

BYTECODE 3.0

Official Rulebook

Welcome to **Bytecode 3.0**, the premier technical event designed to challenge and inspire the next generation of tech innovators! This rulebook outlines everything you need to know about the event, from eligibility criteria to competition guidelines and ethical standards. **Bytecode 3.0** features a series of exciting competitions including a Quiz, Blind Typing Challenge, Coding Competition, Web Design Contest, and a thrilling **Capture the Flag (CTF)** challenge. This document provides a comprehensive overview of the event's objectives, structure, code of conduct, and ethical guidelines.

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We encourage all participants to thoroughly review this rulebook to ensure a fair, engaging, and successful **Bytecode 3.0** experience. If you have any questions or concerns, please don't hesitate to reach out to the event organizers. Let the coding begin!

General Rules and Regulations

These general rules and regulations apply to all participants in Bytecode 3.0. All participants are expected to adhere to these rules to ensure a fair and ethical competition.

- **Eligibility Criteria:** Bytecode 3.0 is open to all branch students of YIT.
- **Registration Process and Deadlines:** Participants must register for Bytecode 3.0 through the official event website. The registration deadline is **April 04, 2025**. Late registrations will not be accepted.
- **Acceptable Use of Resources and Equipment:** Participants are responsible for the proper use of all resources and equipment provided during the event. Any damage to equipment due to misuse will be the responsibility of the participant.
- **Prohibited Activities:** The following activities are strictly prohibited during Bytecode 3.0:
 - Plagiarism: Submitting work that is not your own.
 - Unauthorized Assistance: Receiving or providing assistance to other participants during competitions.
 - Network Attacks: Attempting to disrupt the event network or other participants' systems.
- **Disciplinary Actions:** Violations of these rules may result in the following disciplinary actions:
 - Warnings: Verbal or written warnings for minor infractions.
 - Point Deductions: Reduction of scores for specific competitions.
 - Disqualification: Removal from the event for serious violations.

The event organizers reserve the right to modify these rules at any time. Participants will be notified via email.



Quiz Competition Rules

Gear up for an interactive **Quiz competition**, where your quick thinking and technical knowledge will be put to the test! Participate, answer fast, and showcase your expertise in real-time. This is an **individual participation event**, and only the **first 40 participants will be shortlisted**.

RULES:

- Each participant can join only once, and only one device per person is allowed.
- No on-spot registration.
- Each question will have a specific time limit (usually 20-30 seconds).
- The faster you answer correctly, the more points you earn.
- Cheating or using unauthorized devices is strictly prohibited. Any participant caught cheating will be disqualified from the event.

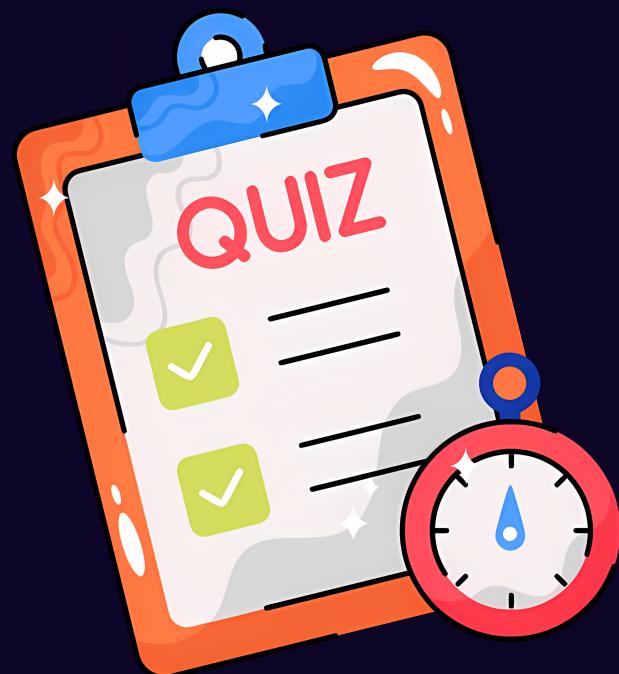
Time: 2:45- 3:45 p.m.

Venue: Seminar hall/Nain Lab

Faculty Co-ordinator: Prof. Shyla

Student Co-ordinators:

- Mohammed Rayyan – 7022172075 (6th Sem CSE)
- Shantadevi A Munavalli – 9148832937 (6th Sem CSE)
- Khalifa Mohammed Usaid – 7483679825 (6th Sem CSE)
- Rifaaz Ahmed - 8431928108 (6th Sem CSE)



Blind Typing Challenge Rules

Blind Typing is a fast-paced and exciting technical event designed to test participants' typing speed and accuracy without looking at the keyboard. In this competition, participants must type a given passage as quickly and accurately as possible using only their muscle memory and touch-typing skills.

Team participation (2 members). Only the first 20 teams will be shortlisted.

RULES:

- Participants must type a given piece of code or text without looking at the keyboard.
- The winner will be the team that achieves the highest speed and accuracy.
- Judging criteria will be based on typing speed, accuracy, completion time, and error penalties.

Entry fees: ₹50 (per team)

Time: 1:45-2:45 p.m.

Venue: IT BLOCK (CSE LAB)

Faculty Co-ordinator: Prof. Ayisha

Student Co-ordinators:

- Hansel Thomas Dsouza - 8296229868 (6th Sem CSE)
- Azeefa Banu - 7996574229 (6th Sem CSE)
- Shrenitha S - 9019427993 (6th Sem CSE)



Coding Competition Rules

Put your coding skills to the test in this intense data structures and algorithms (DSA) challenge. Solve problems, optimize solutions, and compete to top the leaderboard.

