



ADVAITA 2K25 **RULEBOOK 2025**

International Institute of
Information Technology



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HACKFEST-ADVAITA:

INTER-COLLEGE HACKATHON



Event Overview: Hackfest-Advaita is an exciting opportunity for students from various colleges to collaborate, share knowledge, and work on innovative projects in the field of technology. This hackathon will cover a wide range of domains including:

- HealthCare
- Sustainability
- Education
- Fintech
- Entertainment
- Internet of Things (IoT)
- Blockchain
- Open Innovation

Eligibility:

Participants must be students currently enrolled in an accredited college or university in India.

Team Size:

Minimum of 2 members and a maximum of 4 members per team.

Idea Submission:

All participants are required to submit their project ideas prior to the event. Only the ideas approved by the organizers will be considered.

Code of Conduct:

Participants must adhere to the code of conduct that prohibits harassment, discrimination, and any disruptive behavior.

Intellectual Property:

Participants retain ownership of their original ideas and code. However, by participating in the hackathon, they grant the organizers the right to use their submissions for promotional and educational purposes.

Use of Technologies:

Participants must only use legally obtained software, tools, and technologies during the event.

**Presentation:**

Each team must present their final product to a panel of judges on the final day of the event.

Judging Criteria:

Projects will be evaluated based on:

- Originality
- Feasibility
- Impact

Disqualification:

The organizers reserve the right to disqualify any team or participant for reasons including, but not limited to, rule violations or unsportsmanlike behavior.

Prizes:

Prizes up to Rs 30,000 and certificates will be awarded to the top teams, as determined by the judges.

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BEYOND BOUNDARIES:

TECH TALK STUDENT GUIDELINES & RULES



Event Overview:

Tech Talk is an event where industry experts and external speakers will share their insights on the latest technologies, innovations, and trends. This is a great opportunity for students to expand their knowledge and engage in meaningful discussions around cutting-edge technology.

Eligibility:

- Open to All Students: The event is open to all students attending Advaita.
- No Registration Fees: Participation in Tech Talk and the Ideathon is free of charge.

Event Format:

- Duration of Talks: Depends on the speaker, but may take upto 90mins..
- Language: Talks will be delivered in English and or Hindi, unless otherwise specified by the speaker.
- Ideathon: Format:
 - 1.Participants will present their ideas on a given topic to a panel of judges.
 - 2.Presentation Time: Each participant will have a limited time to present their idea, details to be announced at the event.
 - 3.Judging Criteria: Ideas will be judged based on innovation, feasibility, and relevance to the topic.

Code of Conduct:

- Respectful Behavior : Students are expected to engage respectfully with the speakers and other attendees.
- Harassment-Free Environment: Any form of harassment or disruptive behavior will not be tolerated.
- Removal from the Event: The organizers hold the right to remove any attendee from the event on account of any disciplinary activities.

Intellectual Property:

- Content Ownership: The content, materials, and methods shared during the tech talk are the intellectual property of the speaker or the organizing entity.
- Views Expressed: The views expressed during the workshop do not necessarily represent those of any institution or society.



Q&A Session:

- Students should only raise relevant questions if the speaker invites them to do so.
- Questions should be respectful, clear, and related to the content being discussed.

Disqualification:

- Disruptive behavior during the event may lead to removal from the session. Students must adhere to the event's code of conduct at all times.

Ideathon Prizes:

1. Prize Pool: The Ideathon features a total prize pool of Rs 7,500.
2. Prize Distribution: Prizes will be awarded based on the judges' evaluation of the presented ideas.

Event Etiquette:

- Punctuality: Students should arrive on time to ensure they don't miss important parts of the talk.
- Active Participation: Students are encouraged to ask only insightful questions during the Q&A session.



WORKSHOP:

STUDENT GUIDELINES & RULES

Introduction

The Advaita Workshops are designed to provide students with hands-on learning experiences in cutting-edge technologies. These workshops offer in-depth knowledge and practical skills in specific domains, allowing participants to apply their learning in real-world scenarios.

Eligibility

- Open to all students attending Advaita.

Event Overview

The workshops focus on two primary domains:

- Drone Technology
- Augmented Reality (AR) / Virtual Reality (VR)

These workshops are tailored to equip students with the latest advancements in these fields.

Event Format:

1. **Duration:** Workshops will span 3 days, depending on the complexity of the topics and hands-on activities.
2. **Language:** Workshops will be conducted in English and/or Hindi unless otherwise specified by the speaker.
3. **Domains:** The workshops will focus on the domains of Drone Technology and AR/VR.

