



## CODE CLASH 2.0 – RULE BOOK

**Organized by HackIT Club**

### 1. Event Overview

Code Clash 2.0 is a multi-round technical competition designed to evaluate participants' technical fundamentals, coding skills, logical reasoning, and ability to perform under pressure.

### 2. Event Structure

1. Round 1 – Tech Quiz: General technical knowledge of cybersecurity, programming, and IT fundamentals.
2. Round 2 – Scenario-Based Coding: Teams solve a given problem statement by writing functional and efficient code.
3. Round 3 – Surprise Round: Guess-the-output questions and rapid-fire technical questions.

### 3. Team Structure

- Participation is strictly team-based.
- Each team must consist of exactly 2 members.
- Solo participation is not allowed.
- Team members cannot be changed once the event begins.

### 4. Eligibility & Requirements

- Only registered teams are allowed to participate.
- Each participant must carry a valid college ID.
- Teams must report on time; late entry may lead to disqualification.

## **5. Scoring & Winning Criteria**

Scoring will be cumulative across all rounds. The team with the highest total score will be declared the winner.

1. Round 1 – Tech Quiz: 30 Marks (No negative marking)
2. Round 2 – Coding Round: 40 Marks (Correctness, logic, and efficiency)
3. Round 3 – Surprise Round: 30 Marks
  - There is no negative marking in Round 1.
  - In case of a tie, the coding round score will be given higher priority.

## **6. Strict Rules**

- Use of mobile phones, smart watches, or unauthorized electronic devices is strictly prohibited.
- Internet usage is not allowed unless explicitly permitted.
- Any form of plagiarism, copying, or discussion with other teams is prohibited.
- Teams must adhere strictly to the time limits of each round.

## **7. Disqualification Criteria**

Immediate disqualification will occur if a team is found guilty of:

- Cheating or attempting to cheat in any round.
- Use of unauthorized resources or devices.
- Sharing answers or code with other teams.
- Misbehavior, misconduct, or violation of event discipline.
- Failure to follow instructions from organizers or judges.

## **8. Authority & Rule Modification**

- The HackIT Organizing Team holds full authority to take final decisions during the event.
- The organizing team reserves the right to modify rules, scoring, or event structure at any time if required.
- All decisions taken by the HackIT Organizing Team will be final and binding.

## **9. General Conditions**

- Any disputes will be resolved by the organizing committee.
- Participation in Code Clash 2.0 implies acceptance of all rules stated in this rule book.

