

TECHEXPO 2K25 RULES AND REGULATIONS

Hacknovate

Eligibility Criteria

- Open exclusively to 1st and 2nd-year students.
- Each team must consist of exactly 4 members.
- Cross-department teams are allowed.
- A participant can be a part of only one team.
- Members should possess a valid student ID card from their institution.

Competition Rounds & Guidelines

Internal Round

This round consists of two phases, and each phase is elimination-based.

Phase 1: Mentoring & Ideation Review

- Each team will be assigned a mentor to refine their idea.
- Mentors will provide feedback on:
 - Problem identification
 - Feasibility & scalability
 - Innovation & uniqueness
- Teams must incorporate the mentor's suggestions and submit a finalized problem statement and solution.
- Top teams will move to Phase 2 based on mentor evaluations.

Phase 2: Internal Presentation Round

- Shortlisted teams will present their refined idea in front of judges.
- Presentation Format:
 1. Title Slide (Project Name, Team Members)
 2. Problem Statement & Real-World Relevance
 3. Proposed Solution & Implementation Feasibility
 4. Technology Stack (if applicable)
 5. Impact & Future Scope
 6. Q&A Session with Judges

- Each team gets 5 minutes to present followed by 3 minutes of Q&A.
- Judges will eliminate weaker ideas, and only top-performing teams will advance to the External Round.

External Round: Final Presentation

- Only the selected teams from the internal round will compete.
- Each team will present their full idea proposal to an external panel of judges.
- Teams must demonstrate:
 - How their solution works
 - Technology feasibility
 - Scalability & potential real-world impact
- Each team gets 7 minutes to present, followed by 3 minutes of Q&A.

General Guidelines & Code of Conduct

- Each round is an elimination round. If a team is eliminated in any phase, they cannot proceed further.
- Judges' decisions are final and binding.
- Any form of plagiarism, cheating, or rule violation will lead to immediate disqualification.

Certificates & Prizes

- Certificates of Participation for all teams reaching the Internal Presentation Round.
- Special awards for winners in the External Round.

Project Exhibition

Eligibility Criteria

- Open **only to 3rd and 4th-year undergraduate students** from all disciplines.
- Teams must consist of **2 to 4 members**.
- The project must be an **original** idea developed by the participants.
- Each participant can be part of **only one team**.
- All team members must have a **valid student ID card** from their institution.

Registration & Submission Guidelines

- Teams must **register before the deadline** through the official registration portal.

- A **one-page abstract** must be submitted at the time of registration.
- The abstract should include:
 - **Project Title**
 - **Problem Statement**
 - **Objective & Solution Approach**
 - **Technology Stack**
 - **Expected Outcomes**
 - **Necessary Requirements (Hardware/Software needed for the display)**
- The **abstract will be evaluated by a panel of faculty members**.
- Shortlisted teams will be notified and provided with a **table for display** in the final exhibition round.

Competition Rounds & Guidelines

Round 1: Abstract Submission & Evaluation

- Each team submits a **one-page abstract**.
- The abstracts will be **reviewed by a panel of faculty experts** based on:
 - **Problem Understanding & Relevance**
 - **Innovative & Feasible Approach**
 - **Technical Complexity & Scope**
 - **Clarity of Abstract & Requirements Feasibility**
- Shortlisted teams **move to the next round and receive a designated display area**.

Round 2: Live Demonstration & Technical Evaluation

- **Each team must bring their own laptops** for demonstrating their project.
- **All team members must be present** at their designated display table throughout the exhibition.
- The **project must be fully functional**, and a live demonstration is required.
- Teams will be evaluated based on:
 - **Technical implementation**
 - **Functionality & working of the project**
 - **Creativity & effectiveness in solving the problem**

- **Each team gets 5 minutes for their demo**, followed by a **3-minute Q&A** session with the judges.
- The **best-performing teams** will proceed to the **Final Round**.

