

Eligibility

- Participants of the hackathon need to be enrolled in a full time course and must be a student to take part in this hackathon

Submissions

- All projects have a working URL or can even give a live demo.
- The Submission portal will be closed after the submission closing date.
- Submissions must have been started after the submission portal opened .
- Old projects are not allowed and you cannot buy projects.
- Submissions must not change after the submission closing date .
- You can only use open source dependency and API. Closed source dependencies and API are not allowed.
- Only open source licenses are allowed.
- Your source code for a project must be publicly visible and accessible on github.

Rules and Regulations

- A participating team can have a minimum of 2 participants to a maximum 4 participants
- All prizes should be shared equally between all team members.
- Having a github account is mandatory for the hackathon
- All work on the project should be done strictly only during the hackathon.
- Teams must use open-source libraries and frameworks in their projects. Working on a project before the event and open-sourcing it for the sole purpose of using the code during the event is against the spirit of the rules and is not allowed.
- A team can submit only one entry for the hackathon.
- Teams must stop coding once the time is up.
- Teams will be disqualified on breaking the hackathon rules and regulations

Code of Conduct

- Please treat all other participants and teams with the utmost respect. We ask that you act kindly, behave professionally, and do not insult or put down other participant.
- Please treat our sponsors, organizers, and judges with the utmost respect.

Sponsor

- **To participate as a sponsor contact suretrust2020@gmail.com**