

PLANCKS General Rules

Physics League Across Numerous Countries for Kickass Students

Accepted by the IAPS Extraordinary General Meeting, December 2020

1. Definitions

- 1.1. **PLANCKS:** Physics League Across Numerous Countries for Kick-ass Students is organized by a member committee of the International Association of Physics Students (IAPS) and usually takes place between May and June each year.
- 1.2. **Organisation:** The organising committee of PLANCKS. It Consists of members of the IAPS member committee referred to in 1.1.
- 1.3. **Website:** There must be a website for the event hosted by IAPS or the organising committee.
- 1.4. **Crew:** The group of volunteer students helping during PLANCKS.
- 1.5. **Participant:** Member of a participating team that competes in PLANCKS.
- 1.6. **Jury:** The group of people who oversee the problems administered during the competition and the grading of the problems.
- 1.7. **Institution:** Organisation with a physics related education on university level.
- 1.8. **Observer:** An Individual participant who participates in the event but does not compete during the competition part of the event.
- 1.9. **Preliminary:** A competition held to choose the teams that will compete in PLANCKS for a country.

2. Organisation

- 2.1. The organisation consists of members of the IAPS member committee or IAPS individual members.
- 2.2. The organisation has formed a jury.
- 2.3. The organisation should use at least PhD level as problem markers.
- 2.4. The organisation may form a crew who will assist during PLANCKS and will be available for practical questions.
- 2.5. All crew members will be recognizable by their shirt and/or badge.

3. Participation

3.1. Introduction

- 3.1.1. Participation is only possible in teams consisting of 3 or 4 persons.
- 3.1.2. Changing the composition of a team is only possible with the permission and acknowledgement of the organisation.
- 3.1.3. The teams will compete for the country where at least 50% of the team is enrolled at a university within that country.

3.2. Preliminaries

- 3.2.1. Preliminaries are organised by members of IAPS. The number of preliminaries is limited to one preliminary per country.
- 3.2.2. Preliminaries are organised in the spirit of PLANCKS wherein problems are solved in a team based format.
- 3.2.3. The organisers of preliminaries for a country must notify the organisation that they plan to hold the event and when the event concludes.
- 3.2.4. The preliminaries must be approved by the organising committee to ensure that there is only one preliminary happening per country and can be advertised properly on the IAPS website.
- 3.2.5. Where a preliminary has taken place in the respective country and is accepted, teams may only register for PLANCKS by qualifying via the preliminary.
- 3.2.6. The use of preliminaries to make a selection of which teams will register for PLANCKS is encouraged, but not required.
- 3.2.7. Participants of a preliminary must adhere to the IAPS code of conduct.

3.3. Selection of teams

- 3.3.1. The organisation decides how many teams from each country and institution are allowed to compete.
- 3.3.2. If too many teams register, a selection must be made by the organisation. This selection will be country-dependent, to ensure that PLANCKS truly is a world-wide competition. In most cases, when too many teams from one country register, the organisation encourages them to first make preliminaries or select by other means. In cases where this is not done, the teams that will compete are selected using a random generator.
- 3.3.3. The organisation decides how many teams from each preliminary are allowed to compete.
- 3.3.4. The organisation has the right to deny the participation of teams before the start of the competition if they have reasonable arguments to do so.

3.4. Teams

- 3.4.1. A team may participate for an entry fee. This is excluding transaction fees.
- 3.4.2. A team consists of students who are not participating in another team.
- 3.4.3. A team participates for the title “Winner of the Xth edition of PLANCKS” and prize money.
- 3.4.4. The amount of prize money will be announced officially before the competition.

3.5. Eligibility

- 3.5.1. Only students enrolled at bachelor or master studies can participate in the competition.
- 3.5.2. Only members of IAPS can participate in the event.

4. The competition

4.1. Introduction

- 4.1.1. The language used in the competition is English.
- 4.1.2. The competition lasts 4 hours.

4.2. Problems

- 4.2.1. The organisation will provide 8-12 problems on different subjects within the field of physics.
- 4.2.2. Problems should be written by a professor or a lecturer.
- 4.2.3. When a problem is unclear, a participant can ask for a clarification. The organisation will respond to this request. If this response is relevant to all teams, the organisation will provide the other teams with this information.
- 4.2.4. The organisation has the right to change or withdraw problems during the contest. When this happens, the organisation will inform all teams.

4.3. Resources

- 4.3.1. A team is allowed to bring a dictionary: English to their native language.
- 4.3.2. A team is allowed to use a simple or scientific calculator (non-graphical).
- 4.3.3. The use of hardware which is not approved by the organisation is forbidden, with exceptions of simple watches and medical equipment.
- 4.3.4. No books or other sources of information are to be consulted during the competition.

4.4. Department rules

- 4.4.1. The house rules apply to everybody inside the building.
- 4.4.2. During the competition, communication within the team and crew is allowed. Communication with everyone else is forbidden during the competition.
- 4.4.3. Participants will follow orders given by the crew.

4.5. Judgement

- 4.5.1. Each submission is acknowledged.
- 4.5.2. For each problem, the organisation has a correct solution.
- 4.5.3. The team with the most acknowledged points is the winner. In case of a tie, the jury has the right to appoint a winner based on the creativity of the solutions.

4.6. Special rules

- 4.6.1. The organisation has the right to disqualify teams for misbehaviour or breaking the rules.
- 4.6.2. The organisation has the right to stop the competition, extend the competition time or change the scores in exceptional conditions.
- 4.6.3. The organisation can decide to hold the competition online, or allow online participants, which must be announced officially before the competition. Online competitions may alter the format and rules of the competition, such as exam length, to be applicable to the medium. The organisers must submit changes to the competition to be approved by the executive committee.
- 4.6.4. In situations to which no rule applies, the organisation decides.