Final Round: Expert Panel Review & Rapid Fire Q&A

- **Selected teams will present their projects** in front of an expert panel consisting of industry professionals and senior faculty members.
- Each team will have **7 minutes to pitch** their project, covering:
 1. **Problem Statement & Importance**
 2. **Proposed Solution & Technology Used**
 3. **Live Demonstration of the Final Version**
 4. **Scalability & Real-world Applications**
 5. **Future Scope & Industry Relevance**
- The judges will then conduct a 3-minute rapid-fire Q&A round to test the team's in-depth knowledge.
- Only the top-performing teams will be awarded prizes.

General Guidelines & Code of Conduct

- Each round is an elimination round. Teams that fail to qualify will not proceed further.
- All team members must be present at their display tables during the exhibition.
- Teams must bring their own laptops and ensure all necessary software/hardware is set up in advance.
- Projects must be fully functional; incomplete or theoretical projects will not be considered.
- Judges' decisions are final and binding.
- Plagiarism or use of pre-built projects will result in immediate disqualification.

Certificates & Prizes

- **Certificates of Participation** will be given to all teams who make it to **Round 2**.
- **Winners and Runners-up** will receive **trophies, certificates, and cash prizes**.

Chess Tournament

Eligibility Criteria

- Open to all participants with a **basic understanding of chess rules**.
- Participants **must adhere to fair play and sportsmanship** throughout the tournament.
- No prior tournament experience is required, making this event accessible to all skill levels.
- Each participant must **register individually** before the deadline.

Registration & Participation Guidelines

- Participants must register through the official portal before the **specified deadline**.
- Matches will be played in a **knockout format** or another suitable format, depending on the number of participants.
- Pairings will be generated randomly and announced before the start of the event.
- Time control and other tournament-specific rules will be communicated prior to the first match.

Game Rules & Regulations

- **All matches will follow the standard FIDE chess rules.**
- **Time control for each match** will be announced before the tournament begins.
- **No external assistance is allowed**, including:
 - Chess engines
 - Online tools
 - Coaching or advice from spectators
- **Touch-move rule applies**—if a player touches a piece, they must move it if legally possible.
- In case of disputes or rule violations, **the arbiter's decision is final and binding**.

General Guidelines & Code of Conduct

- Players must **report to their matches on time**; failure to do so may result in **disqualification**.

- **Unfair play, cheating, or any unsportsmanlike behavior** will result in immediate elimination.
- **Use of electronic devices is strictly prohibited** during the matches.
- **The arbiter's decision is final**, and all participants must respect the event officials and fellow players.

Certificates & Prizes

- **Certificates of Participation** will be awarded to all players who complete at least one match.
- **Winners and Runners-up** will receive **trophies, certificates, and cash prizes**.

Valorant Tournament

Eligibility Criteria

- Open to all participants with basic knowledge of the game mechanics and rules.
- The tournament is team-based, with each team consisting of 5 players.
- All players must use their own Riot Games account for participation.
- Smurfing, account sharing, or boosting is strictly prohibited and will result in disqualification.

Registration & Participation Guidelines

- Each team must register before the deadline, providing a valid team name and the Riot IDs of all players.
- Substitutes are not allowed once the tournament begins.
- The format of the tournament (e.g., knockout, group stage) will be decided based on the number of registered teams.
- All players must ensure their game settings, network, and hardware are properly configured before the match begins.
- The tournament will be played on official Valorant servers, and matches will be hosted by the event organizers.

Game Rules & Regulations

- Game Mode: Standard 5v5 Competitive Mode.

- Map Selection: Maps will be decided by a veto system before each match.
- Match Format:
 - The format (Best of 1, Best of 3, etc.) will be determined based on the number of participants.
 - Teams will play as either Attackers or Defenders in alternating rounds.
- No use of third-party software, hacks, or cheats is allowed. Any team caught using unfair means will be disqualified immediately.
- All players must use voice chat responsibly—offensive language, hate speech, or toxicity will not be tolerated.

