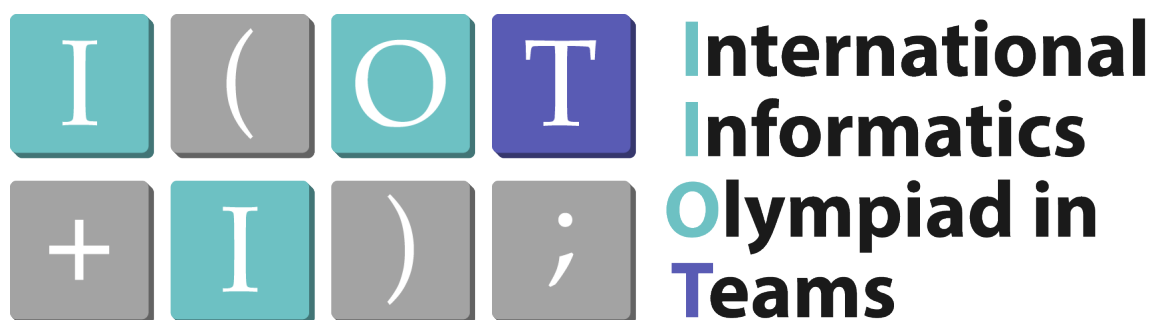




International Informatics Olympiad in Teams Regulations

Contents

1	INTRODUCTION	2
2	TEAMS	2
3	NATIONAL COMMITTEES	3
4	THE INTERNATIONAL COMMITTEE	4
5	THE GENERAL ASSEMBLY	4
6	THE SCIENTIFIC COMMITTEE	5
7	COMPETITIONS	5
8	PROBLEMS	7
9	EVALUATION	7
10	RESULTS AND PRIZES	8
11	HOST COUNTRY	8
12	REGULATIONS REVISION	10

Approved by the International Committee of IIOT
the 26th of May 2026

1 INTRODUCTION

The International Informatics Olympiad in Teams (IIOT) aims to motivate secondary school students to pursue informatics and problem-solving by offering an environment where they can test and demonstrate their abilities, exchange knowledge with peers, and build relationships with talented students from other countries. Its objective is to stimulate interest in computer science and informatics alongside the individual olympiads in informatics, while developing the practical teamwork skills needed to solve complex problems collaboratively.

The IIOT was born as a competition between schools and, as such, maintains its core characteristics. Teams of four students representing their school (or, where appropriate, their local region) compete in the national competition rounds and the international final.

The International Olympiad is organized by an International Committee (IC), composed of representatives from countries that are regular members of the competition. Regular members are countries that have been approved by the IC and have hosted the International Olympiad or have committed to hosting it in the future.

Currently, the regular members include Italy, Romania, Egypt, Syria, Hungary, the United States of America, and Bulgaria. Italy and Romania are recognized as the founding members of the competition.

Other countries may apply to become **regular** members, thereby gaining full membership in the IC, provided they commit to organizing a future edition of the Olympiad. Additionally, the host country of any given edition may invite **guest** teams from other countries. Each guest team's participation must be approved by the IC before an official invitation letter is issued. These guest teams compete unofficially and may be required to pay a participation fee, depending on the circumstances.

English is the official language for all communication, including documents, problem statements, websites, emails, and appeals. The IIOT logo, name, and trophy are the property of the International Committee and may only be used with its formal written permission. They may not be used for commercial purposes under any circumstances.

2 TEAMS

Each team consists of four students and two reserves (if needed) from the same school. Students cannot change their teams during the season. Every team is coordinated by one team leader teacher, who will also register the team in the competition.

If and only if a national organization has in charge all the management (see the National Committees section), students must come from the same institution or region in the mandatory spirit of preserving the format of the teams that compete in the national context. While the definition of a region differs from country to country, we broadly consider a region as a city and the surrounding area, with the distance between the locations of the team members being small enough to allow the attendance of the team members in the exact location for each of the qualifying rounds and the national final.

