

Samurai Coding 2017-18 Final Round Rules

IPSJ Programming Contest Committee

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Abstract

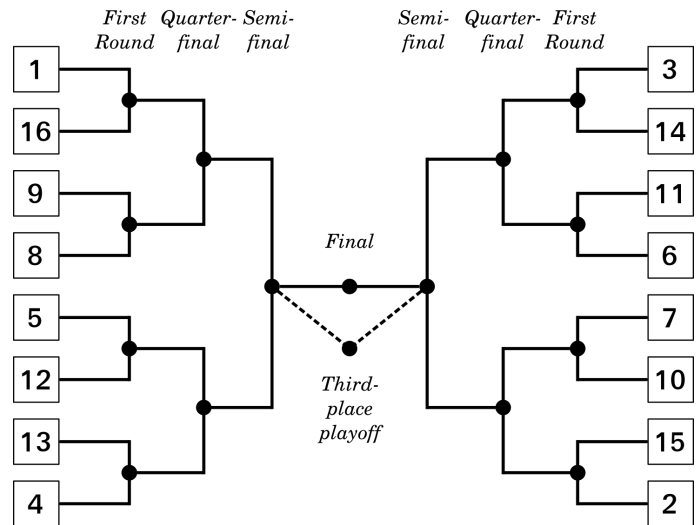
This document states the rules of the final round tournaments of Samurai Coding 2017-18.

1 Outline

The final round tournament is organized as a single-elimination knockout tournament with 16 participating teams, with an additional third-place playoff.

Each of the tournament matches is a single game (two races on the same race course exchanging the start position). When the game is a draw, an extra game with a different race course is played. When the extra game is a draw again, the team seeded higher will proceed.

The tournament is conducted as shown in the bracket on the right. The numbers in squares are the seeding ranks of the participating teams.



2 Race Courses

Race courses used in the final round satisfy the following.

- The course length is between 100 and 200, inclusive.
- The course width is between 2 and 20, inclusive.
- The vision limit is greater than or equal to 5.
- The initial remaining time is 200ms times the step limit plus 1000ms.

All eight games of the first round use the same race course, as well as four games of the quarter-final games, two games of the semifinal games, and two games of the final and the third-place playoff.

3 Seeding

Seeding is based on team ranks resulting from the preliminary round tournament, as follows.

- Teams with top-ranked teams in the preliminary round tournament are seeded first in the order of their ranks.
- Teams specially selected by the IPSJ Programming Contest Committee taking diversity and geographical distribution in consideration are seeded next in the order of their ranks in the preliminary round tournament.

When more than one teams are ranked the same, their seed orders are decided by drawing lots.