Hackathon Rules & Guidelines

1. General Rules

- The hackathon is open to all registered participants.

- Participants must form teams of **2-5 members**. Solo participation is not allowed.

- All projects must be built **during** the hackathon. Pre-existing projects are not allowed.

- The hackathon theme will be announced at the start of the event.

- Organizers reserve the right to disqualify teams that violate the rules.

2. Team Formation

- Teams can be formed before or during the event.

- Each team must have a designated team leader for communication with organizers.

- Participants can only be part of **one team**.

3. Coding & Development

- All code must be written during the hackathon.

- Participants can use **open-source libraries and APIs** but must disclose them.

- AI-generated code is allowed but must be properly cited.

- The use of plagiarized or pre-written code will lead to disqualification.

4. Submission Guidelines

- Teams must submit their projects before the deadline. Late submissions will not be accepted.

- Each submission must include:

    o A GitHub repository link (if applicable).

    o A working prototype/demo.

    o A short pitch or presentation explaining the project.

- Judges may request a live demo of the project.

5. Judging Criteria

Projects will be evaluated based on:

- **Innovation & Creativity** – Uniqueness of the idea.

- **Technical Complexity** – How well the project is executed.

- **Functionality** – Working prototype and features.

- **Impact & Use Case** – Practicality and relevance.

- **Presentation & Clarity** – How well the idea is communicated.

6. Code of Conduct

- Participants must maintain a **respectful and inclusive** environment.
- Harassment, discrimination, or any form of misconduct will lead to immediate disqualification.
- Teams must respect each other's work and ideas.

7. Prizes & Disqualification

- Winners will be announced at the end of the event.
- Prizes will be awarded based on the judges' decision, which is final.
- Any team found violating the rules or engaging in unfair practices will be disqualified.

8. Miscellaneous

- Participants must bring their own laptops and required software/tools.
- Internet and power supply will be provided at the venue.
- Organizers are not responsible for any lost/stolen items.

By participating in the hackathon, you agree to abide by these rules. Let's code, innovate, and have fun!