REGULATIONS

GENERAL

1. The aim of the MYMC is to encourage Mediterranean youth, both male and female, to develop an interest in Mathematics, a discipline which has been of great importance for the growth of the cultural community of the Mediterranean, with its many nations and religions.
2. Each participating country is represented by a team of four students and by one chaperon.
3. The four students are two boys and two girls, currently in their final three years of high school and at most nineteen years old.
4. The chaperon of the team is responsible for the conduct of the students during their whole stay in Rome. It is understood that the chaperon is acting in loco parentis for them.
5. The MYMC takes place under the supervision of the Jury nominated by the Organising Committee of the MYMC. The decisions of the Jury are final.

COMPETITION RULES FOR JULY 18, 2013

6. In all rounds, the problems are either multiple-choice or with numerical answers. The problems are written in English.
7. In all rounds, the four students of a team work together towards the solution of the problems they are given.
8. The only instruments permitted are writing and drawing instruments, such as rulers and compasses. In particular, books, papers, tables, calculators, protractors, computers and communication devices are not allowed into the examination room.

Morning round

9. A common list of 10 problems, to be resolved in 75 minutes, is given to each team.
10. 2 points are awarded for each correct answer, 0 points for each incorrect answer, and 0.5 points for each answer not given.
11. At the end of the morning the Jury will draw up a provisional ranking of the teams, based on the total points obtained. In the case of a tie, the classification order is decided by a draw.

Afternoon round

Case of an EVEN number of teams
First stage

12. Matches are held between two teams which are paired according to their provisional ranking after the morning round: the highest ranked against the second-highest, the third-highest against the fourth-highest, etc.
13. A match between teams A and B is conducted in the following way: both A and B are given two problems each, from which they choose one, passing the remaining problem to the opposing team within 4 minutes; in the following 30 minutes, A and B must solve the two problems they are each left with.
14. At the end of the 30 minutes, the team that has correctly solved the greatest number of problems wins 3 points, while 0 points are given to the other team. If both teams have solved the same number of problems, they are both given 1 point. The points won are added to those obtained in the morning round.

Second stage

15. Matches are held between pairs of teams; the pairings are decided by a draw in such a way to avoid repeating pairings that have already taken place in the previous stage.

16. Once again, a match between teams A and B is conducted in the following way: both A and B are given two problems each, from which they choose one, passing the remaining problem to the opposing team within 4 minutes; in the following 30 minutes, A and B must solve the two problems they are each left with.

17. At the end of the 30 minutes, the team that has correctly solved the greatest number of problems wins 3 points, while 0 points are given to the other team. If both teams have solved the same number of problems, they are both given 1 point. The points won are added to those obtained in the morning round and the previous stage, determining the final score.

Case of an UNEVEN number of teams
First stage

18. A team, say team U, is chosen by a draw. This team does not participate in this stage.

19. For all other teams, matches are held between two teams which are paired according to their provisional ranking after the morning round: the highest ranked different from U against the second-highest different from U, the third-highest different from U against the fourth-highest different from U, etc.

20. A match between teams A and B is conducted in the following way: both A and B are given two problems each, from which they choose one, passing the remaining problem to the opposing team within 4 minutes; in the following 30 minutes, A and B must solve the two problems they are each left with.

21. At the end of the 30 minutes, the team that has correctly solved the greatest number of problems wins 3 points, while 0 points are given to the other team. If both teams have solved the same number of problems, they are both given 1 point. The points won are added to those obtained in the morning round.

Second stage

22. A team who took part in the previous stage, say team V, is chosen by a draw.

23. A match is held between team U and team V, following analogous rules to the first stage. The points won by U are added to those obtained in the morning round. The points won by V are added to those obtained in the morning round and in the first stage.

Third stage

24. Team V does not participate in this stage.

25. For all other teams, matches are held between pairs of teams; the pairings are decided by a draw in such a way to avoid repeating pairings that have already taken place in the previous stage.

26. Once again, a match between teams A and B is conducted in the following way: both A and B are given two problems each, from which they choose one, passing the remaining problem to the opposing team within 4 minutes; in the following 30 minutes, A and B must solve the two problems they are each left with.

27. At the end of the 30 minutes, the team that has correctly solved the greatest number of problems wins 3 points, while 0 points are given to the other team. If both teams have solved the same number of problems, they are both given 1 point. The points won are added to those obtained in the morning round and in the afternoon, determining the final score.

<u>FINAL RANKING OF THE MYMC</u>

28. The final ranking of the MYMC is decided by the Jury based on the final score obtained by the various teams, at the conclusion of the competitions described above. In the case of a tie for first place (or second place) in the final ranking, the tie-breaker will be an additional problem to solve. The team which provides the correct answer first will win; in the case of a tie-breaker among more than two teams, the second team to respond correctly will come next in the ranking. If a team provides an incorrect answer, it will lose the play-off. If within 10 minutes from the beginning of the play-off none of the teams provide an answer, the placing will be decided by a draw.

29. In the awards ceremony of the morning of July 19, 2013:
    - the team in first place will receive the gold medal
    - the team in second place will receive the silver medal
    - all other teams will receive a bronze medal.