

Lumino 25: Web Canvas Hackathon – Rules & Regulations

To ensure a smooth and fair competition, all participants must adhere to the following rules and guidelines.

General Rules

1. Team Size

- Each team must consist of **2 to 4 members**.
- Solo participation is **not allowed**.

2. Time Limit

- The hackathon will last for **24 hours**, starting from **15 March 2025, 2:00 PM** and ending at **16 March 2025, 2:00 PM**.
- All submissions must be completed and submitted before the deadline.

3. Technology Stack

- Teams are free to use **any frontend & backend technologies** (HTML, CSS, JavaScript, React, Flask, Django, Node.js, etc.).
- Pre-built website builders like Wix, WordPress, or Shopify **are not allowed**.

4. Originality & Plagiarism

- All work must be original and created during the hackathon.
- Use of **pre-existing code** (open-source libraries, frameworks, and APIs) is allowed, but teams must **cite their sources**.
- Plagiarism or copying from other teams will lead to **immediate disqualification**.

5. Collaboration & External Help

- Teams **cannot** receive assistance from anyone outside the competition.
- Teams can however request assistance from the mentors present at the venue.
- Using AI tools (like ChatGPT, Copilot) is **allowed**, but AI-generated code must be **properly understood** by the team.

Development Guidelines

6. Mandatory Features

- Each submission must include **all the required pages and features** outlined in the problem statement.
- Bonus features are encouraged but not mandatory.

7. Hosting & Deployment

- The final website must be hosted on a **publicly accessible platform** (Render, GitHub Pages, Netlify, Vercel, Cubes Hosting etc.).
- A submission is considered incomplete if it is not deployed.

8. Submission Requirements

- Teams must submit:
 - **Live link** to the hosted website
 - **GitHub repository link** (with proper documentation)
 - A brief **documentation file** explaining the tech stack, features, and any known issues
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Judging & Evaluation

9. Scoring Criteria

- Websites will be judged based on **Design, Functionality, Responsiveness, Technical Implementation, Creativity, and Completion**.
- A total of **100 base points + 20 bonus points** can be earned.

10. Disqualification & Penalties

- Teams may be disqualified for:
 - **Plagiarism or code theft**
 - **Violating submission deadlines**
 - **Non-functional or broken submissions**
 - Late submissions will be **penalized** by deducting **5 points for every 30 minutes past the deadline**.
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Ethical & Conduct Guidelines

11. Fair Play & Respect

- Participants must **respect other teams and judges**.
- Harassment, offensive language, or any form of discrimination will result in **immediate disqualification**.

12. Use of External APIs & Services

- Using **third-party APIs** (Google Maps, OpenAI, Stripe, RazorPay for payments, etc.) is allowed but must be clearly documented.
- Any **licensed software or assets** must be properly credited.

Prizes & Recognition

13. Winner Selection & Announcement

- The top teams will be awarded based on their total score.
- In case of a tie, the **team with higher functionality & innovation scores** will win.

14. Post-Hackathon Rights

- Teams retain full ownership of their project

Final Notes

- Stay **organized and communicate** effectively within your team.
- Prioritize completing the **core features first** before adding extra functionalities.
- Judges' decisions will be final
- Have fun and **build something amazing!** 🎉