AI League Official Rules

Introduction

These "Official Rules" of the CodeCombat AI League apply to the staff and educators for all participating schools, organizations, and networks, and to all enrolled students. Organizations, schools, and students are deemed "enrolled" if they have created a CodeCombat account, and officially activated their AI League membership by joining via the league site (codecombat.com/league) or directly contacting CodeCombat staff and confirming registration. CodeCombat has established these rules for the competitive play of AI coding in order to advance coding skills across schools around the world and make programming as accessible to as many students as possible. Additional rules may be released by individual schools, organizations, or CodeCombat. These rules are subject to change at any time. Further details regarding CodeCombat's privacy policy.

1.   Acceptance of Official Rules

By joining the AI League or participating in the AI League and associated competitions, all players and organizers (known as "team owners") agree to these Official Rules and the CodeCombat Terms of Service. Participants or organizations will not receive refunds or compensation due to loss of any fees paid by schools or organizations to support their own league participation (computers purchased for class participation, customization requested) for any violation of these rules. All rights are reserved for all AI League logos, assets, art, and arenas owned by CodeCombat Inc. CodeCombat reserves the right to change the appearance and look of all brand assets and sites without notice. By using CodeCombat brand assets you acknowledge CodeCombat's ownership of all brand assets and sites and you agree to not modify brand assets or use them in a misleading manner. Further details regarding copyrights and licenses.

2.   CodeCombat Employees

Employees or contractors of CodeCombat, or their family members, are excluded from winning prizes in the AI League.

3.   League Structure
3.1.   Definition of Terms
3.1.1.   Participants
3.1.1.1.   Staff
Within the AI League, all CodeCombat official employees may be referred to collectively as "CodeCombat Staff" or "CodeCombat Team".
3.1.1.2.   teams
Each participating school or organization will be designated as "teams" or "teams" within the AI League. Each team will have their own profile page with their team stats.
3.1.1.3.   Students
Collectively, students will be referred to as "Students" "Players" or "Participants" as they play in the season. Winners of any CodeCombat AI League tournament will be known as "Champion" or "Champions".
3.1.1.4.   Team Owner
Team owners are those educators, teachers, volunteers, or other faculty members designated by schools and organizations to manage their "team profile" page.
3.1.1.5.   Leaderboards
Leaderboards contain all player stats including usernames, ranks, scores, and code used.
3.1.1.6.   Arenas
Arenas are where players apply all the concepts they know or have learned in order to write the code that solves a problem. There are various multiplayer arenas and each is themed differently. Within arenas students can use Python,

JavaScript, C++, Lua, or CoffeeScript to control their AI heroes in order to compete and beat the AI heroes (code) of other students.

3.1.1.7. Seasons

Within the AI League a "Season" follows the standard school semester cycle. Seasons last 4 months; 3 months of regular season play and a final month of global championships.

4. Equipment

For online AI League competition and tournaments, students and team owners are responsible for providing and upkeep of all equipment used to participate, and all browser updates. Students need an internet-connected device to participate. While students can participate using an iPad with an external keyboard, we recommend devices with full keyboards such as a laptop PC or Chromebook with at least 4GB of RAM. CodeCombat runs best on modern browsers such as Chrome, Safari, Firefox, or Edge.

5. Eligibility

5.1. Player accounts

All AI League participants and team owners must have their own active student, individual, or teacher CodeCombat accounts. Students under 13 years old will need a parent, guardian, or teacher's consent for account approval. Students may only have one account actively participating in competitions within the AI League at one time.

5.2. Regions

The CodeCombat AI League is officially organized within the United States with tournaments running online, and in person across the US and China. Prizes are shipped from across the US and China. While the AI League is organized within the US, all states and countries are free to join the AI League and compete for prizes except for those listed below. The following countries may play in the AI League but not for prizing:

- Countries embargoed by the United States
- Brazil
- Quebec
- Italy
- Cuba
- Sudan
- Iran
- North Korea
- Syria

6.   Team Pages

Each school, teacher, or organization will be assigned a profile page for their team with its own unique URL. On their team pages, they will see all active leaderboards for coursework (known as "CodePoints"), multiplayer arenas, and global final arenas (once active). While CodeCombat will be responsible for technical maintenance of each page, team owners are responsible for using team pages in an approved manner as determined by the school or organization and all editable content within said pages (e.g. team description, team name, team avatar, etc).

7.   Matchmaking

In multiplayer arenas, student code will battle the code of other players. All students will start by practicing, and then battling very basic AI opponents. Once the AI opponent is beaten, students can then begin submitting their code for ranking and battling the code of other players. Every time code is submitted, simulations are run to pit your code against the code of all other players. Players are free to test their code against any other participating player on the leaderboard. All code submitted should be original code created by one student and submitted by that same student.

8.   Submissions

We reserve the right to use any AI League-specific submissions participants provide to us for marketing and promotions use, including but not limited to: username, full names, age, country, pictures, code submissions, video or audio recordings.

9.   Scoring

All players will see their general placement versus classmates or other opponents on their school or organization's team profile page and the leaderboard of each arena. These scores are our best in-progress estimate of the final scores and placements, but rankings may shift during the exhaustive final ranking phase at the end of the tournament.

