

Constitution of <UTSC Competitive Coding Club>

Updated as of <24th August 2025>

Article I: Name and Purpose

1.1 The official name of the Campus Group will be < UTSC Competitive Coding Club >

1.2 The campus group may be referred to by the acronym <UTSC CCC>

1.3 The purpose, objectives, mission and/or mandate of the organization is to <foster the community of competitive programmers at UTSC and help our members improve their math and computer science problem solving skills> .

Article II: Membership

2.1 The group shall maintain a list of group members.

2.2 The membership fee will be \$ 0 per year.

Article III: Rights of Members

3.1 All members have a right to attend all general meetings of members.

3.2 All members have a right to attend the tryouts for positions on UTSC's ICPC teams.

Article IV: Executive Committee

4.1 The term for all positions on the Executive Committee shall be from September 1st to April 30th.

4.2 The Executive Committee shall be comprised of 2-6 members.

4.3 All members of the Executive Committee must be currently registered students of the University of Toronto.

4.4 No person may serve as a financial authority or signing authority for the group if they are currently serving as a financial authority or signing authority for another recognized student group at the University of Toronto.

Article V: Termination of Membership

5.1 The Executive Committee may revoke the membership of any member of the club who commits an act negatively affecting the interests of the club and its members, including non-disclosure of a significant or continuing conflict of interest.

5.2 A vote to revoke membership must be held at a meeting of the Executive Committee.

5.3 A two-thirds majority of the Executive Committee is required to approve any motion to revoke membership.

5.4 Any member facing removal shall have the right to appeal the decision of the Executive Committee to the general membership.

5.5 Following a termination of membership, the member will be removed from the club's membership and will lose any privileges associated with being a member of the club.

5.6 Executive Committee members are subject to the same termination of membership process as general members.

Article VI: Amendments

6.1 All constitutional amendments shall require a 2/3 majority vote to be passed at an executive meeting.

6.2 All members may propose amendments to the constitution.

6.3 The Executive Committee shall submit the revised constitution to staff in the Student Life programs office at the University of Toronto Scarborough within two (2) weeks.

6.4 Amendments to the constitution shall take effect only once the revised constitution has been approved by staff in the Student Life programs office at the University of Toronto Scarborough.

Article VII: Tryout policy

7.1 Any registered UTSC student (regardless of their membership status) can participate in the tryout.

7.2 Participants can compete in only ONE of the following TWO divisions:

- Open Division: Participants who want to attend the tryout without competing for a position in the ICPC teams must register in the Open Division

- Official Division: Only participants signing up in this division will be eligible to compete for a position in the ICPC teams.

7.3 One or two members of the Executive Committee must volunteer to create/curate problems for the contest. They cannot take part in the tryout as contestant(s)

7.4 Invigilator: The contest designer(s) will invigilate the contest throughout the contest period. In the event that they cannot appear, they should make an announcement 48 hours prior to the start of the tryout. In this case, another executive member must be present (and not competing) for the duration of the tryout.

7.5 The rules of tryout (tentative)

7.5.1 The tryout will consist of 6+ problems, with increasing difficulty. The contest writer can have some degree of freedom in determining the difficulty. The core principles are to have easy, doable problems for newcomers, medium problems for the students with exposure to competitive programming, and hard problems to distinguish the best team members. The contest will be 3 hours long and take place in a computer lab in IA.

7.5.2 Each contestant is allowed to have pens, pencils, erasers, rulers, a 25-page (double faced) cheat sheet (typed and handwritten are both allowed). Before the contest, contestants will be provided with blank papers for scratch work. Contestants are not permitted to use any external electronic devices. Internet use aside from accessing the contest site and any official programming language documentation is strictly prohibited.

7.5.3 Participants who get caught cheating will be asked by invigilators to leave immediately. Invigilators will then make the decision on whether the participant's result is cancelled or not. If the invigilator's decision is to cancel, the participant will be moved to open division with a penalty.

The rankings for the open and official divisions will be determined by a fair metric made public before the date of the tryouts (such as the ICPC ruleset with minor modifications).

7.6 The top 6 students from the official division of the tryout qualify for a spot on UTSC's ICPC teams (there are 3 members on each team). The top 3 finishers will form team A, and the 4th to 6th finishers will form team B. If any students reject their position, their spots will be given to the next highest performers. Furthermore, every member of the two teams must be an **active team member**. An active team member is a current ICPC team member. An active team member can be excused from a team meeting with 24 hours notice, but they can only do this once per month. If they don't give early notice twice, then they forfeit their spot and their spot is given to the next highest performer.

7.7 If at any point before the competition, a member of the ICPC team cannot participate in the contest due to unexpected issues, they should inform the other team members. In such events, the position will be offered to the next highest performing contestants of the official division of the tryouts until someone accepts. If no one accepts, an executive member will take their place.

7.8 In the event of unexpected occurrences, the executive members will have an internal meeting to reach a decision on how to resolve such occurrences. The decision is final and cannot be overturned.

Article VIII: Team meeting policy

The team meetings are for the ICPC team members to practice and work together. They are three hours long and occur biweekly (every other week). They will be in person in one of the computer labs in IA. If the majority of the participating ICPC team members cannot make it in person, the meeting will be held online. Any registered UofT student can request to attend, whether they are a member of the UTSC ICPC team or not.

Article IX: Club meeting policy

The executive members will put together a presentation biweekly (every other week). These meetings will take place in a computer lab in IA and follows the schedule below (tentative):

- Hour 1: Presentation on some topic/concept
- Hour 2: Problem session, time is given for the attendees to work with each other to solve selected problems
- Hour 3: Solutions to the problems are presented

Unless announced otherwise, club meetings will be held in alternate weeks with team meetings. Any changes to the club meeting schedule will be announced 12 hours in advance.