Code of Conduct

- **Respectful Behavior:** Students should engage respectfully with the workshop leaders, fellow attendees, and organizers at all times.
- **Harassment-Free Environment:** Any form of harassment, discrimination, or disruptive behavior will not be tolerated.
- **Removal from the Event:** The organizers reserve the right to remove any student from the workshop due to indiscipline or disruptive behavior.



Intellectual Property

- All materials, code, and resources shared by the speaker during the workshop are the intellectual property of the speaker or the organizing entity.
- The views, ideas, and techniques shared in the workshop reflect the speaker's expertise and do not necessarily represent the views of the institution or any associated societies.

Disqualification

- Disruptive behavior, failure to follow event guidelines, or lack of participation in hands-on activities may lead to removal from the workshop.
- Students must adhere to the event's code of conduct and engage respectfully at all times.

Prizes & Recognition

- There are no formal prizes for the workshop. However, refreshments or snacks may be provided to all attendees.
- Certificates of Participation will be awarded to students who complete the workshop.

Event Etiquette

- **Punctuality:** Students should arrive on time for each session to ensure they don't miss key concepts or activities.
- **Active Participation:** This is a hands-on workshop, so students are expected to actively engage in exercises, discussions, and project work.
- **Respect the Workshop Structure:** Students should follow the structure and instructions provided by the workshop leader, especially during the hands-on sessions.

CODE FIESTA

CODING COMPETITION:



Competition Rules & Guidelines

1. Team Composition

- Each team must consist of exactly 3 members.
- No individual participation or teams with fewer or more than 3 members are allowed.
- All team members must be registered prior to the event. No changes to team members will be allowed once the event starts.

2. Equipment Rules

- Teams are permitted to use a maximum of 2 laptops during the competition.
- A third laptop or any other electronic device (e.g., tablets, phones) is strictly prohibited.
- Teams are responsible for bringing their own laptops, chargers, and other necessary equipment.
- Pre-installed coding environments (IDEs, compilers, etc.) are allowed, but the use of pre-written code, templates, or unauthorized libraries is forbidden.
- Cheating or dishonest behavior will result in immediate disqualification of the entire team.

3. Parallel Contests and Scoring

- Each team will participate in two parallel contests on HackerRank, with one contest running on each laptop.
- Each laptop will have access to a separate HackerRank account, and teams must solve problems distributed across both contests simultaneously.
- The team's final score will be the combined score from both contests.
- Effective strategy is key, as balanced performance across both contests will be crucial for maximizing the total score and ranking.



4. Usage of Paper and Writing Materials

- Each participant is allowed to use 2 paper sheets for rough work.
- Teams must bring their own writing materials (pen/pencil, etc.). No extra sheets will be provided once the event starts.
- No notebooks, books, or printed materials aside from the allowed 2 sheets are permitted.

5. Problem Set

- The problem set will consist of 8 coding problems, divided into three levels of difficulty:
 - 2 Easy problems
 - 4 Medium problems
 - 2 Hard problems
- The problems are designed to test algorithmic thinking, data structures, and problem-solving skills.
- Each problem will include detailed descriptions, sample test cases, and constraints.

6. Competition Duration

- The event will run for 3 hours continuously.
- No extra time will be given for setup or troubleshooting, unless a technical failure occurs. In such cases, the organizing team will decide if additional time should be allotted.
- Teams are advised to manage their time wisely, ensuring a balance between solving problems of different difficulty levels.

7. Judging Criteria

- The event follows a score-and-time-based system:
 - Teams are ranked based on the number of problems solved.
 - In case of a tie (same number of problems solved), the team that solved the problems in the least amount of time (including penalties for wrong submissions) will be ranked higher.
- Only correct solutions that pass all test cases will be considered as fully solved.
- In case of a tie-breaker, further criteria (such as performance in harder problems) may be applied to decide the winner.



8. Collaboration and Code of Conduct

- All team members are allowed to discuss problems within the team.
- Collaboration with other teams or external sources is strictly prohibited.
- Any form of cheating or rule violation (e.g., use of unauthorized devices, internet access, or external discussions) will result in immediate disqualification.
- Teams are expected to uphold the spirit of fair play and competition.

9. Allowed Programming Languages

- Participants may use any of the standard programming languages supported by the competition platform, including:
 - C, C++, Java, Python, and others as specified.
- Teams should be familiar with their chosen languages, as there will be no provision for tutorials or language-specific assistance.

10. Penalty for Wrong Submissions

- Each wrong submission will result in a time penalty of 2 minutes.
- The penalty could influence final rankings, as teams with more wrong submissions may end up with higher completion times, even if they solve the same number of problems.
- To avoid excessive penalties, teams should carefully review their code and test cases before submitting.

