

विकाश



PRESENTS

SUST CSE
CARNIVAL
2026

IUPC

Official

RULEBOOK



Therap[®]_{(BD) Ltd.}

authLab

T Technext

CSE
SOCIETY

CONTEST RULES AND REGULATIONS

A. Team Registration & Eligibility

- A1.** The constituents of a team (consisting of 3 members) must be enrolled university students, either undergraduates or postgraduates. The team must complete the registration and pay all relevant fees.
- A2.** All contestants are required to carry proof of studentship (valid student identification card) with them on the day of the contest. Coaches are also requested to carry their ID cards for verification purposes.

B. Material Restrictions & Codebook (Template)

- B1.** Teams can bring a printed reference document (Codebook) with university/team details, up to 25 letter/A4 pages, and readable from 0.5m without magnification. Each page must be numbered in the upper right-hand corner, and the university name and team name must be printed in the upper left-hand corner. Font sizes below 8pt or micro-text compression are strictly prohibited.
- B2.** Teams must submit their Team Reference Document to the host volunteers on the Mock Contest day (**July 11, 2026**) during registration for inspection. Teams will receive it back on the next day (**July 12, 2026**) before the main contest starts.
- B3.** Teams are not allowed to keep any electronic devices during the contest, including calculators, phones, and watches (smart, digital, or analog). Workstations are fully equipped; teams cannot bring their own keyboards, mice, or external storage devices.
- B4.** With judge/volunteer assistance, teams can request printouts of their code for debugging, up to 50 pages total per team (maximum 10 pages at a time). Sharing printouts between different teams will lead to immediate disqualification. No requests to print additional copies of the problem booklet will be entered.

C. Contest Setup & Conduct

- C1.** The contest will be hosted on the Toph online judge. Only this website will be accessible from the contestants' PCs. Accessing other websites or the internet will result in immediate disqualification.
- C2.** Each team will be provided one workstation, shared between the three team members. Code submissions cannot use system commands or multi-threading. Attempting to access other computers or servers on the network will lead to immediate disqualification.
- C3.** Contestants can only converse with their own team members and contest staff while seated at team desks. Conversation between team members is strictly prohibited during bathroom/prayer breaks or while moving around the contest floor.

- C4.** Members may be allowed to take prayer or bathroom breaks under the strict attendance of volunteers. Any communication with outside individuals or within team members during these breaks will result in immediate disqualification.
- C5.** Late team members may be barred from entering the contest arena if they arrive more than 30 minutes after the official contest start time. If a team fails to gather all members before the start, they may only continue without the missing members.
- C6.** Teams may be disqualified for jeopardizing the contest, including tampering with equipment, distracting behavior, or attempting to breach platform security.

D. Scoring, Evaluation & Ranking

- D1.** The main contest duration is scheduled for 5 hours. The contest will feature 8 to 12 problems written in English, which will NOT be sorted by difficulty.
- D2.** The contest follows standard ICPC-style scoring. A submission must correctly solve all test cases to achieve "Accepted" status. A 20-minute penalty is added for each incorrect submission only after the problem is successfully solved.
- D3.** The rank list will be ordered by: (a) Most problems solved, (b) Fewest total penalty minutes.
- D4. Tie-Breaker Rule:** If two or more teams remain tied in both solved problems and penalties, the team that made their latest successful submission earlier will be ranked ahead.
- D5.** The rank list will be frozen during the final 60 minutes of the contest. Teams will continue to receive their own verdicts, but global position updates will be hidden until the prize-giving ceremony.

E. Clarifications & Administration

- E1.** Contestants can submit clarification requests to the judges only through Toph's clarification system. Teams must use the system respectfully; derogatory or disrespectful requests will result in immediate disqualification.
- E2.** Teams should notify judges/volunteers if no verdict is received within 10 minutes or if they encounter infrastructure errors. Complaints filed after the contest ends will not be entertained.
- E3.** The judges and contest directors hold the absolute right to update and modify these rules as necessary. The judges' decisions are final, binding, and absolute.

TECHNICAL SPECIFICATIONS

OPERATING SYSTEM PLATFORM

Ubuntu 24.04 LTS

(Noble Numbat — Stable Release)

AVAILABLE RUNTIMES & COMPILERS

C / C++ GCC v13+ (With native stable optimization support)

Java OpenJDK 21 (LTS Environment)

Python Python 3 / PyPy3 (Optimized runtimes supported by Toph)

PRE-INSTALLED IDES & TEXT EDITORS

Code::Blocks — Integrated with standard compiler setup

Visual Studio Code — Pre-loaded with offline C/C++, Python, and Java extensions

Sublime Text 4 — Lightweight text editor with syntax highlighting

PyCharm CE — Community Edition optimized for Python development

Eclipse IDE — Full-featured environment pre-configured for Java

Important Infrastructure Note: All development software and IDE plugins will be updated to their recent stable versions prior to deployment to ensure native support for newer language features (e.g., C++20/C++23 standards).

To maintain complete contest integrity, all workstation systems will run **completely offline**. All external internet and network traffic is strictly blocked at the hardware switch level, except for secure direct routes to the Toph contest server.