Each team can include at most one contestant who has officially competed in any past edition of the following international competitions (prior to October 1 of the year before the IIOT final): IOI, IIOT, EJOI, EGOI, CEOI, Balkan OI, Baltic OI, WEOI, APIO, NAOI, PAIO, OII, or ICPC Regionals.¹

An eligible contestant is a student enrolled in an institution providing secondary education in the country they are representing. The student must be enrolled at least during the period between September 1st and December 31st of the year before the IIOT final. The student must also not be older than 20 on July 1st of the year of the IIOT final. Exceptionally, students who study outside of their country of nationality may represent the country of their nationality.

In the case that all team members have a nationality other than their school's country, or the team represents a linguistic minority school, then the team may represent the foreign country if that country allows it. In such cases, the team can only participate in one country's qualifying contest, and they must choose before the start of the preliminary online competitions.

Teams attending the international final are directly selected by the country they represent according to their own rules. Regular countries must have some form of a national qualifying contest in person.

3 NATIONAL COMMITTEES

Each regular member country is represented in IIOT by a National Committee and adopts one of the following national-management models. The preferred model is the leader school model:

- **Leader school model (preferred):** one school organizes the national championship by collecting registrations and hosting the in-person national final. This school is called the leader school. The best team of the leader school and its accompanying teacher are automatically admitted to the international final.
- **National organization model:** in countries where programming is not part of the national educational curriculum, a national organization may manage the national championship instead of a leader school. It has the same rights and duties in organizing the national championship, except for having an additional leader-school team at the international final.

In both models, the National Committee consists of five people: the national coordinator, the scientific coordinator, the representative of the Ministry of Education or another appropriate institution, and two representatives of the body managing the national championship. In the leader school model, these two representatives are the headmaster and a teacher of the leader school; in the national organization model, they are the president and a qualified member of that organization. The national coordinator may represent the National Committee throughout the year to facilitate communication and decision-making.

¹ **IOI:** International Olympiad in Informatics; **IIOT:** International Informatics Olympiad in Teams; **EJOI:** European Junior Olympiad in Informatics; **EGOI:** European Girls' Olympiad in Informatics; **CEOI:** Central European Olympiad in Informatics; **Balkan OI:** Balkan Olympiad in Informatics; **Baltic OI:** Baltic Olympiad in Informatics; **WEOI:** Western European Olympiad in Informatics; **APIO:** Asia-Pacific Informatics Olympiad; **NAOI:** North African Olympiad in Informatics; **PAIO:** Pan-African Informatics Olympiad; **OII:** Ibero-American Olympiad in Informatics (*Olimpiada Iberoamericana de Informática*); **ICPC Regionals:** International Collegiate Programming Contest Regionals.

4 THE INTERNATIONAL COMMITTEE

The International Committee (IC) is the leading and regulatory board of IIOT; it consists of the National Committees of regular member countries.

Every year during the IIOT competition days, IC members have a round-table meeting to evaluate the current edition, planning the next year's edition, making changes in the Regulations if needed, and addressing the requests of nations wishing to become part of the project. During these meetings, IC members elect the following officials:

- The International Secretary, elected by an IC majority vote, on a three-year term and can be removed by a two-thirds IC majority vote during an IC meeting. The International Secretary is responsible for updating the IIOT website, carrying out the countries admission formalities, writing the minutes at the end of the IC meetings, and ensuring the enforcement and integrity of the IIOT regulations.
- The International Coordinator is elected by an IC majority vote on a three-year term and can be removed by a two-thirds IC majority vote during an IC meeting. The International Coordinator is responsible for maintaining the IIOT institutional email, ensuring communication and cooperation among the IC members, representing the project internationally, promoting the competition, and establishing links with other national and international informatics olympiads in synergy with the IC.