Prizes

- Prizes up to ₹12,000 and certificates will be awarded to the top teams, as determined by the judges.

INTER-COLLEGE CTF EVENT:



Preliminary Round:

- Open to all colleges across India.
- No initial shortlisting; all participants are invited to IIIT Bhubaneswar.

Eligibility:

- Open to students currently pursuing bachelor's or master's degrees.
- Participants must compete in the preliminary round in their respective states.

Team Formation:

- Individual participation is not allowed.
- Teams must consist of 2 to 3 members.
- Participants can form their own teams.
- Teams may include members from different colleges, provided they are from the same state.

Duration

- The event will run for 8 hours at IIIT Bhubaneswar.

Event Mode

- Hosted on a dedicated server; all challenges must be solved there.

Code of Conduct

- Participants must ensure a safe, respectful, and inclusive environment.
- Discrimination, harassment, or disrespectful behavior will not be tolerated and may lead to disqualification.
- Attacking the competition infrastructure, other teams, or engaging in unethical behavior is prohibited.
- Brute-force attacks, including excessive login attempts, will lead to disqualification.

INTER-COLLEGE CTF EVENT:



Submission Requirements:

- All required information must be submitted within the 8-hour timeframe.
- Hints will be available on the CTF platform, not from judges.
- A Google Form will be provided for submission, specifying the required information.
- Flags must be submitted on the CTF platform; partial or incorrect flags will not be accepted.
- Assistance regarding questions will be available.

Technology Stack

- Participants may use any programming languages, frameworks, or tools.
- Kali Linux (recommended) for virtual machine setup.
- Participants must rely on their skills, official documentation, and publicly available non-AI-assisted tools.
- The use of AI-based tools (e.g., ChatGPT, Copilot, Bard, etc.) is strictly prohibited.

Disqualification Criteria

- Use of AI tools to generate solutions.
- Attacking the event's server beyond the intended scope.
- Sharing answers or collaborating with other teams.
- Misbehaving with team members or judges.
- Leaving the placement building during the event.
- Violating any of the above rules.

Judging Criteria

- Teams with the most correct answers and highest points by the end of the hackathon will be prioritized.
- In case of a tie, the team with faster submissions will be ranked higher.
- Judges' decisions are final.



General Instructions:

- Participants must bring their own devices and necessary equipment.
- Plagiarism devices or any unauthorized utilities are not allowed.

Rewards and Prizes:

- Prizes worth up to Rs 13,000 and certificates will be awarded to the top teams, as determined by the judges.

Additional Provisions:

- Food & Drinks: Complimentary food and drinks will be provided.
- Breaks: Short breaks will be scheduled for participants to refresh.

Registration Fees:

- 200 per Team

RANGBHOOMI (THEATRE EVENT)



Rang Bhoomi - Theatre Competition

Event Overview

The magic of theatre lies in its live audience, passionate actors, and the thrill of a single-take performance. Rang Bhoomi is a platform where diverse theatre groups unite on one stage, showcasing the richness of various genres.

Event Rules and Guidelines

1. Each team must have a minimum of 5 actors. Additionally, 1 person may handle sound/music and 1 person may manage lighting.
2. The maximum duration of the play should not exceed 50 minutes.
 - Performances exceeding 55 minutes will result in a 15% deduction from the total score.
 - Performances exceeding 1 hour will lead to disqualification.
3. Performances can be in Hindi or English.
4. There will be a single evaluation round. Teams will get 15 minutes of on-stage practice before their final performance.
5. Any special props must be requested at least one week before the event via email or phone.
6. Teams must submit their script upon registration.
7. A green room will be provided for each team.
8. Microphones, lights, and a laptop to manage sounds will be provided.
9. In case of a technical issue, teams can resume from their last performed scene.

Scoring Criteria

- Content: 40%
- Acting: 30%
- Direction: 20%

FRAMEATHON (FILM-MAKING CONTEST)



Event Overview:

Frameathon invites passionate filmmakers to showcase their storytelling prowess through the lens of a camera. Whether it's drama, thriller, documentary, or comedy, this is your platform to bring your vision to life. Submit your film and compete with the best storytellers!

Rules and Guidelines

1. Individuals and teams can participate (A team can have up to 10 members).
2. Films must be uploaded to Google Drive and shared via a viewable link. Submissions can be done after registration through the online portal.
3. The total duration of the film must be between 3 to 50 minutes.
 - Any film exceeding the time limit will face a 10% deduction in score.
4. Films can be of any genre but must adhere to ethical and appropriate content guidelines.
5. Dialogues can be in Hindi or English.
 - Subtitles are required if the film is in any other language.
6. The film must be an original work and should not infringe on any copyright laws.
7. Explicit, violent, or offensive content will not be entertained.