General Guidelines & Code of Conduct

- Players must join their match lobby on time—failure to do so may result in a forfeit.
- Toxic behaviour, harassment, or cheating will lead to an immediate ban from the event.
- All matches will be recorded and monitored by the event organizers to ensure fair play.
- The tournament organizer's decision is final, and all participants must adhere to the rules.

Certificates & Prizes

- Certificates of Participation will be awarded to all players who complete at least one match.
- Winning teams will receive trophies, certificates, and cash prizes.

BGMI Tournament

Eligibility Criteria

- Open to all participants with basic knowledge of the game mechanics and rules.
- The tournament is squad-based, with each team consisting of 4 players.
- Players must use their own BGMI accounts and ensure their in-game ID matches the registration details.
- Emulators are strictly prohibited—only mobile devices are allowed.
- No team or player is allowed to switch devices mid-tournament unless approved by the organizers.

Registration & Participation Guidelines

- Each team must register before the deadline, providing a valid team name and the BGMI IDs of all players.
- No substitutes are allowed once the tournament begins.
- The lobby details and match schedules will be shared with the teams in advance.
- All players must ensure their network and device settings are optimized before entering the match lobby.
- The format of the tournament (number of matches, point system) will be decided based on the number of participating teams.

Game Rules & Regulations

- **Game Mode:** Classic **Squad Battle Royale**.
- **Map Selection:** Maps will be decided by the organizers and announced before each match.
- **Match Format:**
 - Teams will compete in multiple rounds (if applicable), accumulating points based on performance.
 - The final ranking will be based on **total points earned**, considering both kills and placement.
- **Scoring System:** Points will be awarded based on:
 - Placement points (e.g., Winner = 15 points, 2nd Place = 12 points, etc.).
 - Kill points (each kill = 1 point).
- Cheating, teaming up with other squads, or using hacks will result in immediate disqualification.
- Use of third-party software, macros, or any external assistance is strictly prohibited.

General Guidelines & Code of Conduct

- All players must enter the match lobby on time—delays may result in disqualification.
- Toxic behaviour, harassment, or cheating will lead to an immediate ban from the event.

- Players must not communicate with eliminated players or external sources during a match.
- Use of abusive language, teaming, or any form of misconduct will lead to disqualification.
- The tournament organizer's decision is final, and all participants must adhere to the rules.

Certificates & Prizes

- Certificates of Participation will be awarded to all players who complete at least one match.
- Winning teams will receive trophies, certificates, and cash prizes.

Clash Royale Tournament

Eligibility Criteria

- Open to all participants with basic knowledge of Clash Royale mechanics and gameplay.
- Participants must use their own Supercell ID and Clash Royale account for the tournament.
- Account sharing or multiple account usage is strictly prohibited and will result in disqualification.
- Fair play and sportsmanship must be maintained throughout the tournament.

Registration & Participation Guidelines

- Each player must register before the deadline, providing their Clash Royale username and player tag.
- The tournament format (1v1 battles) will be decided based on the number of participants.
- Participants must ensure a stable internet connection and a fully charged device before their match begins.
- Game settings and deck preparation must be completed before entering the match lobby—no changes are allowed once the match starts.
- External assistance, coaching, or the use of third-party tools is strictly prohibited.

Game Rules & Regulations

- **Game Mode:** Standard **1v1 Battle**.
- **Battle Format:** The format (Single Elimination, Best of 3, etc.) will be decided based on participation numbers.
- **Card Restrictions:** All cards available in the game are allowed—there are no restrictions on deck selection.
- **Match Duration:** Matches will follow **standard Clash Royale time rules**, including overtime.
- **Disconnection & Fair Play:**
 - If a player disconnects mid-match, the game will continue without a restart.
 - If any unfair gameplay is detected (e.g., intentional disconnections, account sharing), the player will be disqualified.

General Guidelines & Code of Conduct

- Players must enter their match lobby on time—late arrivals may lead to disqualification.
- Toxic behaviour, harassment, or any form of cheating will result in an immediate ban.
- Players must respect their opponents and tournament organizers.
- The tournament organizer's decision is final, and all participants must adhere to the rules.