The voting procedure for all decisions within the International Committee is based strictly and exclusively on the principle of "one country, one vote", regardless of the number of teams, leaders, or delegates representing each nation within its National Committee.

Among others, the following votes require the following definition of a majority:

- Selecting the next host requires a simple majority vote in the IC
- Any revisions to the IIOT Regulations require a two-thirds majority vote in the IC
- Enlarging or reducing the set of regular IIOT members requires a two-thirds majority vote in the IC

Every other decision not mentioned here requires a simple majority vote.

IC meetings can also be held online and are open to anyone, provided their presence has a specific and well-defined purpose. In that case, the IC makes the invitation, and the invited people have no voting rights.

5 THE GENERAL ASSEMBLY

The General Assembly (GA) is the organization reuniting representatives from all IIOT nations, both regular and guest nations. The members of the General Assembly are as follows:

- A president and a group of experts from the host nation

- Team leaders of the participating countries
- The delegation of each regular member, as defined in the National Committees section

The GA determines the cutoffs for the gold, silver, and bronze medals.

The voting procedure for all decisions within the General Assembly is based strictly and exclusively on the principle of country-based representation, regardless of the number of participating teams, team leaders, or delegates representing each nation. Under this rule, a regular member country's vote counts as two votes, while a guest country's vote counts as one vote. Each decision requires a simple majority to pass.

The GA is active only during that specific IIOT edition.

6 THE SCIENTIFIC COMMITTEE

The National Scientific Committee (SC) of each regular participant country of the IIOT consists of scientific experts who could be teachers, university students, or professionals, lead by an appointed scientific coordinator. The National Scientific Committees can delegate experts to the International Problemsetting Committee that works together on selecting and preparing the problems throughout the year for the national rounds. Each National SC is responsible for running the competition in their country, however, they may ask assistance from the International Problemsetting Committee, which can help the SC with various technical matters, such as providing the contest server and evaluation system (CMS), virtual machines, and security guidelines to ensure the integrity of the competition.

The Scientific Committee of the host country is responsible for preparing the problemset for the international final, but they may delegate this responsibility to the International Problemsetting Committee. If the host SC takes responsibility, they should prepare at least one backup problem proposal for the international final competition besides the problems selected for the competition. They will be presented to the International Scientific Committee (the scientific coordinators of the regular member countries) on the day before the contest, who have the right to deny the proposal of a problem proposed by the host SC in case of a significant issue (ambiguity, correctness, appearance in national olympiads, or other serious reason), and ask to be substituted with the backup problem.

In addition, the International Scientific Committee should set guidelines for the Syllabus and problem development for the next edition of IIOT.

7 COMPETITIONS

Each regular member can decide on their national selection procedure independently, but the national final contest must be onsite and held by March 31st of the year of the IIOT. Each nation must have a dedicated website where the following data must be available:

- Data regarding each team: team name, members (names, class attended), school (name and city), following the current legal provisions regarding data protection and collection laws

- The schedule of the competitions
- The current standings of the competition

For instance, the standard and recommended format for the national competition is as follows:

- Four online preliminary competitions, each lasting three hours and solving at least seven problems that are shared across nations.
- One national final, organized onsite, lasting at least three hours and solving at least seven problems.
- Each team can use 2 computers.
- For all rounds, a nationally dedicated platform (usually a CMS instance) must be provided to ensure the automated evaluation of problem solutions.
- Each team is given a valid username for the duration of the competition and a different password for each round.
- After the four preliminary competitions, the teams who qualified for the national final are decided according to the sum of the scores of the four rounds. The scores of the national round do not include the scores obtained in any preliminary competition.

Each coordinating teacher assigned to a team will ensure the proper running of the national competitions, checking the following rules are being respected:

- that students do not use mobile phones, tablets, or any electronic device;
- that students do not consult textbooks or translators;
- that the internet connection in the contest rooms is disabled, except for the competition Platform;
- that USB ports are disabled;
- that communication between teams is not possible.

