**\*\* Rules and regulations for the WebDev Hackathon \*\***

* **General Rules:**

1. **Eligibility:**
   * Teams may consist of students from different departments or colleges.
2. **Team Formation:**
   * Teams can have up to 2 members.
   * Team members must be registered before the start of the hackathon.
   * Each participant can only be part of one team.
3. **Registration:**
   * All participants must register online by the deadline.
   * Provide valid contact information and team details during registration.
4. **Entry Fee:**
   * The entry fee is ₹100 per participant, regardless of whether the team consists of 1 or 2 members. Each participant must pay ₹100.
5. **Event Duration:**
   * The hackathon runs from 9 AM to 5 PM on the scheduled day.
   * Participants must adhere to the event schedule and submit their projects before the 5 PM deadline.

* **Project Requirements:**

1. **Technology Stack:**
   * Projects must be developed using the specified technologies (e.g., HTML, CSS, JavaScript, or any frameworks for web development).
   * Use of official documentation is allowed.
   * External libraries and frameworks are allowed but must be cited.
2. **Originality:**
   * Projects must be original and created during the hackathon.
   * Reusing code or projects from previous hackathons or other sources is not allowed.
3. **Prohibition on AI Tools:**
   * The use of any AI tools or platforms for project development is strictly prohibited. All code must be written manually by team members.
4. **Submission:**
   * Submit the final project code by the given deadline.
   * Projects should be submitted through the provided submission platform or as instructed.

* **Conduct and Fairness:**

1. **Collaboration:**
   * Teams are encouraged to collaborate and help each other but must work within their own team.
   * External assistance or consulting with non-team members during the event is not allowed.
2. **Judging Criteria:**
   * Projects will be judged based on criteria such as innovation, functionality, design, creativity, usability, and adherence to the problem statement.
   * Judges’ decisions are final and binding.
3. **Code of Conduct:**
   * All participants must adhere to a code of conduct, including respectful communication and behavior.
   * Any form of cheating or plagiarism will result in disqualification.

* **Logistics:**

1. **Resources:**
   * Participants will have access to necessary resources, including internet (Ethernet connections), workspaces, and any provided tools or APIs.
   * Ensure to bring your own laptops and other necessary equipment.
2. **Support:**
   * Mentors and technical support will be available throughout the event.
   * Reach out to support staff for any technical issues or questions.

* **Post-Event:**

1. **Presentation:**
   * Teams will have the opportunity to present their projects to the judges.
   * Each team will have a designated time to showcase their work and answer questions.
2. **Prizes and Recognition:**
   * Winners will be announced and awarded prizes based on the judges' evaluation.
   * Certificates or other forms of recognition will be given to all participants.