

K3CP 2025 - Official Rulebook

Welcome to K3CP 2025, organized by the Kiet Koders Korner, sponsored by CodeHurdle! This document outlines the official rules and regulations for the competition. All participants are expected to read and adhere to these rules.

Key Dates

- **Preliminary Round (Online):** September 28, 2025
 - **Final Round (Offline):** October 4, 2025
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1. General Rules

1.1. Team Composition

- Each team can consist of 1 to 3 members.
- All members of a team must be from the same college, ranging from the first to the final year of their studies.

1.2. Rounds of Competition

The contest will be conducted in two rounds:

- **Preliminary Round:** An online contest open to all registered teams.
- **Final Round:** An on-site (offline) contest for qualified teams from the preliminary round.

1.3. Contest Standards

- The competition will strictly adhere to the rules and standards of the International Collegiate Programming Contest (ICPC).

1.4. Eligibility

- Only teams that have successfully completed their registration are eligible to participate.

1.5. Judges' Decision

- The decisions of the judging panel are final and binding. No appeals or correspondence regarding the results will be entertained.

1.6. Solution Submission

- All solutions must be submitted through the official contest system within the designated contest period.
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2. Preliminary Round (Online) - September 28, 2025

2.1. Problem Set

- The preliminary round will feature a total of **7 problems** of varying difficulty.
- Problems are not sorted by difficulty; the first problem may not be the easiest.

2.2. Scoring System

- The ICPC scoring system will be used. Teams are ranked based on the number of problems solved. Ties are broken by the total time penalty. The time penalty is the sum of the time elapsed from the beginning of the contest to the submission of the correct solution for each problem, plus a 20-minute penalty for every incorrect submission on a problem that is eventually solved.

2.3. Team Resources

- Each team member is permitted to use one personal computer (PC). A team can use a maximum of three PCs during this round.

2.4. Final Round Qualification

- **Minimum Requirement:** Teams must solve at least one problem to be considered for the final round.
 - **Selection:** The top-ranked teams from the preliminary round will be invited to participate in the offline final round.
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3. Final Round (Offline) - October 4, 2025

3.1. Problem Set

- The final round will consist of **10 problems** with an increased level of difficulty.

3.2. Contest Environment

- **Team Resources:** Each team will be provided with **one PC** for the duration of the contest.
- **No Personal Items:** No personal items (including electronic devices, bags, or notes) are allowed inside the contest hall. All necessary materials will be provided.
- **Problem Distribution:** A hard copy of the complete problem set will be given to each team at the start of the round.
- **Snacks and Refreshments:** Snacks and refreshments will be provided. External food and drinks are not permitted.

3.3. Live Contest Elements

- **Balloons:** In true ICPC tradition, a balloon will be delivered to a team's desk for each problem they successfully solve.

- **Leaderboard:** The public leaderboard will be **frozen during the final hour** of the contest to build suspense.

3.4. Code Templates

- Teams are permitted to bring printed code templates.
- These templates must not contain solutions to specific problems. They should only contain general-purpose code for data structures, algorithms, or I/O handling.

3.5. Scoring System

- The ICPC scoring system will be followed for this round.
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4. Ranking and Awards

- The final rankings will be determined solely by the performance in the Final Round.
- Winners will be awarded prizes and certificates.
- All participants who attend the final round will receive participation certificates.