The winning team (4 students and a teacher) of each national final competition will participate in person at the international competition. In addition, each regular member nation's second-ranked team (4 students and a teacher) may participate in the international competition in person. In this case, they will be officially ranked as the other regular teams, but they may have to pay a participation fee for their stay. The nation leader schools of the regular participants participate for free with one more team (4 students and a teacher).

The host country can have no more than three new additional teams as guests, no more than five teams in total. In addition, the teams representing the guest nations participate in the international competition in person.

The international competition, in person, lasts four hours and involves solving at least seven problems. Each team can use 2 computers provided by the organizers. Students should enter the room half an

hour before the beginning of the contest to check that everything works properly. Nobody should enter the technical room dedicated to the contest except the host country's scientific and technical staff.

In the exceptional case of online teams participating in the international competition, the Organizing Committee requires the submission of two types of recordings within three hours following the end of the contest:

1. A complete recording of the activity on both of the team's computers throughout the duration of the competition.
2. A continuous video recording of the room in which the team is competing, clearly capturing all team members and the overall competition environment.

The Organizing Committee reserves the right to access and check these recordings should suspicions or irregularities arise.

Contestants may submit written questions to the host country's Scientific Committee concerning the formulation and interpretation of the problems during the competition through the contest platform.

8 PROBLEMS

All problem statements are given in English. Students must write computer programs that solve the problems assigned to them within the time and memory constraints mentioned in the statement and on the contest platform.

The programming languages that students can use are C, C++, and Python. However, if Python is used, achieving the maximum score for a given problem can no longer be guaranteed due to execution time and memory constraints. The National Scientific Committees may decide to allow other languages in their national selection rounds.

The problems given at IIOT include, among other topics, sorting and searching, greedy algorithms, recursion, dynamic programming, graphs, trees, data structures, etc. A complete Syllabus is available on the competition website. Solving the problems requires no special hardware requirement or software packages (e.g., graphic packages).

9 EVALUATION

The solutions sent by each team are graded on an ongoing basis by the competition server (CMS). A team's score on a given problem is the sum of the maximum scores obtained on each subtask.

Throughout the duration of the competition, teams will have access to the live ranking system, which allows them to compare their performance, problem-solving progress, and points with other competing teams in real-time. However, the ranking board must be frozen exactly one hour before the end of the contest.

If a team leader does not accept the evaluation results, they may appeal to the International Scientific Committee.

10 RESULTS AND PRIZES

The General Assembly determines the gold, silver, and bronze medal cutoffs. The proportion of these medals should be approximately 1:2:3.

At least half of the registered regular teams should receive medals. Each contestant receives a certificate of participation. Each participant team, both regular and guest teams, has the right to be awarded according to its results. The official ranking will present only the results of the regular participants. The results of the guest teams will be presented in a separate ranking.

The GA may disqualify a contestant for unethical behavior during the competition or outside of it, including, but not limited to, behavior that may ruin individuals, countries, or the reputation of the IIOT.

11 HOST COUNTRY

A host country willing to organize an IIOT edition in a given year in their own country has to announce its intention at least one year in advance (at the latest, during the IIOT competition of the previous year). The IC selects the next host during its annual meeting. The host country proposes at least two dates for the next IIOT edition to the other IC members, which the International Committee will vote for to avoid any overlap with national exams and other competitions; the latest internationals can start is May 31st.

The host country communicates the official dates to all the participating countries by January of the IIOT edition year with all the needed information: location, visa requirements, and invitations. The host country also sets up a dedicated website by the end of January of the current year of IIOT.

At a minimum, the following information must be available:

- the schedule
- the list of software programs and the environment the students will have in the competition (operating system, editors, IDEs, compilers, etc.)
- information regarding the accommodation (address, details, and pictures of the planned accommodation)
- information about visa acquirement
- regulations

The competition program should include opening and award ceremonies, a practice round and the proper competition, and social and cultural activities. At the end of the event, the host country provides certificates of attendance for all the participants: students, teachers, and delegates. The award ceremony should be part of the closing ceremony. It also involves passing the official trophy to the next year's hosts.

