

# IAPS

## Physics League Across Numerous Countries for Kick-Ass Students (PLANCKS)

### Rules

#### 1. Definitions

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.

Organisers: The members of the organising committee of PLANCKS.

Website: The website is maintained by the organisation and available at [www.plancks.org](http://www.plancks.org).

Crew: The group of volunteer students helping during PLANCKS.

Participant : Member of a participating team that competes in PLANCKS.

Institution: Organisation with a physics related education on university level.

Observer: An Individual participant who participates in the event but does not compete during the competition part of the event.

#### 2. Organisation

2.1. The organisation consists of members of the IAPS member committee.

2.2. The organisation has formed a jury which consists of university professors or lecturers.

2.3. The organisation is expected to use at least PhD level as problem markers

2.4. The organisation will 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. Selection of teams

3.2.1. The organisation decides how many teams from each country and institution are allowed to compete.

3.2.2. If too many teams register, a selection must be made. 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, we encourage them to make preliminaries/a selection. In case where no selection is made, the teams will be selected using a random generator to determine which teams will participate. However, in some countries preliminaries will be held to select the best teams.

- 3.2.3. The organisation decides how many teams from each preliminary are allowed to compete.
- 3.2.4. 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.
- 3.3. Teams
  - 3.3.1. A team may participate for an entry fee. This is excluding transaction fees.
  - 3.3.2. A team consists of students who are not participating in another team.
  - 3.3.3. A team participates for the title “Winner of the XXX edition of PLANCKS” and prize money. The amount of prize money will be announced officially before the competition.
- 3.4. Only students enrolled at bachelor or master studies can participate in the competition.
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 with different subjects within the field of physics.
    - 4.2.2. When a problem is unclear, a participant can ask, through the crew, 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.
    - 4.2.3. 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. In situations to which no rule applies, the organisation decides.