



TEAM USA

United States Informatics Olympiad in Teams (USIOT)

Contest Rules and Policies

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- There are four online qualifying rounds each year, followed by an in-person national finals in Connecticut.
- Each competition lasts three hours and includes solving 7 to 9 problems. The international competition lasts four hours and has the same number of problems.
- Results will be posted in PDF format on the USIOT website within a week of each competition, and after the third round, a list of teams invited to the national finals will be announced.
- The top 8 to 14 teams (depending on participation numbers after the fourth qualification round) will qualify for the national finals, where they will compete to become Team USA for that current competition season and compete at the IIOT international finals.
- Use of generative AI (e.g., Copilot, ChatGPT, etc.) is strictly prohibited.
- You may not consult anyone about the contest problems except your team or the contest director.
- Do not share any code or technical information related to the contest with people outside your team while it is actively running

Coding Rules

- The USIOT environment is designed to mirror the International Informatics Olympiad in Teams (IIOT).
- All code must be written from scratch.
- The only resources you may use are those that describe the syntax or library functions of your programming language.
- You may not use pre-written code or templates.
- You may not consult online resources or documentation beyond what is allowed above.
- All IIOT rules must also be followed.

System and Account Use

- Do not use multiple accounts or more than two computers.
- Do not submit any code that behaves maliciously toward the grading system (e.g., opening network connections, slowing down the machine, etc.).

National Finals (Zoom Participation)

- If competing via Zoom, a 360° camera must be in the Zoom meeting and must be used as your computer's webcam. One will be provided to you.
- You must share your screen at all times, and only the contest problems and your IDE may be open.

Location Restrictions

- All team members must be from the same U.S. state.
- Competitors may not compete in other countries' IIOT national qualifiers if they live in the U.S.
- Similarly, competitors may not compete in the USIOT if they do not live in the U.S.

Team Composition and Eligibility

- Each team must consist of 4 students and may have up to 2 reserves for replacements if needed.
- There is a maximum of two computers per team.
- A team may not include:
 - More than one previous IIOT contestant who advanced to the international finals, excluding IIOT 2025.
 - More than one USACO Platinum-level participant.
 - Any kind of student exchange between teams.
 - Any participant over the age of 20 as of July 1, 2025.
 - Any participant under the age of 13 (this is per the data collection policies of the USIOT under the Children's Online Privacy Protection Act, or the COPPA).

Enforcement

Any violation of the rules above will result in a lifetime ban from all USIOT and IIOT activities. No exceptions.

All interpretations of the rules by the USIOT contest director are final. Subsequently, all consequences are at the full discretion of the USIOT contest director. The USIOT contest director may block a competitor or team's participation for any reason at any time. If you have any questions, please email: director@usiot.net

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Frequently Asked Questions (FAQ)

What time do all online rounds start?

The practice round and all four qualifying rounds begin at 11:00 AM EST and end the next day at 2:00 PM EST.

How is my final score for qualification calculated?

Your final qualification score is the total of your team's scores from Qualifying Rounds 1 through 4

What programming languages can I use?

Teams may use C, C++, or Pascal during the competition.

How do I start the contest? What if I forgot my contest login?

During the 27-hour contest window, a banner with the contest link will appear at the top of the USIOT website. Log in using the credentials found at the bottom of your team registration form. If you forgot the username or password to your contest login, have your team leader navigate to <https://www.authpro.com/auth/dk1006498/?action=lost>

If I win the USIOT National Finals, am I guaranteed a spot at the IIOT International Finals?

Yes, your team will represent Team USA at the IIOT International Finals in Piatra Neamț, Romania, provided your team follow all USIOT and IIOT rules

Where are the national and international finals held this year? (2026)

The national finals are hybrid. In-person teams will compete in Connecticut, while remote teams participate via Zoom with a 360-degree webcam. USIOT will decide which teams are in-person or online. The international finals will be in Piatra Neamț, Romania.

When is the team registration deadline?

Team registration has not opened yet for the 2026 competition season.

How will I know if my team qualified for the national finals?

Qualified teams will receive an email with all the details and a link to the national finalist website after logging into the team system.

Is there a registration fee?

No. USIOT does not charge any fees at any stage of the competition.

Who can I contact if I have more questions?

Please email the contest director at director@usiot.net