Judging Criteria

- Story and Creativity: 40%
- Direction and Screenplay: 25%
- Cinematography and Editing: 20%



MUSHAIRA – NAPS

1. Eligibility & Registration

- Participants: Open to poets of all ages and backgrounds.
- Registration: All participants must register by [registration deadline] via the official form. Late entries may not be accepted.
- Original Work: All poems must be original. If reciting a classic, proper attribution must be provided.

2. Performance Rules

- Time Limit: Each performance should be between 3 to 5 minutes. A timer will be provided; exceeding the time limit may result in point deductions.
- Presentation: Performances should be delivered respectfully, following the traditional spirit of Mushaira.
- Format: Participants may recite from memory or a printed copy; however, extensive reliance on reading material might be discouraged.

3. Order of Performance

- The event committee will determine the order of performance before the competition begins.
- Participants must adhere to the given order and be ready on time.

4. Judging Criteria

- Content & Creativity: Originality, thematic depth, and adherence to the Mushaira tradition.
- Delivery: Clarity, emotion, and effective use of language.
- Audience Engagement: Ability to connect with and engage the audience.
- Overall Impact: The artistic impression and adherence to the spirit of Mushaira.

5. Judging Process

- A panel of judges, experienced in poetry and Mushaira traditions, will evaluate the performances.
- Scores from the judges will be combined to determine the winners.
- In case of a tie, a consensus discussion will be held.



6. General Conduct & Disqualification

- Participants are expected to maintain decorum and respect for fellow poets and the audience.
- Use of derogatory or inflammatory language is strictly prohibited.
- Any behavior deemed disruptive or disrespectful may lead to immediate disqualification at the discretion of the organizers.

CULTURAL EVENTS

ROCKATHON:



Rules & Guidelines:

1. The maximum number of participants allowed in a band is 12.
2. The competition will be held in a single round. Each band gets to perform any number of songs within a certain time limit.
3. Time limit for the whole performance is 10 minutes + 5 minutes (performance + setup).
4. Bands will be disqualified on the spot for misconduct, obscenity or foul language and will be banned from performing at all subsequent editions.
5. Use of cigarettes, alcohol and any unfair means is strictly prohibited.
6. Only English and Hindi Music is allowed.
7. Equipment Provided:
 - Sound system
 - Adequate microphones
 - One Drumset
8. Bands must bring their own musical instruments and special effects.
9. Pre-recorded tracks are NOT allowed - all performances must be live.
10. Negative points will be rewarded if any of the above mentioned rules are not followed.
11. The judge's decision will be final and binding.
12. Advaita will not be held responsible for the failure of any instrument.

Judging Criteria

1. Vocals
2. Instrumentals
3. Presentation & Stage Presence
4. Audience Interaction

ACOUSTICA:



Rules & Guidelines:

1. This is a solo singing competition (no duets or group performances).
2. Performance Duration:
 - Participants can perform any number of songs (in Hindi, English, or both) within 5 minutes.
 - Exceeding the time limit by 10 seconds will result in a 20% deduction in marks.
 - Exceeding the time limit by 40 seconds may lead to disqualification.
3. Accompaniment:
 - Participants may perform with one instrumental accompaniment (self-played or by another person).
 - A backing track is allowed.
 - Judging will be solely based on vocal performance, not on instrumental quality.
4. Disqualification Rules:
 - Misconduct, obscenity, or foul language will result in immediate disqualification.
5. Judging will be based exclusively on vocal performance.

Judging Criteria

1. Vocal Quality
2. Technique (Pitch, Timing, Breathing)
3. Artistic Expression
4. Confidence & Stage Presence

FOOTLOOSE:



Solo Duet and Group dance, western and Nrityakala both included.

Rules for Group Dance:

- Time Limit: Maximum 6 minutes (from music start to end).
- Negative marking will be imposed for exceeding the time limit.
- Team Size: 5-15 members, including coordinators.
- Choice of Songs: Open to participants.
- Participants must carry their track in a pendrive and submit it to the event coordinator beforehand.
- No props will be provided by the coordinators; participants may bring their own.
- Indecent gestures or offensive content in performances will lead to disqualification.
- Green rooms will be provided for costume changes.