Real scores are determined by Bayesian calculation predicting how likely you were to win the match when certain other probabilities are known. You lose or gain points based on the score of other players.

Once a tournament concludes, the tournament closes, and the ladder is "locked", which means the student can no longer submit new code. The CodeCombat team will then begin an exhaustive final rankings round, playing a match between every player on the ladder. Final rankings will be determined by total wins, not weighted by strength of opponents, and will then be deterministic and not affected by random simulation order.

10.   Leaderboards

AI League players can participate and rank across three types of leaderboards:

- **CodePoints Leaderboard** - Every time students complete work within CodeCombat or Ozaria they earn points that feed into the participation ladder automatically assigned to each team. Students earn points as a team and points count toward their team's rank. CodePoints run an entire season and are reset after the Global Championship Finals conclude the season.

- **Multiplayer Arena Leaderboards** - Students play against other team members or opposing teams in various arenas and earn points individually that count towards their own rank. At the conclusion of regular season play, winners are announced, and the Global Championship finals begin.

- **Global Leaderboard** - The Championship Finals are hosted on a global ladder which is open to all students, networks, and community members of all ages and experience levels. All students will automatically participate in each final. Once active, the global leaderboard will be accessible on each team's profile page or the global leaderboard page.

11.   Tournament Stages

11.1.   Season Play

All league play follows the standard school semester cycle. Each season will last approximately four months concluding with a month-long championship final three times a year. Each season consists of two stages after joining: (1)Regular season play on multiplayer ladders where students hone their skills against other teams - (2)Proving their skills against the world in the finals tournament global ladder. During regular season play, students will also earn "CodePoints" as they complete levels within CodeCombat and Ozaria levels.

11.2.   Finals Tournament

A month-long championship final will be held at the end of each semester where students will go head-to-head for major prizes, scholarships, and the chance to be crowned "CodeCombat Champion". There are three themed championship finals every season.

2021 Season dates:

Forged in Flame JANUARY - APRIL 2021	Spells of Fortune MAY - AUGUST 2021	Age of Titans SEPTEMBER - DECEMBER 2021

12. Verifying Winners

At the conclusion of Season play and Global finals, CodeCombat will verify all winners. CodeCombat staff will ask players for identifying information for use in verifying, detecting duplicate accounts, and marketing such as photos or video clips talking about their submitted code. We'll also request shipping information and other specific requests related to prizing and verification. Refusing to provide us with identifying information may lead to ineligibility for prizes. CodeCombat has final discretion on determining and validating winners. All decisions are final.

13. Prizes

Students who win during the conclusion of the regular season play multiplayer arena or Global Finals Championship are eligible for prizes if they reside in an eligible state or country. Prizes range from tangible items such as STEM-related products (Drones, Bots), gadgets (Smart watches), digital items such as custom CodeCombat avatars, or prizes provided in partnership with other organizations such as scholarships and connections to college or job recruitment opportunities. Prizes may change season to season and year to year.

13.1. Liability

All prizes are shipped from the US and China. Participants are responsible for providing the correct shipping address to CodeCombat when requested. CodeCombat is not responsible for any prizes lost in transit to winners or stolen prizes once delivered. We'll make our best faith attempt to locate or resend another prize of equal value if possible. Prize winners are responsible for any customer-side VAT and customs handling fees. Fees may vary depending on the value of the items and if it is inspected by customs. CodeCombat is not responsible for any delays once a product is shipped due to increased shipping times.

14. Match Broadcast

14.1. Broadcast rights

All broadcast rights of the CodeCombat AI League are owned by CodeCombat Inc. This includes, but is not limited to: Video streams, audio streams, match recordings, or television broadcasts.

15. Player Code of Conduct

15.1. Tournament and Season Play

15.1.1. Player Integrity

Players and teams are expected to act and play with integrity, honesty, and good sports conduct during AI League play. All player conduct within the AI league (email, forums, Discord, chats, etc) should be consistent with the purpose of making competitive coding fun and welcoming for everyone. Any abuse or harassment towards CodeCombat staff or other AI League participants will absolutely not be tolerated. Abuse toward staff or fellow participants will be reported to team owners, schools, and educators and subject to removal from the CodeCombat AI League.

15.1.2. Player Profiles & Usernames

Any editable profile content (descriptions/avatars) or usernames should be appropriate for use within academic environments. Profiles and usernames should not contain any of the following; profanity of any kind, hate speech, insults, drug use, criminal activity, political messaging, anything defamatory, obscene or vulgar, or suggestive, advertising for competitors of any kind, or any unauthorized advertising. Inappropriate profiles, usernames, or teammates will be subject to be updated at CodeCombat staff discretion.

15.1.3. Cheating

The use of any kind of cheating method is prohibited. This includes but is not limited to the use of duplicate accounts, copying another student's submitted code, use of any device or program for the specific purpose of cheating or ranking higher, or students not submitting their own work. CodeCombat Staff will verify if cheating has taken place and consult with team owners/teachers. All decisions are final.