

The 2nd Universal Cup Finals Contest Rules

February 2025

The Universal Cup is an organization aiming at serving the competitive programming community, dedicated to provide high quality training resources and host onsite global events. The 2025 Universal Cup Final Contest (or The 2nd Universal Cup Finals) is the final contest of the 2nd season of our event.

A total of **20** teams have qualified through online competitions, semifinals, or onsite summer summits to compete for the title of The 2nd Universal Cup Champion.

1 Contest Format

1. The competition will last **five hours**. The **Chair of the Scientific Committee** has the authority to modify the contest duration in the event of unforeseen circumstances. If any changes occur regarding the contest format or duration, participants will be notified in a timely and uniform manner.
2. There will be **at least ten(10)**, but **no more than fourteen(14)** problems in the contest.
3. Teams may submit claims regarding potential mistakes in a problem via a *clarification request*. Clarification requests must be written in **English only**.
4. Clarifications may be issued during the competition. These clarifications may include explanations of problem statements, additional details, extra examples, or modifications to a problem (including additions, removals, or changes).
5. All clarifications will be provided in **English only**, and notifications will be announced at the competition venue.

2 Problems

1. All problem statements will be provided in **English only**.
2. Teams may use dictionaries or online translation tools to translate the statements into other languages. No official translations will be provided.
3. No partial scores will be awarded for any problem.
4. The types of problems in the competition include:
 - Standard I/O problem. Your program must read input from the *standard input* and write output to the *standard output*.
 - Interactive problem. The program interacts with an *interactor* through standard I/O.

- Multiple-Run Problem. The program will be executed multiple times, each with a different input.
- Output-Only Problem. Teams do not submit a program but instead submit the final answers directly.

3 Submissions

1. The judging platform of the competition is **DOMjudge**, an open-source automated system to run programming contests.
2. The supported programming languages include C, C++, D, Python 3, Java, Kotlin, and Rust.
3. The detailed language specifications should be referred to the *TechNote* document.
4. Each submission is judged as accepted or rejected. No partial scores or failed test ID will be given to the teams.
5. Rejected runs will be marked with one of the following:
 - Compilation Error (CE)
 - Runtime Error (RTE)
 - Time Limit Exceeded (TLE)
 - Wrong Answer (WA)
 - No Output (NO)

4 Scoring

1. Teams are ranked according to the most problems solved. Teams who solve the same number of problems are ranked first by the least **penalty**. In case if there is a tie, the tied teams will be ranked according to their *last AC time*.
2. The **penalty** is the **sum** of the time consumed for each problem solved plus the **penalty in that problem**.
3. The time consumed for a solved problem is the time elapsed from the beginning of the contest to the submission of the **first accepted submission**, in **minutes**.
4. The **penalty in a problem** is **twenty (20) minutes** times the number of the non-accepted submission **before the first accepted submission**, excluding the ones with a compiled error verdict.
5. There is no time consumed for a problem that is not solved.
6. The leaderboard will be frozen **4 hours after the contest starts**, and the results submitted after 4 hours will be shown pending on the leaderboard.

5 Contest Environment

1. Each team will be provided with one computer only.
2. All teams will have equivalent computing equipment.
3. Teams may bring their own **mouse**, **keyboard**, or **graphics tablet** to the contest area. However, it is not guaranteed that all the external devices could work properly on your workstation.
4. Teams may not bring their own computers, smartphones, calculators, or other electronic devices to the contest area.
5. The Technical Committee may inspect the external devices brought by a team before the contest. In case of ambiguity, the decision of the **Chair of the Technical Committee** shall be final.
6. Teams are allowed to browse the Internet to access any materials.
7. Teams are prohibited from communicating with anyone outside their team during the contest.
8. The distribution of any problem solving materials, including ideas, codes, or auxiliary programs, on the Internet is strictly forbidden.
9. Teams may not submit malicious codes, including but not limited to attacks on the judging platform and malicious occupation of evaluation system resources.
10. **Do not touch anything** at the team workstations until so directed by the **Chair of the Scientific Committee**.

6 Appeal

1. Teams may submit an appeal regarding potential mistakes in any problems, verdicts of the submissions, or other contest decisions.
2. Appeals must be written in **English only**.
3. Judges will give a decision to an appeal, which might change a verdict given during the contest.
4. If you are still not satisfied with the results given by the judges, you may file a final appeal with the Universal Cup Scientific Committee.
5. The decision of the **Chair of the Scientific Committee** shall be final.