VERSION 6.0

codemania

THINK TWICE CODE ONCE

– GUIDELINE BOOK –

SLTC
IEEE Student Branch

IEEE
COMPUTER
SOCIETY
Student Branch Chapter of SLTC

CODEMANIA V6.0

Virtual Datathon Guidelines

Competition Date & Time

The virtual datathon will be held on 21 February 2026 | 4:00 PM – 10:00 PM (SL Time)
All teams must participate within this official time window.

Competition Platform

The competition will be conducted online via **HackerRank in Secure Mode.**
Each team must participate using **one shared HackerRank account.**
Secure Mode ensures a controlled testing environment with restricted navigation.

Team Account & Username Policy

➜ Each team must use **one single HackerRank account** for the entire team.
➜ All team members must access the competition using this **same team account.**
➜ Teams must **rename their HackerRank username** according to the format provided by the organizing committee.
➜ Teams must **rename their HackerRank username according to the format** provided by the organizing committee prior to the competition.
➜ Use of multiple accounts by the same team is not permitted.

Collaborative Access Options

Teams may choose one of the following methods to collaborate:

Option 1 - Add Multiple Emails to the Same HackerRank Account (Recommended)

★ HackerRank allows multiple email addresses to be linked to one account.
★ Teams may assign member emails to the same account to enable shared access.
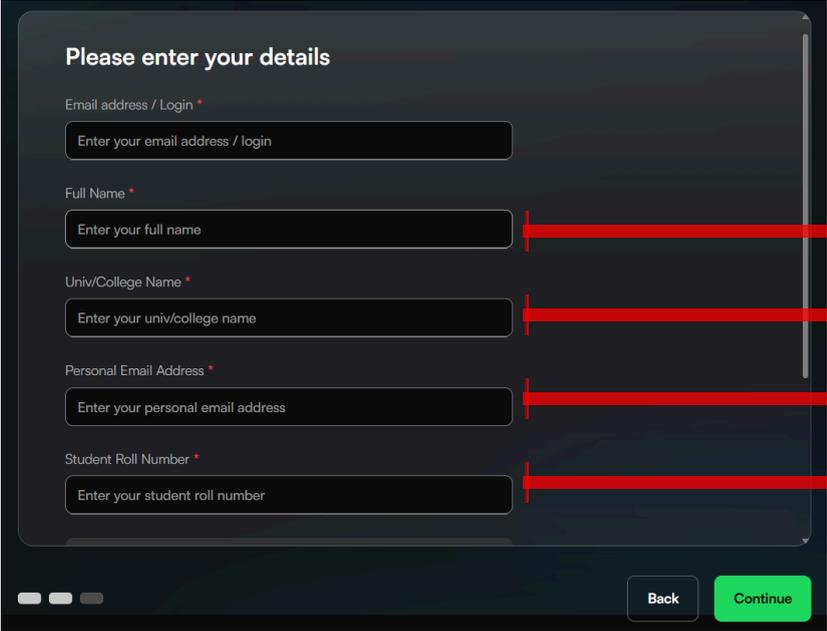
▸ Refer to the guide video below for instructions:
Guide Video Link :- [Guide Video](https://bit.ly/video-guideline)
https://bit.ly/video-guideline

Option 2 - Shared Account Access

★ Teams may log in to the same account on multiple devices using shared credentials.
★ Teams are responsible for securely managing account access.

DATATHON Login Instructions

▸ Refer to the guide video below for instructions:
Guide Video Link : https://bit.ly/Login_Instructions_Datathon

Question Format

- A total of 20 questions (varying from easy to advanced difficulty) will be released simultaneously at the start.
- Teams should attempt to solve as many questions as possible within the time limit.
- Participants are encouraged to manage time effectively and prioritize accuracy.

Submission Rules

- Teams may submit **multiple responses** during the competition via HackerRank.
- **Only the most recent valid submission** for each question at the time the competition ends will be considered for evaluation.
- Teams are strongly encouraged to submit improved answers whenever ready rather than waiting until the final minutes.
- All submissions must be made through the team's single HackerRank account.

Academic Integrity

Use of AI tools, online solution repositories, or assistance from non-team members is strictly prohibited and will result in immediate disqualification.

Technical Requirements

- Participants must ensure a **stable internet connection** and a functioning device.
- The organizing committee is not responsible for technical issues on the participant side.
- Participants are advised to login at least 10 minutes before the start time

Evaluation & Advancement

- Teams will be ranked based on performance in the virtual datathon.
- **Top-performing teams will qualify for the final stage of CODEMANIA V6.0.**

Official Decisions

All decisions made by the organizing committee and judging panel will be final and binding.