HACK.X // OFFICIAL RULEBOOK & CODE OF CONDUCT

1. PURPOSE & SPIRIT

Hack.X aims to promote collaborative problem-solving, technical creativity, and hands-on innovation using modern software technologies. We are looking for original ideas and functional prototypes.

2. ELIGIBILITY

- Open to students from any discipline (not just programming-oriented) provided they are enrolled in a recognized educational institution.
- Participants must carry valid college ID cards at all times during the event.

3. DEVELOPMENT & INTEGRITY

- **Fresh Code Policy:** All code, design, and assets must be created during the official hackathon duration. Pre-built projects are strictly prohibited.
- **Boilerplate:** You are allowed to use open-source libraries, APIs, and frameworks, provided they are publicly available to everyone.
- **AI Policy (Crucial):** Generative AI tools (ChatGPT, Claude, Copilot, etc.) ARE PERMITTED as assistive tools for debugging or boilerplate generation. However, submitting entirely AI-generated solutions without understanding the logic will lead to disqualification. You must be able to explain every line of your code to the jury.

4. INTELLECTUAL PROPERTY (IP)

- **Ownership:** The team retains full ownership of the intellectual property (IP) and code developed during the hackathon.
- **Open Source**: While you own your code, you agree to grant Hack.X and its partners the right to demonstrate/display your project for promotional purposes.

5. TEAM CONDUCT

- **Collaboration:** Teams must collaborate ethically.
- **Zero Tolerance:** Any form of plagiarism, code theft, or sabotage of other teams' equipment/network will result in immediate disqualification and removal from the venue.

6. BEHAVIOR & HARASSMENT

- Hack.X is a safe space. We have a Zero Tolerance Policy towards harassment, offensive language, or disruptive behavior based on gender, race, religion, or ability.
- **Venue Respect**: Any damage to college property or the venue will result in a fine and disqualification.

7. LOGISTICS & LIABILITY

- **BYOD (Bring Your Own Device):** Participants must bring their own laptops, chargers, and hardware components.
- **Connectivity:** While we provide Wi-Fi, **participants are strongly advised to have a backup internet source** (Mobile Hotspot/Dongle).
- **Liability:** The organizers are not responsible for the loss or damage of personal belongings. Please safeguard your equipment.

8. EVALUATION

- **Judging is based on:** Innovation, Technical Complexity, Usability, and Presentation Quality.

- **The Final Verdict:** The decision of the Jury Panel is final and binding. No appeals will be entertained.

HACK.X // QUICK FACTS (THE "TL;DR")

- **Format:** 2-Day Offline Software Hackathon.
- **Team Size:** 1 to 4 Members.
- **Composition:** Cross-college and cross-institute teams are **allowed**.
- **Rewards:** Certificates provided to all; Prizes for winners.

HACK.X // FREQUENTLY ASKED QUESTIONS

Q: What exactly is Hack.X?

A: Hack.X is the flagship software competition of Hack The Spring '26. It is a **2-day offline hackathon** focused purely on building innovative software-based solutions.

Q: What is the required team size?

A: You can participate **individually (Solo)** or in a team of **up to 4 members**.

Q: Can we form teams with students from other colleges?

A: Yes! Cross-college and cross-institute teams are fully allowed and encouraged. You do not need to be from the same branch or university.

Q: What equipment do I need to bring?

A: This is a **BYOD (Bring Your Own Device)** event. You must bring:

- Your Laptop & Charger.
- A **backup Internet source** (Mobile Hotspot/Dongle) to ensure uninterrupted workflow.
- Any specific hardware components you might need for your project.

Q: Will participants receive certificates?

A: Yes. **All verified participants** who submit a valid project will receive a Certificate of Participation. Winners and Runners-up will receive Certificates of Merit along with their prizes.

1. **Offline Round 1: Concept Proof**

- On-campus evaluation.
- Status : Non-Elimination Round.
- Time   : DAY 1, 20 Feb 26, 11:00 AM IST - 20 Feb 26, 02:00 PM IST.
- Goal   : Prove your concept.
- Deliverables :
  - (i)   Clear definition of the problem statement.
  - (ii) Proposed technical solution & architecture.
  - (iii) Technology stack and tools.
- Evaluation Parameters :
  - (i)   Innovation and originality.
  - (ii) Technical feasibility.
  - (iii) Understanding of the problem domain.
- Outcome : Concept validation and approval to proceed.

2. **Offline Round 2: Implementation**

- On-campus evaluation.
- Status : Non-Elimination Round.
- Time   : DAY 1, 20 Feb 26, 02:00 PM IST - 20 Feb 26, 05:00 PM IST.
- Goal   : Code goes on.
- Deliverables :
  - (i) Functional prototype / core feature implementation.
  - (ii) Structured and readable source code.
- Evaluation Parameters :
  - (i) Progress of development.
  - (ii) Code quality and logic.
  - (iii) Effective use of chosen technologies.
- Outcome : Concept validation and approval to proceed.

3. **Offline Round 3: Elimination**

- On-campus elimination round.
- Status : Elimination Round.
- Time   : DAY 2, 21 Feb 26, 10:30 AM IST - 21 Feb 26, 12:00 PM IST
- Goal   : Surprise task implementation.
- Based on jury evaluation using the given parameters, the top 12 teams will advance to Round 4 (Final).
- Deliverables : Real-time feature addition, optimization, or constraint-based challenge.
- Evaluation Parameters :
  (i) Updated solution incorporating the surprise task.
  (ii) Brief technical explanation to the jury.
- Outcome : Top 12 teams qualify for the Final Round.

4. **Offline Round 4: Pitching**

- On-campus Final round.
- Status : Final Top 3 Ranking.
- Time : DAY 2, 21 Feb 26, 02:00 PM IST - 21 Feb 26, 04:00 PM IST.
- Goal : 5 Minute Pitch = 2 Minute Q&A about Problem Statement.
- Based on jury evaluation, presentation, and Q&A, using the given parameters, the top 3 teams will be selected.
- Pitch Expectations :
  (i) Problem statement & motivation.
  (ii) Technical solution walkthrough (with demo).
  (iii)Scalability, impact, and future enhancements.
  (iv) Q&A with Jury.
- Evaluation Parameters :
  (i) Technical depth and clarity.
  (ii) Presentation quality.
  (iii) Handling of jury questions.
- Outcome : Winner, Runner-up, and Second Runner-up announced.