



ExcITE CUP 2026

Competition Rule Book



Overview

ExcITe CUP 2026 is a flagship event organized to foster innovation, creativity, and technical excellence among students. The event provides a competitive platform where participants can showcase their skills, collaborate with peers, and gain valuable exposure to real-world challenges in computing, design, and sports.

The competitions are designed to test a wide range of abilities including problem-solving, programming, analytical thinking, creativity, teamwork, and sportsmanship. Participants will have the opportunity to compete in both individual and team-based events under a professionally managed environment.

ExcITe CUP 2026 features the following competitions:

1. On-Spot Programming Competition
2. Software Project Exhibition
3. Quiz Competition
4. Poster Design Competition
5. E-Gaming (FIFA 19)
6. E-Gaming (Tekken 7)
7. Table Tennis (Boys)
8. Table Tennis (Girls)
9. Thematic Video Design

General Eligibility Criteria (Applicable to All Competitions)

- Participants must be currently enrolled in a University degree program.
- Each participant must present a valid university ID card on the day of the event.
- Registration is mandatory for participation in the events.
- The decision of judges/referees will be final in all cases.

Registration Fee

- PKR 1500 per participant

Overall Competition Rules & Regulations

The following rules shall apply collectively to all competitions conducted under ExcITe CUP 2026:

- For the competitions of Programming, Quiz, Software Project Exhibition, Poster Design, and Thematic Video Design, points shall be awarded to universities as follows:
 - 1st Position: 3 Points
 - 2nd Position: 2 Points
 - 3rd Position: 1 Point
- For Table Tennis (Boys & Girls) and E-Gaming (FIFA and Tekken 7) competitions, universities shall be awarded half of the above-mentioned points.
- The university securing the highest cumulative points across all competitions shall be declared the Overall Winner of ExcITe CUP 2026.
- In case of a tie in the highest total points, the ExcITe CUP Trophy and winning amount shall be shared among the tied universities.
- As per the tradition followed in previous editions of ExcITe CUP, if the host institution, Capital University of Science & Technology (CUST), secures the highest points, the overall championship trophy shall be awarded to the university securing the next highest position.
- The decisions of the Event In-Charges and the Competition Committee shall be final and binding in all matters related to the competitions.

1. On-Spot Programming Competition

Description

Teams will solve a set of programming problems within a specified time using C++, Java, or Python.

Team Composition

Maximum 3 members per team

Rules

- Each team will use a single workstation.
- Problems must be submitted within the given time in the specified folder.
- Stationery will be provided.

Scoring Criteria

- Teams ranked based on number of problems solved.
- Tie-breaker: Least total time.

Prizes

- 1st Prize: PKR 20,000
- 2nd Prize: PKR 10,000
- Shields for top 3 teams

2. Quiz Competition

Description

A team-based competition covering core Computer Science subjects.

Domains Covered

- Programming
- Data Structures
- Design and Analysis of Algorithms
- Operating Systems
- Databases
- Automata Theory
- Software Engineering
- Logic Design
- Computer Architecture
- Computer Networks
- Information Security
- Artificial Intelligence

Team Composition

Maximum 3 members per team

Rules

- Each question must be answered within 20 seconds.
- Teams must listen to the full question before responding.

Prizes

- 1st Prize: PKR 20,000
- 2nd Prize: PKR 10,000
- Shields for top 3 teams

3. Poster Design Competition

Description

Participants will design a poster on a given theme using digital tools (Adobe Photoshop/CorelDRAW).

Team Composition

Individual participation only

Rules

- Participants are advised to bring their own laptops (systems may be provided if needed).
- Posters must be submitted within the allocated time.
- Accepted formats: JPG, PNG, GIF, PDF
- Minimum size: 560 × 1100 pixels

Prizes

- 1st Prize: PKR 10,000
- 2nd Prize: PKR 5,000
- Shields for top 3 participants

4. Software Project Exhibition

Description

Teams will present their undergraduate academic projects.

