Hackathon Rules & Guidelines

1. Eligibility

- All team members must be from the **same college or school. Inter-college/University teams are not permitted**.
- Teams may consist of members from **different branches or disciplines** within the same institution.

2. Team Formation

- Each team must have a **minimum of 2 members** and a **maximum of 5 members**, including the **team leader**.
- Participants can form teams before the registration deadline. No changes in team composition will be allowed after registration closes.

3. Competition Format

- The **hackathon follows a hybrid format**:
    - **Draft Idea Submission** – All teams must submit their project idea online for initial evaluation. **(New Link will be provided after registration)**
    - **Final Idea Submission** – Shortlisted teams must refine and submit a detailed version of their project idea before the final round.
    - **Demo/Final Presentation** – After the **Final Idea Submission**, teams will present a demonstration of their project to the judges.
    - **Final Hackathon Round** – Selected teams will compete in an **offline** event, where they will develop and present their final project.

4. Project Guidelines

- All projects must be original and developed during the hackathon timeline.
- Participants are encouraged to work on **innovative solutions** related to the provided themes.
- Teams must clearly define their project scope, problem statement, and solution approach in both the **draft and final idea submissions**.

5. Evaluation Process

- Projects will be evaluated in multiple stages:
    1. **Draft Idea Submission** – Based on feasibility, innovation, and alignment with the hackathon themes.

2. **Final Idea Submission** – Teams must refine their concepts and submit an updated version for review.
3. **Demo/Final Presentation** – Teams will present their project idea and functionality before the final round.
4. **Final Presentation (Offline Round)** – Judged on implementation, technical complexity, impact, and overall execution.

6. Code of Conduct

- Participants must adhere to ethical practices and **avoid plagiarism**.
- Teams must respect deadlines for submission and presentations.
- Any violation of rules may lead to **disqualification**.

7. Technical Requirements

- Participants may use any programming language, tools, or frameworks suitable for their project.
- All necessary software, datasets, or APIs should be arranged in advance.

8. Decision Authority

- The **organizing committee and judges' decisions are final** in all matters related to team selection, evaluation, and awards.

For further details or queries, please contact hackathon@sju.edu.in