Judging Criteria for Group Dance:

1. Facial expressions and body language
2. Footwork
3. Hand and eye gestures
4. Costumes and presentation
5. Artistic potential
6. Choreography (technical nuances)
7. Selection of the music piece
8. Overall clarity and impact
9. Group coordination
10. Confidence and crowd response



Rules for Solo Dance:

- Time Limit: 2-3 minutes (from music start to end).
- Negative marking will be imposed for exceeding the time limit.
- Choice of Songs: Open to participants.
- Participants must carry their track in a pendrive and submit it to the event coordinator beforehand.
- No props will be provided by the coordinators; participants may bring their own.
- Indecent gestures or offensive content in performances will lead to disqualification.
- Green rooms will be provided for costume changes.

Judging Criteria for Solo Dance:

- Facial expressions and body language
- Footwork
- Hand and eye gestures
- Costumes and presentation
- Artistic potential
- Choreography (technical nuances)
- Selection of the music piece
- Overall clarity and impact
- Confidence and crowd response



Rules for Duet Dance:

- Time Limit: 2-3 minutes (from music start to end).
- Negative marking will be imposed for exceeding the time limit.
- Choice of Songs: Open to participants.
- Participants must carry their track in a pendrive and submit it to the event coordinator beforehand.
- No props will be provided by the coordinators; participants may bring their own.
- Indecent gestures or offensive content in performances will lead to disqualification.
- Green rooms will be provided for costume changes.

Judging Criteria for Duet Dance:

- Facial expressions and body language
- Footwork
- Hand and eye gestures
- Costumes and presentation
- Artistic potential
- Choreography (technical nuances)
- Coordination between performers
- Selection of the music piece
- Overall clarity and impact
- Confidence and crowd response

Final Decision:

- The decision of the judges will be final and binding.
- Obscene or offensive music is not allowed.

LAMODE:



Fashion is also a source of art, allowing people to display their unique tastes and styling. Different Fashion designers are influenced by outside stimuli and reflect this inspiration in their work. It has the ability to change and shape lives through its personal connection to us all.

Rules:

- It is a team event. A team can have 15-17 members (models).
- members (makeup artist, technician, etc.) can accompany.
- Time limit for every team would be 15-17 minutes.
- Negative marking if participants exceed the time limit.
- Should carry their tracks in pen drive and should be submitted in advance.
- Vulgarities are strongly prohibited. Any form of obscenity or nudity will lead to debarring the team from the contest.
- Use of cigarettes, alcohol, and any unfair means is strongly prohibited.
- Teams will be judged on costumes, theme, walking stance, attitude, audience engagement, and choreography.
- Each group should have one tag line representing their group and the theme (BeBold For Change).
- Decision of the judges will be final and binding.
- All costumes are permitted, which maintain decency including original costumes & fashion designs.
- Purchased, professionally made, or rented costumes are permitted.
- A green room would be provided for the changing purpose.

MIC DROP:



The opportunity to unleash your inner hip-hop beast is here. We bring to you an opportunity to experience the ultimate hip-hop culture. Calling out all the rappers and beatboxers for one of the biggest showdowns! Let's witness who becomes the next hustler of words and rhythms.

Rapmania:

Rules:

There will be two phases of the rapping competition - Showcase Eliminations and Rap Battles.

SHOWCASE ELIMINATIONS:

- The showcase round will have a time limit of 3-4 minutes, allowing rappers to perform their best tracks.
- The Top 8 or Top 16 participants (depending on the number of participants) will be selected for further participation.
- The next round between the selected Top 8 or Top 16 participants will be a Rap Battle round.

RAP BATTLE:

- Rappers selected in the last round will battle it out, using witty humor and puns to establish their own superiority over their opponent.
- Each rapper will have 1 minute 30 seconds.
- They will be given a beat played on the spot, including but not limited to OLD-SCHOOL-TYPE Beat, and time starts after they begin speaking on the mic.
- The rapper with the better punchlines moves to the next round.

NOTE: Not more than 10 seconds should be taken to start after getting the mic.



Judging Criteria (for both showcase and battle):

- Rhythm, Voice quality, Clarity, and Delivery (wordplay, rhetorical devices,
- sarcasm, puns, double entendres, witticism).
- Overall impact of the performance (body language, attitude, etc.).
- Backing tracks are allowed.
- Only 1 entry is allowed per participant.
- The language of rap can be English and/or Hindi.

NOTE: Any sort of racist, sexist, or offensive slurs will lead to IMMEDIATE DISQUALIFICATION.

Amplified Rhythm (Beatbox):

Rules:

It will consist of two rounds - Showcase Eliminations and Beatbox Battles.

