



Pimpri Chinchwad Education Trust's  
Pimpri Chinchwad College of Engineering, Pune



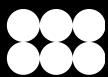
GDSC PCCOE

## DEPARTMENT OF COMPUTER ENGINEERING

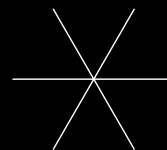
# ALPHA<sup>1.0</sup> BYTE

# RULE BOOK

20  
24  
MARCH



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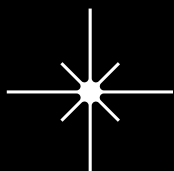
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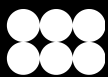
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# INTRODUCTION

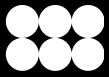
Welcome to **AlphaByte 1.0**, the 48 hours grand Hackathon presented by **GDSC x ANANTYA 2024**. This rulebook outlines the guidelines and regulations for participation in the hackathon. Please read carefully and adhere to these rules throughout the event to ensure a fair and enjoyable experience for all participants. The Hackathon second round will be conducted at the Pimpri Chinchwad College of Engineering Campus during the Anantya festival.

# OBJECTIVE

Teams participating in hackathon are supposed to choose a problem statement and hence decode the problem within 36 hours (Online) and 12 hours including judging (Offline) with an excellent idea supported by a working software.

# FEATURES

1. Cash Prizes worth 30,000 INR, Goodies and Internship Opportunities.
2. Certificates to be awarded to every team/participants.
3. One-on-One interaction with assigned representatives for Doubt and query solving regarding the conduction and Guidelines of the hackathon.
4. Faculty advisors for guidance in the second round of the hackathon.



## ELIGIBILITY

1. AlphaByte 1.0 is open to participants from all over the country.
2. Participants must be currently enrolled in an educational institution.
3. Each team can have a minimum of three and a maximum of four members.

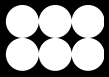
## REGISTRATION

1. Registration opens on **March 01, 2024**, and closes on **March 13, 2024**.
2. Teams must register through the listing of AlphaByte 1.0 hackathon on Devfolio.
3. Teams must also register through the official AlphaByte website.
4. Registration fees must be paid by the teams selected for the second round upon confirmation of selection to participate in the offline round of the hackathon.

**\*\*(Registration fees Rs.50/- per person)**

## CODE OF CONDUCT

1. Participants must conduct themselves respectfully and professionally at all times.
2. Harassment, discrimination, or any form of misconduct will not be tolerated and may result in immediate disqualification.
3. Participants are expected to uphold the values of integrity, honesty, and fairness throughout the event.



## TEAM FORMATION

1. Teams must consist of up to four members.
2. Participants can only be part of one team.
3. Team formation changes are not allowed after the registration deadline.
4. Intercollege grouping for teams is allowed.
5. Every student must have their college identity document as their identification proof.

## PROJECT SUBMISSION

1. Projects must be submitted through the designated platform (**Devfolio**) within the specified timeframe.
2. Projects must address one of the problem statements provided by the organizers.
3. Each team is allowed only one submission.
4. **Late submissions will not be accepted.**

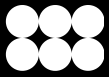
## JUDGING CRITERIA

### ROUND 1

1. Projects will be evaluated based on creativity, technical complexity, feasibility, presentation, and timely submission
2. The **top 20 teams** will be selected and the results of this round will be released through the website.

### ROUND 2

1. The judging panel will declare the **top 4 teams** after proper evaluation, which will be honored with Cash prizes, Goodies, and Internship Opportunities.
2. Judges' decisions are final and binding.



## **INTELLECTUAL PROPERTY**

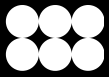
1. Participants retain ownership of their intellectual property rights.
2. By participating in AlphaByte 1.0, participants grant the organizers the right to use their project submissions for evaluation and promotional purposes.

## **AWARDS AND PRIZES**

1. Prizes will be awarded to the top-performing teams as determined by the judging panel.
2. The prize distribution ceremony will take place on the same day of the Hackathon.

## **MISCELLANEOUS**

1. Organizers reserve the right to amend the rules and schedule of AlphaByte 1.0 if necessary.
2. Any disputes or concerns should be brought to the attention of the organizing committee for resolution.



## CONTACT INFORMATION

For any inquiries or assistance, please contact the AlphaByte 1.0 organizing team at

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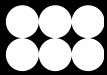
## DISCLAIMER

- The organizers reserve the right to disqualify any participant or team found to violate these rules or engage in any form of misconduct.
- By participating in AlphaByte 1.0, participants agree to abide by the rules and decisions of the organizing committee.
- This event is not to promote fierce competition among teams but to promote Innovation and hands-on work and to give participants an experience of the hackathon and pitching the ideas and work.
- So do grab this learning opportunity and be there for an event. 😊

## CONCLUSION

Thank you for your interest in **AlphaByte 1.0**. We wish all participants the best of luck and look forward to seeing the innovative projects you create during the hackathon!





# TIMELINE

