Rules and Regulations for Hack Spark 2.0

Hackathon Dates: 20th February - 21st February 2026
Last Date of Registration: 8th January 2026
Registration Fee: ₹1000 per team (Non Refundable/Non Transferable)
Note: During the 24-hour hackathon, **all meals will be provided on campus**.

Awards and Opportunities:

- Winning Team: **₹20000 (Certificates + Momento)**
- 1st Runner Up: **₹15000 (Certificates + Momento)**
- 2nd Runner Up: **₹10000 (Certificates + Momento)**
- All the teams which are eliminated before the Final Results & Final Shortlisting Round will be awarded with e-certificates
- All the teams will be awarded with handwritten certificates who are selected after the Final Results & Final Shortlisting Round
- **Incubation Opportunity:** Winners and select teams will get a chance to have their projects incubated at the TSEC Incubation Center, offering mentorship, resources, and guidance to bring their ideas to life.

Registration Process for Hack Spark 1.0
Registration of teams must be done by the **Team Leader** only. Follow these steps:
1. Visit: **https://iic.tsecmumbai.in/hackspark/HackSpark.html**
2. Fill in all the required details.
3. Click **"Submit"** to complete your registration.
4. You are successfully registered once the form is submitted.
   Note: Only one member of the team should register for the competition.

Team Formation Rules
- Teams must consist of **4 members**, including one team leader.
- Team members may be from **different institutions** (ID cards are mandatory for reference).
- **One person cannot be a member of more than one team.**
- Teams should be made up exclusively of students and **must submit project work based on the hackathon theme**.
- **Plagiarism** or any form of copying is strictly prohibited. Teams found guilty will be disqualified.
- Teams must be **registered via the above registration link**. Unregistered teams will not be entertained.
- Registered teams are required to attend the **Introductory Session (details to be shared via email)**.
- The hackathon will commence immediately after the introductory session.

- Any **unavailability of components/equipments** will be communicated to the participating teams before the event dates.
- Teams that fail to submit their project before the deadline will be disqualified.
- Previously implemented projects aren't allowed, but **extra points will be awarded to original and innovative projects**.

General Rules and Conduct
- No team/team members will be allowed to **leave the college premises during the 24 hour Hackathon event**.
- The team will be disqualified if any of the team members leave the premises.
- **Alcohol, e-cigarettes, vape, or any form of intoxicating substances** are strictly prohibited.
- Any attempt to **attack the host system** or use unintended methods to solve challenges will lead to disqualification.
- Teams must work **independently**. Sharing answers or collaborating with other teams constitutes cheating and will result in disqualification.
- **Posting queries on public forums** during the event is not allowed.
- **Unethical means** used to find solutions during the competition will lead to disqualification.
- Teams will be **accountable for any damages** they cause to lab equipment or college property.
- The **decision of the judges will be final and binding**.
- All **details provided through registration should be accurate**, and no changes will be entertained after submission.
- If any of the team member **removes the hand band** we provided the entire team will be disqualified
- If any team member is not present on the day of event (final round), the entire team will be disqualified. After registration **team members can't be replaced.**
- Registration would be considered completed once the payment has been received.
- Registration fee isn't transferable or refundable.
- Travel Allowance to be borne by the team.

Important Dates
- **Registration Deadline:** 8th January 2026
- **PPT Submission:** 15th January 2026
- **Shortlist Announcement:** 20 January 2026
- **Online Jury Presentation:** 1 February 2026
- **Finale Participants Announcement:** 5 February 2026
- **Hackathon Finale:** 20–21 February 2026