SHOWCASE ROUND:

Each beatboxer gets 1 minute 30 seconds to showcase their skills, based on which the Top 8 or Top 16 (depending on the number of participants) will be selected.

BEATBOX BATTLES:

- The Standard Grand Beatbox Battle format will be followed for beatbox battles.
- This will be a 1 vs 1 battle among the participants, wherein each beatboxer will be given 1 minute 30 seconds per round, with 2 rounds each.
- The winner from each battle will move on to the next round, and the opponents will be decided by the judges in whichever way they see fit.
- In case judges are unable to decide, an additional 30-second battle will be conducted.

JUDGING CRITERIA (for both showcase and battle):

- Technicality (30 points), Originality (25 points), Musicality (25 points), Stage
- Presence (20 points).
- Sound clarity and mic technique are also essential for evaluation.

NOTE: No musical instruments will be allowed. If found, the participant will be disqualified.

FOOD:

GOLGAPPA KING



The Golgappa King competition is a popular street food game in India where participants compete to see who can eat the most golgappas in a given time.

Eligibility Criteria:

- It is open to all participants who are interested in this event.

Competition Format:

- The event consists of three rounds.
- Each round has a specified time duration.
- Scoring will be based on the number of golgappas eaten within the time limit.

Playing/Eating Rules:

- Participants must eat the golgappas using their hands only.
- A golgappa is considered eaten only when it is fully swallowed. Participants must not spit out any part of the golgappa.
- Participants must finish eating the entire golgappa, including the filling and leftover water.

Qualification Criteria:

- Round 1: Each participant will be given 10 golgappas, and the top 10 participants will advance to the next round.
- Round 2: Each participant will be given 15 golgappas, and the top 5 participants will qualify for the final round.
- Round 3 (Final): Each participant will be given 20 golgappas, and the top 3 participants will be selected for prize distribution.

Prize Pool:

- Goodies, Vouchers, and Coupons for the winners.

STRING DELICACY – TEAM SACK RACE EVENT



Eligibility Criteria:

- This is a team event, with each team consisting of TWO members only.
- An individual is allowed to participate only once in the game.
- Registrations from multiple teams will not be entertained.

Detailed Rules:

- Each team will be provided with ONE sack.
- The team members will stand at opposite ends of the track.
- The race starts with one team member wearing a sack and moving forward by jumping. Upon reaching the other end, that member must eat the hanging food item (without removing the sack).
- Once the member finishes the food, they must hand over the sack to their partner. The second team member will then wear the sack, move forward to the other end, and eat the hanging food at that end.
- The team that completes the challenge in the least time will be declared the winner.

Penalties:

- If the sack or the player falls, the team will be disqualified.
- Touching the food with hands will lead to disqualification.
- If the food falls, the team will be disqualified.
- Participants must stay within their specified track. Moving outside will result in disqualification.
- Physical contact with other teams during the game will lead to disqualification.

Winning Criteria:

- A panel of judges will decide the winners.
- The decision of the judges will be final.

Health & Safety:

- Participants should be aware of their health and safety while taking part in the competition.
- Eating excessive food quickly can cause health issues.
- Participants with health concerns should consult a doctor before participating.

Prize Pool:

- Goodies, Vouchers, and Coupons for the winners.

MAGGIE CHEF:



Eligibility Criteria:

- Everyone interested in the event can participate.
- There is a ₹25/- participation fee per participant.
- Only registered members are allowed to take part in the competition.
- Contestants can participate individually or in groups of a maximum of two.
- An individual is allowed to participate only once in the game.
- A participant cannot be a member of multiple groups.

Detailed Rules:

- The time limit to showcase your culinary skills is 10 minutes for cooking and an additional 5 minutes for serving.
- Gas stoves and utensils will be provided by the organizing team. Participants are allowed to bring their own ingredients if required.
- In case of a tie, the participant who finishes in less time will be declared the winner.
- Your creativity and experience will define your culinary masterpiece, and your presentation will set you apart as a kitchen star.
- Presentation matters! Just as in life, how your dish looks on the plate will determine how well you stand out.
- Food brings inner peace and joy, and only well-prepared delicacies filled with spices and sweetness can satisfy the soul.
- The way you prepare your food reflects your love, respect, hygiene, and dedication to the art of cooking.

Penalties:

- Using mobile phones during the contest will result in immediate disqualification.
- Seeking external help during the contest will result in disqualification.
- Any unfair means will lead to debarring from the competition.
- Exceeding the time limit will lead to disqualification.
- Arguing with judges or volunteers will result in immediate disqualification.



Winning Criteria:

- A panel of judges will evaluate the participants.
- The decision of the judges will be final and binding.