Team Composition

Maximum 3 members

Rules

- Participants must bring a complete working project.
- A project poster (2 ft wide × 5 ft long) is mandatory.
- Poster must include:
 - Title
 - Abstract
 - Tools & Technologies

Prizes

- 1st Prize: PKR 20,000
- 2nd Prize: PKR 10,000
- Shields for top 3 teams

5. E-Gaming Competition (FIFA 19)

Platform

- PlayStation 4 (FIFA 19)
- Joystick will be provided.

Format

1 vs 1

Rules

- The home and away team selection will be on toss.
- The toss winner will choose the team of his own choice first and can choose to play international match or club match.
- No customized settings are allowed such as: legacy defending, custom tactics
- If electrical failure occurs the match is to be resumed and each team keeps the number of goals scored and the time consumed in the previous match which can't be completed will be neglected in new game For Example if the game crashed in 30 minutes play, then the new match will only be played for 60 minutes and then will be ended.
- A failure happening during the first 20 minutes leads to restart of the entire match.
- A player will only be given 1 minute to make substitution during the match
- If a player does not agree to any rules, he/she can express his/her protest to a Match Referee before the completion of a match.
- If a re-match is decided by the event in-charge, the team that does not follow this decision will be subject to disqualification.
- Decision of in-charge will be final and cannot be challenged.

Prizes

- 1st Prize: PKR 10,000
- 2nd Prize: PKR 5,000
- Shields for top 3

6. E-Gaming Competition (Tekken 7)

Platform

PlayStation 4

Format

1 vs 1 (Best of 3 rounds)

Rules

- Rounds: Best of 3
- Timer: 60seconds
- Winner must keep character, Loser may switch.
- Stage Select: Random
- Character Customizations: Off
- All base characters are allowed in the tournament.
- Only PS4 controllers are allowed.

Match Procedures

1. Players select their sides
2. Players select their characters. either player may invoke double blind character selection
3. Players play the first game of the match.
4. The losing player of the preceding match may choose to change characters.
5. Players go to stage select and select random
6. The next game is played.
7. Repeat steps 4 and 5 for all subsequent games until the match is complete.

Prizes

- 1st Prize: PKR 10,000
- 2nd Prize: PKR 5,000
- Shields for top 3

7. Table Tennis

Format

- Singles (separate categories for boys and girls)
- Knockout system

Rules

- The event will be held on a knockout basis.
- International table tennis rules will be followed.
- Each game is played to 11 points, except that if the score reaches 10-all, the game continues until one player leads by 2 points.
- Each match will be the best of the 3 games.
- Each player serves 2 points in a row and then the server is switched.
- Offensive or disruptive behavior will not be tolerated.
- The referee's decision will be considered final.

Prizes

(Separate for boys and girls)

- 1st Prize: PKR 10,000
- 2nd Prize: PKR 5,000
- Shields for top 3

8. Thematic Video Design Competition

Description

Teams create short videos based on assigned themes across multiple rounds. Participants will showcase their creativity, storytelling, and technical skills in video production, shooting, and editing.

Team Composition

Maximum 3 members

Rules

- Themes for the competition will be announced on the spot at the start of the round.
- Teams will have a maximum of 2 hours to shoot, edit, and submit their videos.
- Participants are free to move anywhere on campus for video shooting.
- Videos must be adhered to specified lengths: 3 minutes for Round 1, 5 minutes for Round 2 and 10 minutes for Round 3.
- Videos must be original and created by the participating team members only.
- Any copied, political, offensive, inappropriate, or copyrighted content will result in immediate disqualification.
- Videos must be submitted in MP4 format in the specified folder/location before the deadline.
- Judging criteria will include creativity, theme relevance, storytelling, technical execution, and editing quality and Judges' decision will be final.
- In case of a tie, preference will be given based on creativity and theme relevance.
- Teams must bring their own equipment including laptops, cameras, and required software.

Evaluation

Winners determined based on cumulative score across all rounds.

Prizes

- 1st Prize: PKR 20,000
- 2nd Prize: PKR 10,000
- Shields for top 3 teams

Final Notes

- The organizing committee reserves the right to modify rules if necessary.
- Any misconduct or violation of rules may result in disqualification.
- All participants are expected to maintain professionalism and sportsmanship.