</b><br><b>8 November 2026</b> | <b>VENUE</b><br><b>Metropolitan University<br/>Campus</b> |
|-----------------------------------------------|-----------------------------------------------------------|

## 1. About the Contest

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IMUJPC is a 3-person, ICPC-style team programming contest organized by SWE Innovators Forum, Metropolitan University, for junior students to build problem-solving skills and teamwork in a competitive environment.

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|--------------------------|-----------------------------------------------|
| <b>Organizer</b>         | SWE Innovators Forum, Metropolitan University |
| <b>Eligibility</b>       | Metropolitan University students only         |
| <b>Platform</b>          | CoderOJ                                       |
| <b>Format</b>            | ICPC-style, offline, 3 members per team       |
| <b>Problems</b>          | 10-12 problems                                |
| <b>Duration</b>          | 4 hours (10:00 AM – 2:00 PM)                  |
| <b>Scoreboard Freeze</b> | Last 1 hour (from 1:00 PM)                    |

## 2. Eligibility & Team Formation

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- Open only to current students of Metropolitan University.
- Each team must have exactly 3 members, sharing 1 computer.
- Each team must include at least one 1st-year student.
- Each participant may register with only one team.
- Valid university ID is required at check-in.
- Team registration must be completed before the deadline; late entries will not be accepted.

### 3. Contest Format & Scoring

- The contest runs on the CoderOJ judging platform.
- 10-12 problems, 4-hour duration, standard ICPC ranking: most problems solved, then lowest total penalty time.
- 20-minute penalty added per wrong submission on a solved problem.
- Scoreboard freezes for the final 1 hour; final results are revealed after the contest ends.
- Judging decisions are final.

### 4. Contest Rules

- Each team may bring one printed reference book, maximum 25 pages, one-sided only. No handwritten or photocopied pages.
- No mobile phones, smart devices, laptops, USB drives, or internet access (other than CoderOJ) allowed.
- No communication with other teams or outside help during the contest.
- Allowed languages: C, C++, Java, Python 3.
- Only registered team members may use the assigned computer.

### 5. Prize Pool

**Total Prize Pool: ₳ 10,000**

| Award                | Prize   |
|----------------------|---------|
| Champion             | ₳ 4,000 |
| 1st Runner-Up        | ₳ 2,500 |
| 2nd Runner-Up        | ₳ 1,500 |
| Emerging Team        | ₳ 1,000 |
| Emerging Girls' Team | ₳ 1,000 |

## 6. Contact

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| Name                  | Phone       |
|-----------------------|-------------|
| Oasimul Hasan Raj     | 01637790936 |
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*By registering, all team members agree to follow this rulebook and any updates announced by the Organizing Committee.*