# SamurAI Coding 2016-17 Preliminary Round Rules

### IPSJ Programming Contest Committee

### November 25th, 2016

**Abstract**

This document states the rules of the preliminary round tournament of SamurAI Coding 2016-17.

*The rules described here may be revised if its implementation is difficult due to unexpectedly large number of applicants.*

## 1 Outline

The preliminary round will be a round-robin tournament, in which all the participating teams will play one match against all the other participating teams.

## 2 Match Outcome and Given Points

One match consists of two games. Each team plays first in one of the two game and plays second in the other. The numbers of sections occupied at the end of two games are summed up, and one with the greater sum is the winner of the match. If both have the equal sum of the numbers of occupied sections, the match is a draw.

The winning team is given 2 points, while lost or disqualified team is given 0 points for the match. For a draw game, both are given 1 point.

## 3 Ranking

After all the matches are finished, the ranking is decided in the descending order of the total points acquired by teams. If two or more teams acquired the same points, they are in a tie.

## 4 Deciding Finalists

Finalists are 16 teams: top-ranked teams in the preliminary contest and those teams specially selected by the IPSJ Programming Contest Committee taking diversity and geographical distribution in consideration. When two or more teams tie on the threshold, the finalist team/teams is/are decided by drawing lots.