INNOVATEX 2.0
OFFICIAL RULES, REGULATIONS & GUIDELINES

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1. ELIGIBILITY & PARTICIPATION

- **Open Participation:** Innovatex 2.0 is an open-to-all hackathon.
- **Institutions:** Participants from any recognized college, university, or academic institution are eligible unless otherwise stated.
- **Student Status:** Participants must be currently enrolled students at the time of the event.
- **Verification:** All participants must carry:
    - A valid college/university ID card.
    - Any additional verification documents requested by the organizing committee.
- **Integrity:** Any participant found providing false or misleading information regarding eligi- bility will be immediately disqualified, even after shortlisting or during the event.

2. TEAM FORMATION RULES

- Each team must consist of **2-4 members**. No team with more than 4 members will be permitted.
- Team members cannot be changed after abstract submission.
- A participant may be part of only one team.
- Interchanging team members between teams is strictly prohibited.

3. REGISTRATION & FEE POLICY

- **Abstract Submission:** There is **no registration fee** for abstract submission.
- **Participation Fee:** A participation fee of INR 150 per participant is applicable **only** for teams shortlisted for the final round.
- **Payment Timing:** The participation fee must be paid only after abstract shortlisting and within the deadline specified by the organizing committee.
- **Forfeiture:** Teams that fail to complete the participation fee payment within the stipulated time will forfeit their shortlisted slot.
- **Refund Policy:** Participation fees are **strictly non-refundable** under any circumstances, including but not limited to withdrawal, disqualification, or non-attendance.
- **Confirmation:** Final participation is confirmed only after:
    1. Successful abstract shortlisting
    2. Completion of participation fee payment
    3. Verification by the organizing committee

4. DOMAINS, PROBLEM STATEMENTS & ABSTRACT SUBMISSION

- **Release:** Hackathon domains will be officially released one month prior to the event.
- **Samples:** Sample project statements will be shared to indicate the expected difficulty level and the depth of problem-solving required.
- **Project Selection:** Teams may propose a unique and original idea aligned with any domain.

- **Submission Window:** Abstracts must be submitted within **2 weeks** from the domain release date.
- **Late Policy:** Late submissions will not be considered under any circumstances.

5. ABSTRACT EVALUATION & SHORTLISTING

- **Criteria:** Abstracts will be evaluated based on:
  - Relevance of the idea to the chosen domain
  - Innovation and originality
  - Technical feasibility
  - Clarity of problem definition and solution approach
- **Announcement:** The final 20 shortlisted teams will be announced one week prior to the event.
- **Communication:** Shortlisted teams will be notified via official email or any other communication medium announced by the organizers.
- **Response:** Failure to acknowledge or respond to the selection notice within the stipulated time may result in automatic disqualification.

6. RULES DURING THE HACKATHON (EVENT DAY)

6.1 General Conduct

- Participants must maintain professional behavior, discipline, and sportsmanship at all times.
- Any form of misconduct, harassment, damage to venue property, or disruptive behavior will lead to **immediate disqualification**.
- Teams must remain within the designated hackathon premises unless permitted otherwise by organizers.

6.2 Project Development Rules

- Projects must be built during the hackathon duration only.
- Use of pre-written code, previously developed projects, or reused competition submissions is strictly prohibited (except for open-source libraries and frameworks).
- All code repositories must be created during the event.
- Any form of plagiarism will result in instant disqualification.

6.3 Hardware & Software Rules

- Teams may build hardware, software, or hybrid solutions.
- Participants are responsible for procuring required hardware components, sensors, boards, or peripherals.
- Hardware brought must be safe, compliant, and non-hazardous. Any unsafe or prohibited equipment will be confiscated or banned from use.

6.4 Time & Evaluation Compliance

- Teams must strictly adhere to all checkpoints, evaluations, and presentations.
- Missing any evaluation round will result in disqualification.
- Exceeding the hackathon time limit, even by a few minutes, is grounds for disqualification.

7. JUDGING & DECISION POLICY

- **Parameters:** Projects will be judged on Innovation, Technical complexity, Feasibility, Impact, Social Relevance and Presentation.
- **Finality:** The judges' decisions are final and binding.
- **No Appeals:** No appeals, complaints, or disputes regarding scores, rankings, or judging criteria will be entertained.

8. DISQUALIFICATION CONDITIONS (EDGE CASES INCLUDED)

A team may be disqualified if:
- Team size rules are violated.
- Identity verification fails.
- Abstract information differs significantly from final implementation.
- Project violates ethical, legal, or safety standards.
- Any member is found using unfair means.
- Rules are violated intentionally or unintentionally.

9. ORGANIZER RIGHTS & AUTHORITY

The organizing committee reserves the right to:
- Modify rules at any stage.
- Change event timelines if required.
- Disqualify teams without prior notice for rule violations.
- Any rule updates will be communicated officially and are immediately enforceable.

10. FINAL CLAUSE

Participation in Innovatex 2.0 implies full acceptance of all rules, regulations, and guidelines stated above. The decisions of the organizing committee and judges shall be final and binding in all circumstances.