Certificates & Prizes

- Certificates of Participation will be awarded to all players who complete at least one match.
- Winners will receive trophies, certificates, and cash prizes.

Poetic Resonance

Eligibility Criteria

- Open to all participants with a passion for poetry and spoken word.
- The poem can be in **English or Hindi**, but it must be **original**.
- Participants must **submit their poem before the event** for approval.
- **No plagiarism is allowed**—any detected copied content will result in disqualification.

- **Offensive or inappropriate content is strictly prohibited.**

Registration & Participation Guidelines

- Each participant must register before the deadline and submit their poem in advance.
- The poem should be self-written and must align with the theme provided (if applicable).
- Participants can present in either recitation or slam poetry format.
- The time limit for each performance is 3-5 minutes—exceeding the time may lead to point deductions.
- Use of background music or props is not allowed to maintain fairness among all participants.

Performance Rules & Judging Criteria

- **Delivery & Expression (30%)** – Clarity, pronunciation, and engagement with the audience.
- **Originality & Creativity (30%)** – Unique style, wordplay, and artistic expression.
- **Relevance to Theme (20%)** – How well the poem fits within the given theme (if any).
- **Impact & Emotion (20%)** – The depth of emotion conveyed and its effect on the audience.
- **Judges' decisions are final and binding.**

General Guidelines & Code of Conduct

- Participants must be respectful of other poets and the audience.
- Hate speech, offensive language, or controversial content is not permitted.
- Latecomers may be disqualified, so participants must be present at the event venue on time.
- Judges' scores are final, and no appeals will be entertained.

Certificates & Prizes

- Certificates of Participation will be awarded to all participants.
- Winners will receive certificates, trophies, and cash prizes.

Coding Battles

Eligibility Criteria

- Open to all participants with a basic to advanced understanding of programming.
- Participants can compete individually—no team participation is allowed.
- Programming languages allowed: **C, C++, Java, Python.**
- Plagiarism is strictly prohibited—any detected copied code will lead to disqualification.
- Participants must bring their own laptops with the required software pre-installed.

Registration & Participation Guidelines

- Each participant must register before the deadline and receive a unique login for the coding platform.
- The competition will take place on a dedicated coding platform (details to be shared before the event).
- Participants are not allowed to use external resources, such as online compilers, AI tools, or third-party help.
- Internet access will be restricted to the competition platform only.
- The contest will consist of multiple problems, with varying difficulty levels.

Competition Rules & Judging Criteria

- **Scoring System:**
 - Each problem will have a **predefined score** based on its difficulty level.
 - **Correct submissions will be evaluated based on efficiency and accuracy.**
 - **Partial scores may be awarded** if some test cases pass.
- **Time Limit:** The competition will have a **fixed duration**, and participants must submit solutions within the given time.
- **Penalty for Wrong Submissions:**
 - Each incorrect submission may result in a **time penalty** (e.g., +5 minutes per incorrect attempt).
 - A high number of wrong attempts may lead to disqualification.
- **Judging Criteria:**
 - **Correctness (40%)** – The code must pass all test cases.
 - **Efficiency (30%)** – Optimized code with minimal time and space complexity.

- **Code Quality (20%)** – Readability, structure, and proper use of functions.
- **Time Management (10%)** – Number of correct submissions within the given time.

General Guidelines & Code of Conduct

- Late arrivals will not receive extra time—the contest starts and ends at the scheduled time.
- Use of AI, collaboration, or external assistance will lead to direct elimination.
- Respect towards organizers and fellow participants is mandatory.
- The competition judges' decisions are final and binding.

Certificates & Prizes

- Certificates of Participation will be awarded to all valid participants.
- Winners will receive certificates, trophies, and cash prizes.

