

IATI 2026 Online competition

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Introduction

- IATI'2026 will be an online competition.
- The competition takes place in two age groups – junior (for pupils born after 31.12.2010) and senior (for high school students).
- Each country can register up to four teams in each of the two age groups. Each registered team can consist of up to 4 competitors and up to 2 team leaders.
- Competitors must compete at designated local competition sites.
- To ensure fairness in the online competition, the competition system has integrated capabilities to record competitors' screens.

Brief description of the competition rules

- The duration of each competition day for the junior group is 4 hours, and for the senior group – 5 hours.
- Competitors must submit their solutions (source code) through the BOS – Bulgarian Olympic (judging) System, using a browser and an internet connection.
- Online competitors must record their computer screens using the competition system's built-in features. Failure to do so may result in disqualification.
- Reference materials (written, printed, or digital) are not permitted, except for physical (printed) dictionaries.
- During the competition, competitors may bring snacks, food, drinks, and/or mascots. They may also use external keyboards and mice, provided they are not smart devices.
- During the competition, competitors must not (directly or indirectly) access any online resources except those provided through the competition system.
- During the competition, there must be no communication with other people, except for submitting questions through the competition system.
- During the competition, there will be no online scoreboard for competitors or team leaders. Results will be published after the end of each competition day.
- Any suspicion of cheating will be investigated accordingly and may result in disqualification.

Limits to submissions

- Task submissions must be written in C++ and must not exceed 50 KB.
- The compilation time limit is 10 seconds, and the compilation memory limit is 512 MB.
- For each task, a maximum of 50 submissions is allowed.
- The following restrictions apply to the junior group:
 - for each task, the minimum time between two submissions is 30 seconds; this restriction is lifted in the last 15 minutes of the competition day.

- The following restrictions apply to the senior group:
 - for each task, the minimum time between two submissions is 60 seconds; this restriction is lifted in the last 15 minutes of the competition day.
- Execution time and memory usage of submissions will not be reported.

Proctors and team leaders for online competitors

- The team leader is responsible for enforcing the IATI'2026 Competition Rules for their team. Every competitor must be physically invigilated/proctored by the team leader or by adjuncts appointed by the team leader.
- There must be at least one proctor per competition site to enforce the competition rules.
- Competition sites must not be left unproctored at any time during the competition.
- The team leader must distribute login credentials for the competition system to each competitor individually.

Competition sites for online competitors

- Each team must establish one “competition site” where all team members will compete. There is no restriction on the location of the site provided that all the rules are adhered to. Examples of possible candidates for competition sites include:
 1. Computer Laboratory in local universities/schools.
 2. Meeting room within a corporate office.
 3. Conference room in a hotel.
- Each competition site must have computers with internet access for each participant. Spares are highly recommended. Specific details on the hardware and recommended software specifications for the computers can be found in the later section.
- Each competition site must be recorded in its entirety during the competition. If multiple rooms are used, each room must be recorded. It is recommended that several videos from different angles be used for the same competition location.
- Recordings must capture the faces of all competitors and the presence of at least one proctor. It must be evident from the recordings that competitors are at their computers and that a proctor is present at all times.
- Within 24 hours after each competition day, the person in charge of each competition site must send an email to the organizing committee with a download or access link to the recording(s) of each room of the competition site. The email's subject should be: IATI_2026_Video_[day number]_[competition site]_[room number] (for example, for the first day of the competition, the competition site of Shumen, room 3, the subject should be: IATI_2026_Video_1_Shumen_3).
- Task statements will not be sent to the team leaders for printing – competitors will read the statements on their computers from the competition system.
- Competition sites should be registered in the IATI Registration System (independent of team registration). Multiple teams may share the same competition site.

Requirements for online competitors' computers

- Competitors' computers can be any mid-range personal computer (with e.g. 8 GB RAM, at least 32 GB of free storage space, CPU 2.5 GHz with at least 2 cores/4 threads).
- A stable internet connection is required for screen recording.
- Each competitor is allowed only one screen (external monitors are not permitted).
- Competitors' computers may have different hardware specifications from the grading computers.
- Hardware/network/electrical failures of competitors' computers will not be grounds for extra time. Please provide spares in case of failure.
- The operating system can be Windows, Linux (e.g. Ubuntu), or another OS.
- The recommended browser for using the competition system is Google Chrome.
- Competitors' computers must have a C++ language environment installed (for example Code::Blocks, Dev-C++, Visual Studio Code, etc.), as well as other utilities, e.g. for opening PDF documents, ZIP and text files.
- Competitors' computers must also have a C++ compiler: for example, MinGW (on Windows) and/or gcc/g++ version at least 11.4.0 (on Linux), and support the C++20 standard.