

Desert Interscholastic Mathematics League

Mathletes Rules for Competitions

1. Scientific calculators can be used only for Varsity matches. No other calculators allowed for any problems.
2. Answers that will be graded must be inside of the response “box”. No work outside the box will count.
3. All fractions must be reduced. Improper fractions accepted, if reduced.
4. All “roots” must be simplified. No roots in denominators and responses must be simplified radical form.
5. All rounding must be to the specified place.
6. π format is required for all problems involving this symbol, unless question states to round.
7. $i\sqrt{2}$ and $\sqrt{2}i$ are equivalent. $a(x + y)$ and $ax + ay$ are equivalent.
8. 10 minutes for each set of two problems called a round.
9. Substitutions for the floor (regular) team must be made between rounds.
10. $2.\overline{9}$ expressed repeating decimals are considered equivalent to 3.
11. All compound “and/or” problems must have the correct notation.
12. Units not required unless specified in the problem.
13. Personal electronics and accessories must be turned off and not visible during competition rounds.
14. JV competitors are 9th and 10th graders only. Varsity competitors may be 9th, 10th, 11th, or 12th graders. Once a JV competitor scores 1 point as a regular during a Varsity meet, then they are considered Varsity for the remainder of their high school career.