RULES FOR TEAM COMPETITIONS

These rules are specific for team competitions only.

TEAMS

For team competitions, teachers create teams of min. 2 and max. 4 students, within a subject and its categories. It is the teachers' responsibility to ensure that teams abide by the following rules (in addition to the general rules outlined above):

- One team must use only one device for entering final answers.
- Students form teams of 2-4 within their category (i.e. a student in grade 6, 7, or 8 may not be a member of a team of students of grades 9 and/or 10).
- Teams of less than 4 students are allowed, although not encouraged. Most teams participating in these competitions are of 4 students, therefore a team of 2 or 3 might have a disadvantage compared to other teams.
- Forming more than one team from the same class or same school is certainly encouraged but no student can be a member of more than one team in the same subject.
- Teachers are given access to the PDF version of upcoming competition rounds 2-4 days prior to the starting date of team competitions. In case the PDF copy differs from the competition question available online, students are to follow the version that appears online. This may happen if last minute changes are made to questions and teachers download an earlier version of the questions in the PDF version. In order to avoid this, teachers are advised to download and print/copy the PDF documents no more than 24 hours prior to the starting date of the team competition.
- Students are awarded one point per correct answer and are not penalized for incorrect or blank answers. Because of this, teams are strongly advised not to leave questions unanswered.
- In case of power failure or any other technical difficulties, please note that answers are saved only when students click outside a provided text box (or when the timer reaches 00:00 or when students click on submit to indicate the ending of the round). To ensure that all answers reach the server, it is strongly recommended to enter answers in the text boxes right after a question is solved, instead of waiting for the last minutes to enter all answers.

RANKING AND CERTIFICATES

RANKING
The ranking of teams is determined based on two factors:
- points awarded (out of the max. possible 20 points), and
- time used (out of the max. allowed 30 minutes).

As such, the following shows an example:

SCORE (max. 20)	TIME LEFT (mm:ss)	RANK (top scores)
20	00:01	1
20	00:00	2
19	05:25	3
19	05:25	3
16	00:02	4
16	00:01	5
16	00:00	6
16	00:00	6
15	00:00	7
14	00:00	8

… and so forth

As shown above,
- if two teams obtain the same score, the team with the most time left (from the max. allowed 30 minutes) will earn the higher rank,
- if two teams obtain the same score within the same amount of time, they are both ranked at the same level,
- If two teams use all allowed time (30:00 minutes), the team with the higher score will be given the higher ranking.

Note, that only the top 4 ranked team names are posted publicly. The ranks of the remaining teams are made accessible to teachers within their own accounts. Additionally, further details and statistics are made available for teachers within their accounts.

CERTIFICATES
Participation certificates are automatically issued to all participating students. Additionally, each member of the top 4 teams receives Certificate of Excellence as well. It is essential that students are registered with the name that should appear on the certificate. In case a spelling error is made, teachers can edit their students' names, which results in the automatic update of the names on the certificates.