Technical Quiz

Eligibility Criteria

- **Mandatory for all 1st-year students**—participation is compulsory.
- Participants must **compete in teams of 2 members**.
- Each team must register before the event deadline.
- **Use of mobile phones, calculators, or any external assistance is strictly prohibited.**

Registration & Participation Guidelines

- **Each team must register in advance** and provide their details.
- The quiz will cover **basic technical topics**, including:
 - General Science & Technology
 - Fundamentals of Computers & Programming
 - Logical Reasoning & Mathematics
 - Emerging Technologies (AI, IoT, Cybersecurity, etc.)
- **Each round will be an elimination round**, gradually filtering teams to the final stage.

Quiz Format & Rules

- **Round 1: Preliminary Round (Written Test)**

- **Format:** Multiple-choice questions (MCQs).
- **Time Limit:** 30 minutes.
- **Scoring:** Each correct answer carries 1 mark, and no negative marking applies.
- **Top-performing teams will qualify for the next round.**
- **Round 2: Rapid Fire (Oral Q&A)**
 - **Format:** Teams will answer a set of quick-fire questions within a time limit.
 - **Each team will have a chance to answer up to 5 questions.**
 - **Scoring:** +5 for each correct answer; no negative marking.
 - **Only the top-scoring teams will move to the final round.**
- **Round 3: Buzzer Round (Finals)**
 - **Format:** Fastest response wins the chance to answer.
 - **Scoring:** +10 for a correct answer, -5 for an incorrect one.
 - **The team with the highest score at the end will be declared the winner.**

General Guidelines & Code of Conduct

- Participants must be seated before the quiz begins—late arrivals will not be allowed.
- Use of unfair means, discussion among teams, or disruptions will lead to disqualification.
- Judges' and quizmasters' decisions are final and binding.

Certificates & Prizes

- Certificates of Participation will be given to all participants.
- Winners will receive certificates, trophies, and cash prizes.

Robo Mania

Eligibility Criteria

- Open to all students interested in robotics and automation.
- Teams must consist of 3-5 members.
- Participants must bring their own robots designed and programmed for the event.
- Use of pre-built or commercial robots is not allowed—robots must be designed and assembled by the team.

- Participants should be prepared to explain their robot's working mechanism, coding logic, and components.

Registration & Participation Guidelines

- Teams must register before the deadline and provide details about their robot's specifications.
- The competition will involve multiple rounds testing different robotic capabilities.
- Each round will be an elimination round, with teams competing based on speed, accuracy, and efficiency.
- Robots must be controlled either autonomously or manually, as per the specific challenge.
- Participants must bring their own power supply, batteries, and spare parts for quick repairs.

Competition Format & Rules

- **Round 1: Obstacle Course Challenge**
 - **Objective:** The robot must navigate through an obstacle course without human intervention.
 - **Scoring Criteria:**
 - Successful navigation without touching obstacles: +10 points
 - Minor collision (touching an obstacle but continuing): -2 points
 - Major collision (robot stops or gets stuck): -5 points
 - Top teams will proceed to the next round.
- **Round 2: Pick and Place Task**
 - **Objective:** Robots must pick up objects and place them in designated areas.
 - **Scoring Criteria:**
 - Accurate object placement: +10 points
 - Partial placement (misses the target slightly): +5 points
 - Object dropped or misplaced: 0 points
 - Top-performing teams will qualify for the final round.
- **Round 3: Robo Race (Finals)**
 - **Objective:** Robots must complete a track in the shortest time while avoiding obstacles.

- **Scoring Criteria:**
 - Fastest completion: +15 points
 - Each checkpoint successfully crossed: +5 points
 - Collision or malfunction: -3 points
- The team with the highest overall score wins the competition.

General Guidelines & Code of Conduct

- Teams must arrive on time for each round—late entries will not be accommodated.
- Any external interference with another team's robot will lead to disqualification.
- Use of AI or pre-programmed scripts for manual challenges is not allowed.
- Judges' decisions are final and cannot be contested.

Certificates & Prizes

- Certificates of Participation will be awarded to all teams.
- Winners will receive certificates, trophies, and cash prizes.