Instructions

1. **Duration**: The hackathon named Hackman will last for 24 hours.

2. **Meals:** Lunch and dinner will be provided on Day 1, and breakfast will be provided on Day 2. Coffee and biscuits will be available at all times, and a night snack will also be provided.

3. **Theme**: The hackathon has an open theme, allowing participants to work on any project or idea they choose.

4. **Internship Opportunities:** Multiple internship opportunities will be available for participants to explore during the hackathon.

5. **Accommodation:** Participants have the option to either go home or stay overnight on the campus. If participants choose to stay on the campus, the organizers will provide accommodation facilities for the night. The specific details regarding accommodation arrangements will be communicated to the participants before the hackathon begins.

6. **E-Certificate:** All participants will receive an e-certificate acknowledging their participation in the Hackman.

7. **Eligibility:** The Hackman is open to engineering students from any year and any college, regardless of the state they belong to.

8. **Registration Fee:** The registration fee for each team is 600 per team, which is non-refundable.

9. **Team Size:** Each team can consist of 2 to 4 members.

10. **Code of Conduct:** Participants are expected to maintain a high standard of professionalism and ethical behavior throughout the hackathon. Any form of cheating, plagiarism, or unethical practices will result in immediate disqualification.

11. **Intellectual Property:** Participants retain the intellectual property rights to their projects. However, organizers may request permission to showcase or highlight the projects for promotional purposes.

12. **Equipment:** Participants are responsible for bringing their own laptops, chargers, and any additional equipment they require for their projects.

13. **Collaboration:** Collaboration among teams is not allowed during the hackathon. Each team must work independently on their own projects.

14. **Submission**: All projects must be submitted within the specified time frame and in the prescribed format, as communicated by the organizers.

15. **Judging Criteria:** The judging criteria will be communicated to participants before the start of the hackathon. Projects will be evaluated based on innovation, technical implementation, usability, and presentation.

16. **Organizers' Decision:** The decisions made by the organizers and judges will be final and binding.

17. **Safety and Security**: Participants are responsible for the safety and security of their personal belongings during the hackathon. The organizers will not be liable for any loss or damage.

18. **Respect and Inclusion:** Participants must respect the diversity and inclusivity of the event. Any form of harassment or discrimination will not be tolerated.

19. **Compliance with Laws:** Participants must comply with all applicable laws and regulations during the hackathon.

20. **Modification of Rules:** The organizers reserve the right to modify or update the rules and guidelines of the hackathon, if necessary. Participants will be notified of any changes in advance.

21. **Miscellaneous:** Any unforeseen circumstances or situations not covered by these rules will be addressed by the organizers on a case-by-case basis.

By participating in the Hackman, all participants agree to abide by these guidelines.