



PRATHYUSHA ENGINEERING COLLEGE

(AN AUTONOMOUS INSTITUTION)

DEPARTMENT OF ARTIFICIAL INTELLIGENCE AND DATA SCIENCE

TECHATHONX

OFFICIAL RULE BOOK

INTRODUCTION

This Rule Book outlines the official terms and conditions governing TECHATHONX – A 24-Hour National Level Hackathon. By registering for the event, all participants agree to comply with the rules, guidelines, and decisions issued by the organizing committee. These rules are intended to ensure fairness, transparency, safety, and smooth execution of the event. The organizing committee reserves the right to interpret, amend, or enforce the rules at any stage to maintain the integrity of TECHATHONX. Participation in the event implies unconditional acceptance of this Rule Book and the authority of the organizers.

1. PARTICIPANT REGISTRATION, DETAILS, AND VERIFICATION

- All teams must submit complete and accurate participant details during registration.
- Valid college identity cards are mandatory and may be verified at any stage of the event.
- Registration badges will be issued after verification and must be worn at all times.
- Only registered and authorized participants are permitted to participate; unauthorized assistance is strictly prohibited.

2. REGISTRATION FEE STRUCTURE

- Intra-college participants: ₹300 per team
- Inter-college participants: ₹400 per team
- Registration fees are non-refundable under any circumstances.

3. FOOD, SNACKS, AND REFRESHMENTS

- Food facilities will be arranged by the organizing committee.
- A food charge of ₹50 per participant is applicable for those opting for the facility.
- Snacks and refreshments will be provided at scheduled intervals as decided by the organizers.

4. DOMAIN-SPECIFIC RULES – INDUSTRY 5.0

- Teams registering under the Industry 5.0 domain are permitted to bring only individual hardware components or spare parts.
- Hardware components shall not be pre-assembled, pre-wired, or pre-connected prior to the commencement of the hackathon.
- Teams shall bring all necessary tools and accessories including, but not limited to, soldering equipment, junction boxes, wires, sensors, and related components.
- The organizing committee shall not be responsible for providing specialized hardware tools, components, or consumables.

5. INTERNET AND POWER FACILITIES

- Wi-Fi will be provided strictly for hackathon purposes, subject to availability.
- Participants may use personal hotspots at their own discretion.
- Power supply will be provided, and participants must follow all safety guidelines while using electrical equipment.

6. GENERAL RULES – 24-HOUR NATIONAL LEVEL HACKATHON

The following rules represent the standard norms and regulations commonly applicable to 24-hour National Level Hackathons. All participants of TECHATHONX are required to strictly comply with these rules.

- TECHATHONX is a continuous 24-hour event; teams are expected to remain active throughout.
- All ideas, code, and prototypes must be original and developed during the event.
- Team composition cannot be changed after registration.
- Use of open-source tools is allowed with proper acknowledgment; external assistance is prohibited.
- Participation in all reviews and evaluation checkpoints is mandatory.
- Professional conduct, discipline, and ethical behavior are expected at all times.

7. CODE OF CONDUCT AND AUTHORITY

- Any violation of the above rules may result in disqualification.
- The organizing committee reserves the right to take appropriate action against teams violating event norms.
- The decision of the TECHATHONX Organizing Committee shall be final and binding in all matters related to the hackathon.

8. EVALUATION CRITERIA AND REVIEWS

Team evaluation shall be conducted through three mandatory reviews, scheduled at 8-hour intervals during the 24-hour hackathon.

Participation in all reviews and timely submission of deliverables is compulsory.

Review 1 – Proposal & System Design Review

- Teams must submit a PPT presentation limited to 6 slides.
- The presentation should cover the problem statement, proposed system, objectives, system architecture, and implementation approach.
- Evaluation will be based on clarity of idea, innovation, feasibility, and technical understanding.

Review 2 – Proof of Concept (PoC) Review

- Teams must demonstrate a functional proof of concept highlighting the core features of the proposed solution.
- Evaluation will focus on technical execution, correctness, and progress achieved.

Review 3 – Final Project Submission

- Teams must submit and demonstrate the complete project with all intended functionalities.
- Evaluation will be based on overall solution quality, completeness, performance, presentation, and real-world applicability.
- Final marks shall be awarded based on cumulative performance across all three reviews.
- Non-submission or absence in any review may result in marks deduction or disqualification, as decided by the organizing committee.

******ALL THE BEST******