

RULES AND REGULATIONS



To ensure a smooth, fair, and successful competition, all participants are required to adhere to the following rules and regulations. Any violation may lead to disqualification.

General Rules

Eligibility

- All participants must be currently enrolled as students.
- Participants must be above 16 years of age and enrolled in an academic program.
- The hackathon is open to students from both technical and non-technical backgrounds.

Team Composition

- Teams must consist of **2 to 4 members**.
- All team members must be students of a college/University.
- Team members can be from different colleges/Universities.
- Participants cannot be part of more than one team.

Venue Attendance

- All team members must be physically present at the venue during review rounds.
Remote participation during review rounds is not allowed.

Non-Technical Rules

- **Involvement Restriction:** Only team members registered for the hackathon may work on the project. No external help (e.g., from non-registered individuals or via video calls) is allowed.

- **Venue Rules:**
 - Participants must adhere to venue rules.
 - Any form of violence, damage to property, or creating a nuisance will lead to disqualification and removal from the event.
- **Respect for Organizers:**
 - Participants must cooperate with organizers and mentors.
 - Misbehavior or non-compliance will not be tolerated.

Registration

- Registration is compulsory before coming to the venue and is free of cost.

Accommodation and Meals

- Participants opting for accommodation must follow all colleges/Universities rules and decorum.
- Participants are responsible for arranging any additional meals independently, although food stalls will be available on-site at the venue.
- Participants are responsible for maintaining cleanliness and adhering to accommodation rules and timings.

Event Rules

Hackathon Format

- This is an **open-theme hackathon**, meaning teams can innovate and solve problems across any domain or area of interest.
- The hackathon will run for **30 hours**, starting on **February 8, 2025**, and ending on **February 9, 2025**.

Problem Statements and Guidance

- Teams are free to define their own problem statements.
- The technical team will conduct a session before the event to explain project submission guidelines and expectations.

Originality

- Projects must be entirely original and **developed during the hackathon**.
- Use of pre-existing codebases, libraries, or frameworks is allowed only if properly cited.
- **Plagiarism of any kind will result in immediate disqualification.**

Hardware-Related Projects

- For hardware-based projects, participants must arrange their own required materials and equipment.
- The organizers will not provide hardware tools, components, or devices for these projects.

Facilities Provided at the Venue

- Participants will be provided with:
 - Wi-Fi access to assist with project development.
 - Charging ports for their devices.
 - Introductory Kit that will include participant ID cards and a detailed event timeline.
- Other materials or equipment, including laptops, or hardware tools, must be arranged by the participants themselves.

Team Conduct

- Teams must maintain professionalism and avoid disruptive behavior.
- Harassment, inappropriate conduct, or tampering with others' work will lead to disqualification.

Project Submission Rules

Project Creation:

- All projects must be developed entirely from scratch during the hackathon.
- Cloning an existing repository or reusing pre-built code is strictly prohibited.

Documentation:

- Each team must submit comprehensive documentation that includes a clear project overview explaining the purpose and functionality of the project.
- Detailed instructions on how to set up and run the project locally must be provided for ease of evaluation.

Plagiarism Policy:

- All submitted code must be original and created by the team during the hackathon, or properly attributed if using open-source libraries (with correct licensing).
- Participants are strictly prohibited from cloning an existing GitHub repository and presenting it as their own work.

Monitoring and Review:

- Submissions will be thoroughly reviewed to ensure compliance with originality and quality standards.
- Teams exhibiting irregularities, such as substantial code uploads close to the deadline, will be flagged for further review by the organizers.

Final Submission Guidelines:

- The final project must be submitted before the deadline. Late submissions will not be considered unless technical issues arise on the organizer's end.
- Submissions must include a project demo video or presentation link.
- Teams must prepare a live demonstration of their project during the evaluation phase to showcase the latest version of their work.

Category-Wise Prizes:

- Special awards will be given for various categories, but the specific categories and prizes will remain undisclosed until the winner announcements.

Judging Criteria

Evaluation Structure

The hackathon includes multiple evaluation stages to ensure quality and innovation:

- **Round 1: Catalyst Evaluation (Project Introduction)**
 - **Timing:** Midway through the hackathon.
 - **Focus:**
 - Problem Statement: Clarity on the problem being addressed.
 - Tech Stack and Innovation: Uniqueness and feasibility of the approach.
- **Round 2: Mentor Evaluation (Prototype Review & Execution)**
 - **Timing:** Near the end of the hackathon, before the final pitch.
 - **Focus:**
 - Prototype Demo: Current progress and functionality.
 - Technical Complexity and Scalability: Feasibility of real-world implementation.
- **Final Round: Stage Presentation**
 - **Format:** Top 10 teams will pitch on stage with a live demo (5-7 minutes per team).

Judging Criteria (Final Stage Evaluation)

Criteria	Description
Completion Rate	Measures project completeness and functionality.
Presentation	Assesses clarity, structure, and delivery of the pitch/demo.
Feasibility	Evaluates practical viability and execution potential.
Business Model	Analyzes sustainability and commercial viability.
Social Impact	Considers potential to create positive societal or environmental change.
Innovation & Creativity	Judges originality and creative problem-solving.
Design (UI/UX)	Reviews visual appeal, usability, and overall user experience.

Prohibited Activities

- **Restricted Items:**
 - Possession of restricted items (e.g., alcohol, drugs, weapons, or any hazardous materials) by any participant at the venue will result in the immediate disqualification of the entire team and removal from the event premises.
- **Technology Tampering:**
 - Participants must not attempt to hack or disrupt event infrastructure (e.g., Wi-Fi, systems).
 - Any such action will result in immediate disqualification and possible legal action.

Support and Resources

1. **Mentorship**
 - Experienced mentors will be available during the hackathon to assist teams with technical challenges and provide guidance.
 2. **Doubt Resolution**
 - A dedicated communication channel (e.g., WhatsApp) will be available for resolving doubts and addressing issues promptly.
-

By participating in Bharat TechXperience 2.0, participants agree to abide by these rules and regulations.

For queries or assistance, contact:

Email: team.theuniques@sviet.ac.in

Phone: 8229054664, 6204991247