

INTERNATIONAL HACKATHON 2K25

Rules and Regulations

Event Overview

The INTERNATIONAL LEVEL TECHNICAL HACKATHON 2K25 is a competitive event designed to foster innovation, collaboration, and problem-solving skills among participants from around the globe. This hackathon provides a platform for individuals and teams to develop creative solutions to real-world challenges using technology. Participants will engage in intensive coding, design, and teamwork, culminating in the presentation of their projects to a panel of expert judges.

24-Hours NON-STOP Hackathon

Organized by:

CSE – Data Science & AI&ML Departments

**In association with the Students Clubs ‘Innovation & Incubation Hub’ & ‘Aura’
PSCMRCE, Vijayawada, Andhra Pradesh, India**

Eligibility

The hackathon is open to:

- Students currently enrolled in undergraduate / postgraduate programs at accredited universities.
- Scholars & graduates (within one year of graduation) from accredited universities.
- Open to all entrepreneurs, and professionals and all streams from various tech-related fields.
- Individual innovators and technology enthusiasts with a passion for problem-solving and coding.
- This event welcomes **Engineering, Medicine, Diploma, Arts, Science, Pharmacy** students and professionals from around the globe!

Note: Participants must be at least 18 years of age at the time of registration.

Registration Details

- Registration will be conducted online via the official hackathon Information.
- Participants must provide accurate and complete information during the registration process.

- A registration fee may be applicable (details will be available on the website).
- The **registration deadline** is August 12th 2025.
- **Shortlist Notification Date: 16/08/2025** (Via email)
- **Registration Fee:** *Non-refundable*
- Registered participants will receive a confirmation email with further instructions.

Team Formation

- Participants can register as individuals or as part of a team.
- Team size is limited to a maximum of 4 members.
- Teams are responsible for self-organizing and selecting a team leader.
- Team members can be from different institutions or organizations.
- Once a team is registered, changes to the team composition may be restricted.

Event Timeline

- **Registration Period:** 29th August 2025 - 30th August 2025
- **Submission Deadline:** 30th August 2025 11:00 am
- **Winners Announcement:** 30th August 2025
- Duration: **24 Hours Non-Stop**
- Break/rest zones and refreshments will be arranged for participants.(Offline)

Participation Modes & Rules

National/Offline:

- Participants in the national/offline mode will participate at a designated physical venue at PSCMRCET, Vijayawada.
- The venue will provide basic infrastructure, including internet access and power supply.
- Participants are responsible for bringing their own laptops, peripherals, and any specific hardware or software they require.
- **ID proof and college/institution proof are mandatory for entry.**
- Offline participants must adhere to **in-campus guidelines and timings**.
- Food and accommodation arrangements may be provided; details will be communicated separately.
- On-site support will be available to assist participants with technical issues.

International/Online:

- Participants in the international/online mode will participate remotely.
 - Participants are responsible for ensuring they have a stable internet connection and suitable hardware and software.
 - Online communication channels will be used for announcements, Q&A sessions, and support.
 - Teams must adhere to the same submission deadlines and judging criteria as offline participants.
 - Must have access to stable **internet and communication tools** (Zoom, Google Meet, etc.). Online participation requires: Real-time collaboration tools (GitHub, Figma, Replit, etc.)**Team members present during demo presentation** All submissions, including **demo videos, source code, and presentation decks**, must be submitted by deadline.
-
- All participants must adhere to the code of conduct and collaboration guidelines.
 - Participants must respect intellectual property rights and avoid plagiarism.
 - The use of pre-existing code or libraries is permitted, but must be properly cited.
 - Any attempt to sabotage or disrupt the event will result in disqualification.

Project Requirements

- Projects must address a relevant problem or challenge within a specified theme (if applicable).
- Projects must be original and demonstrate innovative thinking.
- Projects must be functional and demonstrate a working prototype.
- Projects must be scalable and sustainable.
- Projects must be well-documented and easy to understand.

Judging Criteria

- **Innovation:** Novelty and creativity of the solution.
- **Impact:** Potential impact and relevance to the target problem.
- **Technical Complexity:** Technical challenges overcome and efficient use of technology.
- **Functionality:** Completeness and robustness of the working prototype.
- **Design:** User-friendliness and aesthetics of the interface.
- **Presentation:** Clarity and effectiveness of the project presentation.

Awards & Recognition

- Prizes will be awarded to the top-performing teams and individuals.
- Awards may include cash prizes, software licenses, hardware components, or internship opportunities.
- Certificates of participation will be provided to all participants.
- Winning projects may be featured on the hackathon website and social media channels.
- Sponsors may offer additional prizes or recognition.

Code of Conduct

All participants are expected to:

- Be respectful and inclusive of all individuals, regardless of their background or identity.
- Refrain from engaging in harassment, discrimination, or offensive behavior.
- Respect the intellectual property of others.
- Adhere to the rules and guidelines of the hackathon.
- Report any violations of the code of conduct to the event organizers.

Code & Collaboration Guidelines

- Use version control systems (e.g., Git) for collaborative coding.
- Write clean, well-documented, and maintainable code.
- Follow established coding conventions and best practices.
- Communicate effectively with team members.
- Respect the contributions of others.
- Avoid plagiarism and properly cite any external code or libraries used.

Tools & Resource Usage

- Participants are free to use any programming languages, frameworks, and libraries that are appropriate for their projects.
- Participants are responsible for obtaining any necessary licenses or permissions for the tools they use.
- Participants must comply with the terms of service of any third-party APIs or services they integrate into their projects.
- The hackathon organizers may provide access to certain tools or resources; details will be communicated separately.

Submission Requirements

- All projects must be submitted electronically via the official hackathon website.
- Submissions must include:
 - Source code
 - Executable file or deployment instructions
 - Project documentation (including a description of the problem, solution, and implementation)
 - A short video presentation.
- Submissions must be complete and adhere to the specified format.
- Late submissions will not be accepted.

Disputes & Arbitration

Any disputes arising from the hackathon will be resolved through arbitration. The decision of the arbitrators will be final and binding.

Media & Consent

By participating in the hackathon, participants grant the organizers the right to use their names, images, and project descriptions for promotional purposes. Participants also consent to being photographed, video-recorded, and interviewed during the event.

Liability Disclaimer

The hackathon organizers are not liable for any damages, losses, or injuries incurred by participants during the event. Participants are responsible for their own safety and well-being.

International-Level Standards

- Projects should adhere to international standards for accessibility and inclusivity.
- Projects should respect cultural differences and sensitivities.
- Projects should comply with all applicable laws and regulations in their respective jurisdictions.

Contact Information

For any questions or inquiries, please contact the hackathon organizers at
pscmrhackathon2k25@gmail.com

Summary

This document outlines the complete rules and regulations for the INTERNATIONAL LEVEL TECHNICAL HACKATHON 2K25. It covers all essential aspects, from eligibility and registration to project requirements, judging criteria, and ethical guidelines. All participants are expected to read and adhere to these rules to ensure a fair, productive, and enjoyable experience for everyone involved. Good luck!