

AI League rules

Season One / 2026 to 2027 / Solo competition

Code.guide, a student-run project teaching how AI actually works, free, starting from zero.

Placeholder rules, subject to change.

Dates, points, and thresholds are stand-ins until the real season is announced. The shape of the season is settled.

Work through the levels in the autumn, then play three scored rounds in the new year. Each round is one short quiz and one practical, scored on the predictions file you upload. After Round 2 your points sort you into a skill bracket, and the April finals are by invitation.

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Entering

RULES 1 TO 4

1 Grades 6 to 8 play Middle School. Grades 9 to 12 play High School.

Your grade on 1 September sets your division for the whole season.

2 You play alone, on one account.

One entry per player, and every round is your own work.

3 Read the competition rules before your first scored round.

No blanket signed-parent-form upload is required for ordinary online rounds. AI features have their own permission requirements in the Terms of Use.

4 We never publish a full name, photo, or email.

During a round

RULES 5 TO 11

- 5 No AI help from the moment a timer starts until you submit.**
No chatbots such as ChatGPT, no coding assistants, no AI browser features.
- 6 Use AI as much as you like while you are learning.**
- 7 AI already built into an allowed tool is fine.**
The pretrained model inside Teachable Machine, for example.
- 8 One predictions file per practical: a plain CSV, a header row, then id and label.**
We score the file, not the tool, and the scorer answers in about a minute.
- 9 Upload up to five times inside your window. The last valid file counts.**
The finals allow three uploads and show no score until the window closes.
- 10 Do not share test items or answers until the whole window has closed.**
- 11 Do not probe or interfere with the scoring system.**

■ Scoring

RULES 12 TO 14

- 12 Points add up across Rounds 1 to 3.**
Rounds 1 and 2 together set your bracket.
- 13 A tie goes to the higher practical score, then to the earlier upload.**
- 14 The top ten in each bracket send a one page method writeup after the finals.**
A judge reads it before placings are final.

■ Penalties

ALL 14 RULES

ONE PENALTY COVERS EVERY RULE ABOVE

A first breach usually voids one round. A deliberate one ends your season.

Breaking a rule by accident is not the same as breaking it on purpose, and we read it that way.

Season calendar

FOUR ROUNDS

NO	ROUND	DATES	TOOLING	POINTS
1	Is It AI, and Is It Right? Open to every player	22 to 24 Jan 2027	No code needed	300
2	Train Something Open to every player	19 to 21 Feb 2027	No code needed	400
3	Inside the Model Open to every player	19 to 21 Mar 2027	A spreadsheet or Scratch	500
4	Finals: Build It and Explain It Invitation only	9 to 11 Apr 2027	Python	750

Every window is the same: Friday to Sunday, pick your own slot. Points add up across the 3 open rounds, 1200 in total. The finals are scored separately, inside your bracket.

Who can enter

DIVISIONS AND BRACKETS

Registration opens 8 Sep 2026 and closes 15 Jan 2027. You play as yourself, for a school chapter or as an independent.

Middle School

GRADES 6 TO 8

For players who may never have opened anything more technical than a chatbot. The finals invitation is wide on purpose.

Finals invitation: top 60% of each bracket.

High School

GRADES 9 TO 12

The same four rounds and the same content, judged harder, with a tighter finals field.

Finals invitation: top 25% of each bracket.

Brackets, set after Round 2

Platinum	Top 30% after Round 2	Round 3 and the finals are scored against the other Platinum players.
Gold	Middle 40% after Round 2	The largest bracket. You are ranked against the players closest to you.
Silver	Bottom 30% after Round 2	Its own Round 3 ranking and its own finals invitations. Not a penalty box.

Do I need to know how to code?

No. Rounds 1 to 3 need no code: judgement, then a point and click trainer, then a spreadsheet or Scratch. Only the April finals expect Python, and Level 4 teaches it from scratch.

What does it cost?

Nothing. The levels, registration, and all four rounds are free, and every tool we point you at has a free tier.

I did badly in Round 1. Am I out?

No. Nobody is out before the finals. Round 2 is worth 400 points against Round 1's 300, so a strong February can still put you near the top.

How do I get invited to the finals?

Finish in the top 25% of your bracket in High School or the top 60% in Middle School. On top of that, one wildcard per state goes to the highest scoring player there who has not already qualified.

How much time does it take?

Levels 1 to 3 are about 24 hours of material, comfortable as a weekly meeting from September to March. Each round takes about two to four and a half hours inside a slot you choose.

These are the Season One rules for the Code.guide AI League, 2026 to 2027. Placeholder rules, subject to change. The version on code.guide is always the current one.