

Spark Education x Mofunland – SudoCube Competition 2024



Sudoku Rules and Regulations

*Please note that competitors will be automatically assigned to their age group (Under 8 or Over 8) based on their birthdate, as of 01 June 2024, for the Sudoku category.

1. Sudoku Puzzles:

- Sudoku Puzzles will be created by and provided by the organization team.
- Sudoku Puzzles for every session differ.

2. Inspection:

- Competitors are allowed 15 seconds of inspection time before starting on the sudoku puzzle.

3. Solving:

- Competitors must start their puzzle(s) within 15 seconds of the end of the inspection period.

4. Timing:

- Max. time limit for a puzzle is 12 minutes.

5. Judging:

- Points awarded are based on accuracy and completion time.
- In the event of a tie, additional tie-breaker puzzles may be provided.
 - Tie-breaker puzzle completion time will determine the winner.
- The competition will be moderated by Spark personnel.

6. Penalties:

- Time penalties for exceeding the allocated time limit will be deemed disqualified.
- Penalties will be determined by the judge and may disqualify for severe violations.

7. Round Advancement:

- Competitors with the fastest average time and score will advance to the next round.
- The number of competitors advancing and the format of subsequent rounds will be announced by the organisers.

8. Competitor Etiquette:

- Competitors must maintain good sportsmanship and respect towards fellow competitors and organisers.
- Any form of cheating and/or disruptive behaviour will result in disqualification.

9. Round Format:

Event	Rounds	Time Limit	Cut-off Time	Advancement
Single (9x9)	1	12:00:00	5:00:00	Top 24 to advance to Round 2
	2	12:00:00	5:00:00	Top 6 to advance to Final Round
	Final Round	12:00:00	5:00:00	Top 3
Team (9x9)	1	12:00:00	5:00:00	Top 9 to advance to Qualifying Round
	Qualifying Round	12:00:00	5:00:00	Top 4 to advance to Final Round
	Final Round	12:00:00	5:00:00	Top 3

**Kindly note that the organiser reserves the right to make amendments to the format if necessary.*