The only expenditure that each country's delegation must support is the cost of travel to where the competition is organized. All other local expenses must be covered the host country. Each country's delegation includes at most two or three teams (four students and one teacher): the first and the second

ranked team of the national competition and the best leader school team (if applicable). The host country may ask a fee for the participation of second ranked team. The participation of each country's first ranked team must be free of charge as well as the participation of the best leader school team. The National Committee may send up to five members and their participation must be free of charge. Additional persons and observers are welcome, provided they cover the full expenses for their stay and contact the local organizers in advance.

The host country decides the fees that must be paid by the second team of regular members, the guest country teams, and the generic guests (accompanying persons and observers). Fees for the second national team and for guest country teams should be smaller than fees for generic guests.

The host country shall, as far as reasonably possible, accommodate all personal, religious, and cultural dietary requirements. Minimum standards regarding accommodation quality must also be satisfied. In particular, rooms must be of an appropriate quality, and adult participants shall be provided with single rooms unless otherwise announced in advance by the host country. The host country must present the planned accommodation facility to the International Committee for approval by the end of March, and is encouraged to provide possible candidate facilities earlier in the year whenever feasible.

The host country must provide an adequate number of computers with the same software configuration as mentioned on the contest website before the competition. The host country must also include a sufficient number of spare computers in case of any emergency. USB drives and internet connections must be disabled, with the exception of the contest platform. Computers must be able to read PDF files. The operating system and computer software must be set to English language.

Each team may bring peripheral devices (mouse, keyboard) and team mascots to be used during the competition. These items must be brought to the venue during the practice session on the previous day to be thoroughly examined and approved by the Scientific Committee. The keyboards and mice must not have wireless communication capability and must not have any programmable functions whose configuration is retained when unplugged. Any other electronic devices (such as earphones, watches, calculators, etc.) are strictly forbidden. Personal medical devices are exempt from these restrictions, subject to prior authorization by the International Committee, which must verify that the device is incapable of performing occluded side-channel communication. Food and provisions may be brought on the day of the competition itself; however, it will be at the host country's discretion whether to allow consumption inside the contest room or in a dedicated environment. In case of any doubt, the International Scientific Committee has the final say on what items may be brought to the competition venue.

Documentation of the programming languages allowed should be available during the competition in the contest platform (CMS). The computers used during the practice session should be cleaned of data. The Host Scientific Committee must ensure that problem authors or other people deeply familiar with the problems are available during the contest to answer possible questions about the problems the teams may address.

12 REGULATIONS REVISION

Regular members may propose regulation revisions to the International Committee at least 24 hours before the IC meeting at the IIOT international final. Guest members may also submit suggestions with the same deadline. In exceptional circumstances, the International Committee may accept revisions to the regulations during an IC meeting. IC members decide on any potential revision of the regulations during the annual meeting. Any revision requires a two-thirds majority vote and becomes effective from the following year's edition of the IIOT.

Signed by the National Delegations of the IIOT in Order of Enrollment as Regular Participants

- National Referent Nadia Amaroli of Italy
Leader School Istituti di Istruzione Superiore Aldini Valeriani
- National Referent Daniela Neamțu of Romania
Leader School Colegiul Național de Informatică
- National Referent Eslam Wageed of Egypt
Arab Academy for Science and Technology Regional Informatics Center
- National Referent Ammar Alnahhas of Syria
Syrian Distinction and Creativity Agency
- National Referent László Nikhazy of Hungary
Leader School Budapesti Fazekas Mihály Gyakorló Általános Iskola és Gimnázium
- National Referent Dylan Karpf of the United States of America
United States of America Informatics Olympiad in Teams
- National Referent Iliyan Yordanov of Bulgaria
Bulgarian National Informatics Committee