Team Participation (2 members). Only the first 20 teams will be shortlisted.

RULES:

- Solve 10 DSA questions using any of the allowed programming languages.
- **Languages allowed:** C, C++, Java, Python.
- No internet access.
- No external devices allowed.
- Problem statements will be provided on the spot.
- **Judgement criteria:** Number of questions solved, time taken, efficiency of approach.

Entry fees: ₹50 (per team)

Time: 2:50 PM - 3:50 PM

Venue: IT BLOCK (CSE LAB)

Faculty Co-ordinator: Prof. Basavaraj Neelagund

Student Co-ordinators:

- Thushar – 9113233385 (6th sem CSE)
- Yukthi Prabhu - 9241646880 (6th sem CSE)
- Diya A - 8105685932 (6th sem CSE)



Web Design Contest Rules

Web Designing is an exciting and creative technical event that challenges participants to craft a visually appealing and user-friendly website within a given time.

Team Participation (2 members). Only the first 20 teams will be shortlisted.

RULES:

- Design a **website frontend** based on the given problem statement using HTML, CSS, JavaScript, and related frameworks (e.g., Bootstrap, React).
- Participants can use AI Assistant but no backend functionality is required.
- Problem statement will be provided **on spot**.
- **Judgement criteria:** Design Aesthetics, Responsiveness, Completion Time, Code Efficiency, Features Covered, Error Penalties.

Entry fees: ₹50 (per team)

Time: 1:50 PM – 3:10 PM

Venue: IT BLOCK (CSE LAB)

Faculty Co-ordinator: Prof. Soumya Santhosha

Student Co-ordinators:

- Sheikh Jawad Nasir Hussain - 8660309693 (6th Sem CSE)
- Mohammed Shahir – 9686351333 (6th Sem CSE)
- Mohammed Sarfraz – 8971182298 (6th Sem CSE).

Participants are encouraged to showcase their creativity and technical skills while adhering to the principles of good web design.



Capture the Flag (CTF) Competition

Capture the Flag (CTF) is an exciting cybersecurity competition where participants must identify and retrieve hidden "flags" by solving security challenges. Competitors will test their skills in ethical hacking, cryptography, and problem-solving to earn points. The team with the most points at the end of the competition will be declared the winner.

Team Participation (2 members). Only the first 20 teams will be shortlisted.

RULES:

- Participants will receive security challenges of varying difficulty.
- Each challenge contains a hidden flag (a string of text) to be retrieved.
- All difficulties must be resolved in the allotted time. We won't accept late submissions.
- Points awarded based on challenge difficulty.
- Teams need to operate on their own. It is forbidden to share flags or solutions with other teams.
- Using automated tools or scripts that negatively impact the competition environment is prohibited.
- Attacking the competition infrastructure, modifying system files, or attempting to disrupt other participants is strictly forbidden.
- The team with the highest cumulative score at the end of the competition wins.

Entry fees: ₹50 (per team)

Time: 1:45-2:45 p.m

Venue: IT BLOCK (CSE LAB)

Faculty Co-ordinator: Dr. Athokpam Bikramjith Singh

Student Co-ordinators:

- Ashwin Krishnan C K - 8136881187 (6th Sem CSE)
- Sanjay M.K - 6364598061 (6th Sem CSE)
- Vismaya A - 9745708061 (6th Sem CSE)



Penalties and Disqualifications

To maintain the integrity of the competition, penalties and disqualifications will be enforced for any violations of the rules. Participants are expected to conduct themselves ethically and professionally.

- **List of Prohibited Activities and Penalties:**
 - Plagiarism: Disqualification from the competition.
 - Unauthorized Assistance: Point deductions or disqualification, depending on the severity.
 - Network Attacks: Immediate disqualification and potential legal action.
 - Copyright Infringement: Disqualification from the web design contest.
- **Procedure for Reporting Violations:** Participants who witness any violations of the rules should report them to the event organizers immediately.
- **Appeal Process:** Participants who wish to contest a penalty or disqualification may submit an appeal to the event organizers. The appeal must be submitted within 24 hours of the penalty being issued.
- **Authority of Event Organizers:** The event organizers have the final authority to enforce the rules and make decisions regarding penalties and disqualifications. Their decisions are binding and not subject to further appeal.



All participants are responsible for familiarizing themselves with the rules and regulations and adhering to them throughout the event.

Prizes and Awards

Cash prizes totaling a prize pool of **₹8,000** will be awarded to the top-performing individuals and teams in each competition at Bytecode 3.0. These awards are a testament to the hard work, dedication, and exceptional skills showcased by the participants throughout the event.

List of Prizes:

- Cash prizes for the **Top 2 individuals/teams** in each competition.
- Prestigious **Certificates of Achievement** for outstanding performances.



Sponsorship Acknowledgements:

The event organizers gratefully acknowledge the generous support and contributions of our esteemed sponsors and partners, whose unwavering commitment has been instrumental in making Bytecode 3.0 a resounding success. Their invaluable support has enabled us to curate an exceptional experience for all the participants, and we are truly grateful for their generosity.

Award Ceremony Details:

The highly anticipated **Award Ceremony** will be held on the final day of the Bytecode 3.0 event. The specific time and location of the ceremony will be announced during the event, so be sure to stay tuned for the updates.

We extend our heartfelt congratulations to all the participants of Bytecode 3.0 and wish them the very best of luck in the upcoming competitions. May the best innovators and problem-solvers emerge victorious!