*Department of Information Technology*
*St. JOSEPH'S COLLEGE (AUTONOMOUS)*
*Accredited at A++ (Cycle IV) by NAAC*
*Special Heritage Status Awarded by UGC*
*College with Potential for Excellence by UGC*
*DBT-STAR & DST-FIST Sponsored College*
*TIRUCHIRAPPALLI – 620 002*

# Hackathon 2025

## Rules & Regulations

### 1. Team Formation

- Teams must consist of 1–4 members.

- Cross-department teams are allowed (if applicable).

- One member should be designated as the Team Leader for communication with organizers.

### 2. Problem Statement / Theme

- The hackathon theme or problem statements will be announced on the spot at 9:30 AM.

- Teams must strictly work only on the given theme.

- Off-topic projects will be disqualified.

### 3. Development Guidelines

- Projects must be developed only during hackathon hours.

- Pre-built or previously created projects/templates are not allowed.

- Use of open-source libraries, frameworks, and APIs is permitted but must be acknowledged in the project.

### 4. Breaks & Time Management

- Participants must strictly follow the event schedule.

- Teams must resume coding immediately after each break.

- Late submissions will lead to disqualification.

### 5. Project Submission

- Final code, files, and documentation must be submitted by 4:30 PM sharp.
- Any submission after the deadline will not be considered for evaluation.

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### 6. Evaluation Criteria

### Projects will be judged based on:

1. Innovation & Creativity – Originality of idea and approach.
2. Technical Implementation – Code quality, functionality, and feasibility.
3. Design & User Experience (UI/UX) – Ease of use and presentation.
4. Impact & Usefulness – Practicality and relevance of the solution.
5. Presentation & Explanation – Clarity in demo and communication.

### Judges' decisions will be final and binding.

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### 7. Code of Conduct

- Participants must maintain discipline and respect towards peers, mentors, and judges.
- Plagiarism or copying from other teams will result in immediate disqualification.
- Misuse of the internet or violation of rules will not be tolerated.

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**Note:** The goal of this hackathon is not just competition, but also collaboration, innovation, and learning. Participants are encouraged to think creatively, manage time wisely, and enjoy the experience.