Health & Safety:

- Participants should be mindful of their health while participating.
- Excessive consumption of sauces or spicy food in a short time may cause health issues.
- Participants with health concerns should consult a doctor before participating.

Prize Pool:

- Goodies, Vouchers, and Coupons for the winners.

ESPORTS:



Embark on a multi-platform gaming odyssey with our E-Sports Tournament! Engage in thrilling battles across both PC and mobile platforms, featuring games like Valorant and BGMI. Experience the fusion of high-stakes competition and digital prowess as players showcase their skills in a diverse range of titles. Immerse yourself in the digital battleground where skilled players go head-to-head in intense battles. From strategic moves to lightning fast reflexes, witness the epitome of electronic sportsmanship. Join us for an epic convergence of PC and mobile gaming, where victory knows no boundaries!

BGMI:

Player Guidelines

- It is a 4(+1) player team tournament - each team consists of 4 main players and up to 1 substitute.
- Emulators are strictly prohibited in all game modes. Any player found using an emulator will be disqualified.
- Only 'GFX Tool' is allowed for modifications. Any other game-modifying tools are not permitted.
- Players must use only Android or iOS phones to participate.
- In-game voice chat only is allowed after the game starts until its completion.
- Any use of unfair means such as aimbot, trigger bot, ESP, or similar hacks will lead to immediate disqualification.
- There will be a 15-minute waiting time between games.
- Exiting a game without a valid reason will lead to disqualification of the team.
- Exploiting bugs that hinder fair play will result in disqualification.
 - Tiebreaker Rules: Number of Chicken Dinners will be considered first.
 - If still tied, placement points will be used (higher placement points will be prioritized).



- Entry fee is non-refundable under any circumstances.
- Organizers reserve the right to accept or reject any entry without providing a reason.
- Players must be ready at least 15 minutes before the match begins. Late entries will not be allowed.

Tournament Format:

- Players will participate in teams of 4 players.
- Up to 64 players will be competing in each lobby.
- Selected maps will be notified before the match.
- Game Mode: Classic (TPP)
- Maps: Erangel, Sanhok, Miramar, Vikendi

Point System

Placement Points

- 1st Place → 10 Points
- 2nd Place → 8 Points
- 3rd Place → 6 Points
- 4th Place → 5 Points
- 5th Place → 4 Points
- 6th Place → 3 Points
- 7th - 8th Place → 2 Points
- 9th - 10th Place → 1 Point
- 11th & Below → 0 Points

Kill Points

- 1 Kill = 1 Point

VALORANT:



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VALORANT:



1. Anti-Cheat No additional anti-cheat is required for official matches.
2. Match Procedure Supported platforms: PC
 - PC 2.1. Series Lengths Matches are played as: Best of 1 series for the knockouts Best of 3 series during the Playoffs Best of 5 series for Finals 2.2. Game Settings The home team will host the lobby and invite the away team.
 - Lobby: Custom (closed)
 - Mode: Standard
 - Allow Cheats: Off
 - Tournament Mode: On
 - Overtime Win by Two: On
 - Play All Rounds: Off
 - In the event that an incorrect rule set is loaded on the server, the match should be stopped and reset. Previously played rounds with incorrect format will not count towards the match outcome 2.3. Ping Test, If both teams do not agree on a server region to use for their match, the lobby host will go through the available servers in the lobby. Both teams will compare their ping on each server and play on the one that offers the most balanced ping between each team. If the teams disagree on which server provides the most balanced ping, please reach out to an HSEL Admin for assistance. 2.4. Map Selection (Best of 1)
 - The team-1 bans a map
 - The team-2 bans a map
 - The team-1 bans a map

VALORANT:



- The team-2 bans a map
- The remaining map will be played
- The away team selects their side for the game
- 2.4.1. Multiple Game Series Map Selection (Best of 3)
- The team-1 bans a map
- The team-1 selects the map for Game 1
- The team-2 bans a map
- The team-2 selects their side for Game 1
- The team-2 selects the map for Game 2
- The team-1 selects their side for Game 2
- The team-2 bans a map
- The team-1 bans a map
- The team-2 bans a map
- The team-1 bans a map
- The remaining map will be used for Game 3
- The away team selects their side for Game 3
- 2.5. Map Pool
- The following maps are permitted to be used in official matches:
- Haven
- Ascent
- Icebox
- Fracture
- Pearl
- Split
- Lotus

VALORANT:



