

ICAC 2026 - Official Rulebook

Welcome to ICAC 2026, organized by the Google Developers Group - KIET. This document outlines the official rules and regulations for the competition. All participants are expected to read and adhere to these rules.

Key Dates

- **Online Preliminary Round** : February 15, 2026
- **Offline Finale Round** : February 21, 2026

1. General Rules

1.1. Team Composition

Each team can consist of 1 to 3 members.
All members of a team can be from the same or different colleges, ranging from the first to the final year of their studies.

1.2. Rounds of Competition

The contest will be conducted in two rounds:

Online Preliminary Round : An online contest open to all registered teams.
Offline Finale 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.

2. Online Elimination Round - February 15, 2026

2.1. Problem Set

The preliminary round will feature **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.

3. Final Round (Offline) - February 21, 2025

3.1. Problem Set

The final round will consist of **problems** of varying difficulty similar to the Online round.

Problems are not sorted by 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 except one PC of your own (including electronic devices, bags, or notes) are allowed inside the contest hall. All necessary materials will be provided.
- **Documentation Allowed :** Teams are allowed to use a programming reference documentation/book of up to 25 pages during the contest.
- **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.

3.3 Live Contest Elements

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

3.3. 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.

3.4. Scoring System

The ICPC scoring system will be followed for this round.

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.
- Prize Pool contains cash prizes and extra perks like courses, vouchers, etc.
- Prizes will be decided by GDG-KIET and subject to change.

*** In case of any dispute, all the decisions of the organising community (GDG-KIET) will be accepted.**

