



HTS'26 // OFFICIAL RULEBOOK & CODE OF CONDUCT

1. PURPOSE & SPIRIT

- HackTheSpring '26 is a multidisciplinary technical festival designed to promote innovation, creativity, strategic thinking, and ethical competition across diverse domains including software development, hardware innovation, ideation, esports, strategy games, and digital media.
- Participants are expected to compete fairly, respect others, and uphold the spirit of learning and collaboration.

2. ELIGIBILITY

- Participation is open to students currently enrolled in a recognized educational institution, subject to event-specific eligibility rules.
- Participants must carry valid college ID cards and event registration proof at all times.
- Certain events may be **internal-only** or have additional eligibility constraints, which must be followed strictly.

3. REGISTRATION & PARTICIPATION

- All participants must register through the official HackTheSpring '26 portal.
- Team size, composition, and participation format (solo/team) vary by event and must comply with the respective event guidelines.

- Cross-college and interdisciplinary teams are allowed unless explicitly restricted.

4. FAIR PLAY & INTEGRITY (ZERO TOLERANCE)

- All submissions, gameplay, ideas, designs, and performances must be original.
- Any form of plagiarism, cheating, hacking, collusion, use of prohibited tools, or misrepresentation will result in immediate disqualification.
- AI tools may be used **only where permitted**, and participants must fully understand and explain their work when questioned.
- The organizers reserve the right to verify authenticity at any stage.

5. CODE OF CONDUCT & BEHAVIOR

- Hack The Spring '26 is a safe, inclusive, and professional space.
- Harassment, discrimination, abusive language, intimidation, or disruptive behavior based on gender, race, religion, ability, or background will not be tolerated.
- Participants must respect fellow competitors, judges, volunteers, organizers, and venue staff at all times.
- Any violation may result in removal from the event and/or the venue.

6. INTELLECTUAL PROPERTY (IP)

- Participants retain full ownership of their intellectual property unless stated otherwise.
- By participating, teams grant Hack The Spring '26 the right to photograph, record, display, and promote their work for non-commercial publicity and documentation purposes.
- Confidential or proprietary information should not be disclosed publicly.

7. EQUIPMENT, DEVICES & SAFETY

- Cross-college and interdisciplinary teams are allowed unless explicitly restricted.

- Participants are responsible for their own equipment, connectivity, power backups, and accessories.
- Any unsafe setup, prohibited hardware, or hazardous materials may lead to disqualification.
- Damage to venue property will attract penalties and possible removal.

8. LOGISTICS & LIABILITY

- The organizers are not responsible for loss, theft, or damage of personal belongings.
- Internet access and power availability may vary; participants should arrange backups where advised.
- Failure due to personal device or network issues will generally not be grounds for replays, extensions, or exceptions.

9. EVALUATION & JUDGING

- Evaluation criteria vary by event but generally include innovation, technical depth, execution, presentation, impact, and adherence to rules.
- Judges' and organising committees' decisions are final and binding.
- No appeals or disputes will be entertained after the verdict declaration.

10. CERTIFICATES & REWARDS

- All verified participants who meet event requirements will receive a Certificate of Participation.
- Winners and runners-up will receive Certificates of Merit and prizes as announced.
- False participation or rule violations will void certification eligibility.
- Certificates may be issued in electronic or physical format, depending on the event.

11. MODIFICATIONS & AUTHORITY

- HackTheSpring '26 organizers reserve the right to modify schedules, rules, formats, or judging criteria at any time for operational or safety reasons.
- All participants are expected to stay updated via official announcements

12. FINAL NOTE

- Participation in Hack The Spring '26 implies full acceptance of this Master Rulebook and the specific rules of the chosen event(s).
- Compete hard. Play fair. Build boldly.

HTS'26 // QUICK FACTS (THE "TL;DR")

- **Format:** Multi-Event Technical Festival (Offline)
- **Competitions:** Software, Hardware, Ideation, Esports, Strategy Games, Content Creation
- **Participation:** Solo & Team Events
- **Team Size:** 1 to 4 Members (varies by event)
- **Eligibility:** Students from recognized institutions (subject to event rules)
- **Venue:** On-Campus
- **Gear Policy:** BYOD (Laptop / Mobile / Hardware / Accessories as required)
- **Connectivity:** Wi-Fi **may be** available; personal backup strongly recommended
- **Certificates:** Participation for all verified entries; Merit for winners (E/Physical Certificates)
- **Key Rule:** Fair Play, Original Work, Zero Tolerance for Misconduct

HTS'26 // FREQUENTLY ASKED QUESTIONS

Q: Who has the final authority during disputes?

A: The decisions of judges and the organizing committee are final and binding.

HACK.X // FREQUENTLY ASKED QUESTIONS

Q: What is HackTheSpring '26?

A: HackTheSpring '26 is the flagship annual technical festival featuring multiple competitive tracks including hackathons, innovation challenges, esports, strategy games, and creative showcases.

Q: Who can participate?

A: Any student enrolled in a recognized educational institution can participate, subject to individual event eligibility criteria.

Q: Can I participate in more than one event?

A: Yes, if schedules don't clash and eligibility is met; any clash is the participant's responsibility.

Q: Do all events require teams?

A: No. Some events allow solo participation, while others require or encourage teams. Team size limits are defined per event.

Q: Is this an online or offline fest?

A: Hack The Spring '26 is primarily an offline, on-campus festival. Certain digital platforms may be used during competitions.

Q: Do I need to bring my own equipment?

A: Yes. Hack The Spring '26 follows a Bring Your Own Device (BYOD) policy. Participants must bring all necessary devices, accessories, and backups required for their event.

Q: Are AI tools allowed?

A: AI usage is permitted only where explicitly allowed by the event rules. Participants must fully understand and explain any AI-assisted work.

Q: Will participants receive certificates?

A: Yes. All verified participants who complete event requirements will receive a Certificate of Participation. Winners and runners-up will receive Certificates of Merit and prizes.

Q: What happens if someone breaks the rules?

A: Any rule violation may result in penalties, disqualification, removal from the venue, and forfeiture of certificates or prizes.