

Redefine Possible.

Official Hacker Guide



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About HaXtreme 5.0

HaXtreme is a premier competitive programming and problem-solving competition organized by the **IEEE Computer Society Student Branch Chapter of the University of Ruhuna**, in collaboration with the **Computer Engineering Society of the Faculty of Engineering**. Now entering its fifth iteration, **HaXtreme** brings together talented undergraduates from state and private universities across Sri Lanka to tackle challenging problems through Data Structures, Algorithms, logical reasoning, and efficient coding.

From optimizing algorithms to finding elegant solutions under pressure, **HaXtreme** is an arena where problem-solving skills meet speed, strategy, and precision.







HaXtreme 1.0

21 Teams
75+ Participants



HaXtreme 2.0

71 Teams
280+ Participants



HaXtreme 3.0

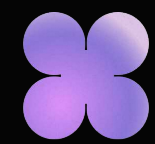
120 Teams
360+ Participants



HaXtreme 4.0

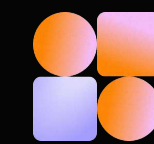
120 Teams
350+ Participants

What to Expect at HaXtreme 5.0 ?



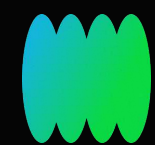
Skill Development

Strengthen programming, algorithmic problem-solving, logical thinking, and debugging skills through time-bound challenges.



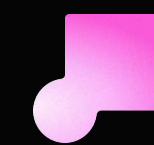
Responsible AI Usage

Introduce participants to effective and responsible AI tool usage in software development while maintaining independent technical capability.



Teamwork & Problem-Solving

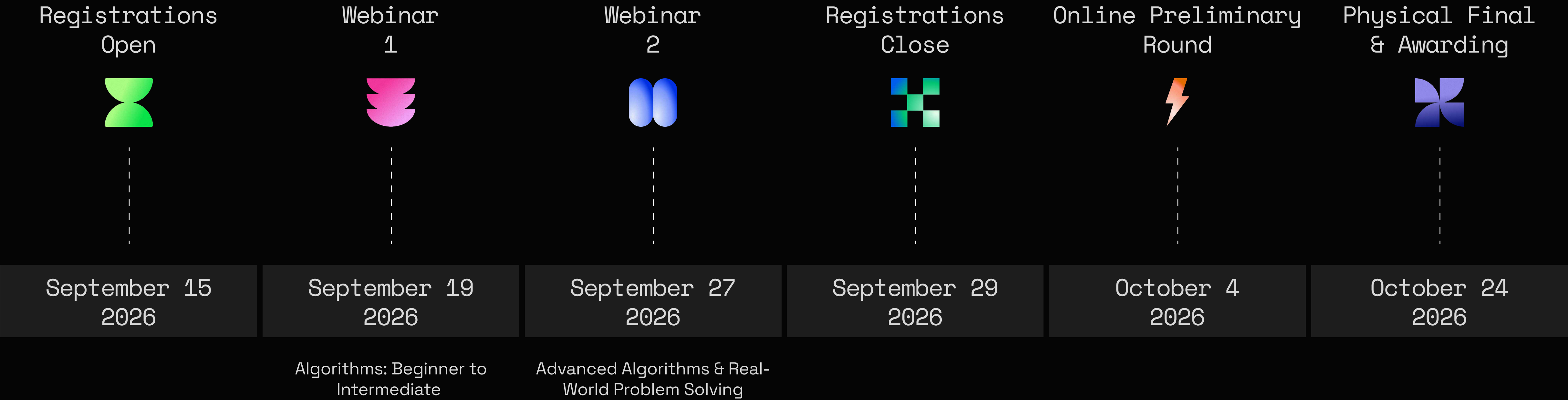
Encourage collaboration, knowledge sharing, and communication within teams while developing individual problem-solving abilities.



Competitive Programming Culture

Promote and strengthen a competitive programming culture among university students across Sri Lanka by encouraging regular participation, problem-solving, and healthy competition.

Timeline



Competition Structure

Preliminary Round

Date: October 4, 2026

Format: Hosted on an online competitive programming platform **open** to **all registered** undergraduate teams.

Evaluation: Teams solve algorithmic challenges within a set time limit and are ranked based on problems solved, solution accuracy, and total contest score. Top-performing teams advance to the Physical Final.

Physical Final Round

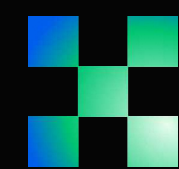
Date: October 24, 2026

Venue: NCC, Faculty of Engineering - University of Ruhuna, Wakwella Rd, Galle

Format:

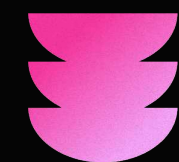
	Duration	AI Tool Policy	Evaluation Focus
Stage 1	3 Hours	AI Tools Permitted	Effective AI-assisted problem solving, verification of AI output, debugging, and
Stage 2	3 Hours 	AI Tools Prohibited	Independent programming, logic building, and problem-solving ability.

Competition Guidelines & Rules



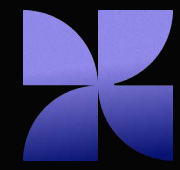
Eligibility & Team Formation

- Teams must consist of exactly three members (1 Team Leader and 2 Team Members) from the same institution.
- For the University category, all members must be active undergraduates from recognized universities and higher education institutions. University teams must belong to an institution with an active IEEE Student Branch.
- For the School category, all members must be current school students.



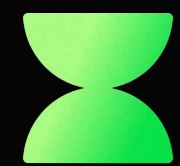
Registration & Modifications

- All teams must complete their registration before the specified deadline.
- Once registered, team member changes are not permitted without prior approval. Any requested changes must be communicated to the Organizing Committee (OC) before they are made.



Fairness & Integrity

- Strict academic integrity policies apply. All participants must comply with the guidelines and instructions issued by the OC.
- Sharing code or collaborating with other teams during the qualifier is strictly prohibited and will result in immediate disqualification.
- Plagiarism of any form will be automatically flagged by the evaluation system.
- Unauthorized tool usage during the AI-free stage (Stage 2), cheating, or other unfair practices will lead to penalties or disqualification.



Scoring & Judging

- Team rankings are determined by total problem score, solution accuracy, number of problems solved, submission time, and applicable penalties. Detailed tie-breaking procedures and scoring weightings will be outlined in the official event rulebook.
- The Organizing Committee reserves the right to revise the final results in the event of identified errors, rule violations, or other relevant issues.
- All decisions made by the judging panel and the Organizing Committee are final and binding.

Register Now:

haxtreme.ieeeuor.org/register

Prize Pool



-  **CHAMPION** – LKR 50,000
-  **1ST RUNNER-UP** – LKR 30,000
-  **2ND RUNNER-UP** – LKR 20,000

Contact Information



Chamindu Dissanayake
Co-Chair
chamindudissanayake@gmail.com
072 078 3767



Denuwan Lakpriya
Co-Chair
denuwanlakpriya44@gmail.com
071 934 4807



Sulitha Nulaksha
Public Relations (PR) Lead
sulithanb119@gmail.com
071 426 2972



Shalomi Angel
Public Relations (PR) Member
shalomiangel12@gmail.com
075 315 3139