- 3. Tournament Rules
- 3.1. Game Connections
 - Players using different accounts or those not officially on the roster are prohibited from playing in matches. Only one account connection is allowed per game; the use of alternate accounts is prohibited. All account connections are prohibited from being changed after the team has participated in its first match of a tournament's regular season.
- 3.2. Tactical Timeout
 - Each team is allowed to call two (2) Tactical Timeouts per game.
 - Other roster members are not permitted to be in the timeout meeting.
 - Tactical Timeouts may only be called by an in-game player during the buy phase of a round.
- 3.3. Unplayed Matches
 - Any match or queue that a team misses or does not complete will result in the match being counted as a loss against the team's record at the end of the regular season.
- 3.4. Stoppage of Play
 - The game may only be paused for the following reasons:
 - Player drop
 - Player disconnect
 - Technical issues
 - Stoppage of play may be requested at any time for the above reasons. The team initiating a pause must first call the pause in chat.

VALORANT:



- A pause may not be called during combat or once the Spike has been planted.
- Players may not move around the map when a pause is in effect.
- Once both teams are ready, the team who paused the match will unpause it.
- Each team will have 5 total minutes of pause time per map.
- Players pause the game by pressing the Esc key and selecting "cheats".
- Abuse of the pause feature may result in punishment for the team abusing it.
- 3.5. Playoff Qualification Tiebreakers
- The tie-breaker system will be run as a tiered protocol if multiple teams finish the regular season with the same overall record.
- Wins (Forfeit wins and bye wins are scored as a full series undefeated win).
- Head-to-head record (If the two tied teams have played each other, their match record against each other is compared).
- Overall game win percentage (e.g., winning a match 3-0 is better than 3-2).
- Higher opponents' game win percentage (e.g., it is better to beat an opponent who consistently won 3-0 than 3-2).
- Fewer forfeit losses.
- Fewer bye wins.

VALORANT:



- The team which had a higher number of wins before their first loss.
- If the first loss is received after the same number of wins, then the team which lost to the stronger opponent (as defined by game win percentage) will be ranked higher.
- Additional Rule for Cross-Verification
- All players are requested to be in a Google Meet for cross-verification throughout the match.
- A player can be asked to open their camera or share their screen for a while if found suspicious.
- This version keeps everything clear and formatted neatly for easy reading and copying.

INTER-COLLEGE : FUTSAL TOURNAMENT



Futsal Tournament Rules:

- 1. General Rules
 - 1.1 The tournament follows a 5-a-side format, with each team having a maximum of 7 players (5 on the field and 2 substitutes).
 - 1.2 Rolling substitutions are allowed at any time during the game.
 - 1.3 The game consists of two halves of 10 minutes each, with a 2-minute halftime break.
 - 1.4 The tournament follows a league-cum-knockout format (modify as per your preference).
 - 1.5 More details about the game will be shared with the team captains.
- 2. Team Composition
 - 2.1 A team consists of 5 players on the field.
 - 2.2 Each team can have a total of 7 registered players.
 - 2.3 Rolling substitutions are allowed, meaning players can be substituted multiple times during the match.
 - 2.4 A team must have at least 4 players to start or continue a match.
- 3. Match Rules
 - 3.1 The match will start with a coin toss to determine which team kicks off.
 - 3.2 Kick-ins will replace throw-ins when the ball crosses the touchline.
- 3.3 The ball is in play unless it fully crosses the goal line or touchline.



- 3.4 There is no offside rule in futsal.
- 3.5 Slide tackling is strictly prohibited.
- 4. Scoring & Points System
- 4.1 A goal is scored when the entire ball crosses the goal line between the goalposts.
- 4.2 League matches follow a points system:
 - Win: 3 points
 - Draw: 1 point
 - Loss: 0 points
- 4.3 If knockout matches end in a draw, the winner will be decided by a penalty shootout.
- 5. Fouls & Misconduct
- 5.1 Any foul play such as dangerous tackles, handballs, or dissent will result in a free kick or penalty.
- 5.2 A player receiving two yellow cards in a match will be shown a red card and must leave the field.
- 5.3 A red-carded player cannot be substituted and will miss the next match.
- 6. Goalkeeper Rules
- 6.1 There is no designated goalkeeper in the game.
- 6.2 No player is allowed to pick up the ball with their hands.



- **7. Equipment & Attire:**
- 7.1 All players must wear jerseys, shin guards, and non-marking shoes.
- **8. Disputes & Refereeing**
- 8.1 The referee's decision is final.
- 8.2 Any disputes must be reported immediately to the organizing committee.
- **9. Code of Conduct**
- 9.1 Unsportsmanlike behavior, including abusive language or intentional fouls, will not be tolerated.
- 9.2 Teams and players must adhere to fair play and respect referees and opponents.