GLOBAL ACADEMY OF TECHNOLOGY

Approved by AICTE, New Delhi, recognized by Govt. of Karnataka Autonomous
Institute under VTU, Belagavi Rajarajeshwari Nagar
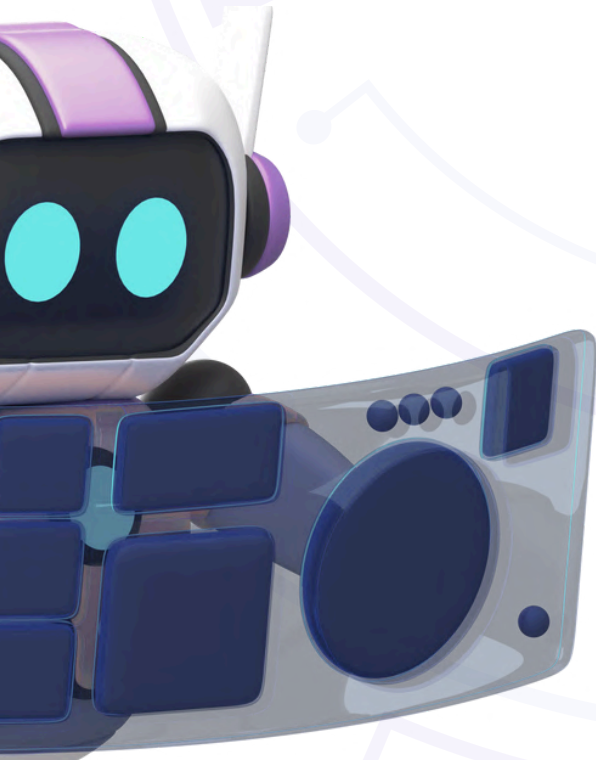Bengaluru -98

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

Presents

HACK-A-LEAGUE 4.0

#Beyond Innovation

24 HOURS
NATIONAL LEVEL
OFFLINE
HACKATHON

RULEBOOK

ABOUT HACK-A-LEAGUE

Technology continues to shape our world at an unprecedented pace, and innovation remains the catalyst behind every meaningful transformation. **Hack-A-League 4.0,** the flagship **24-hour National-level Offline Hackathon** organized by the **IT Virtuoso Student Forum, Department of Computer Science & Engineering, Global Academy of Technology, Bengaluru,** is set to unite India's brightest innovators for an intense 24-hour challenge to build solutions that make a difference.

Scheduled on **21st and 22nd of February 2026**, Hack-A-League 4.0 is not just a coding marathon, it is a celebration of creativity, collaboration, and purposeful innovation. With teams from 60+ premier engineering institutions across the nation, the event will serve as a platform where ideas meet execution and passion meets purpose.

With the theme **"Ignite the Future"**, this edition celebrates creativity, collaboration, and forward-thinking innovation. It challenges participants to push boundaries, explore emerging technologies, and design impactful solutions for a smarter and more inclusive tomorrow.

Hack-A-League 4.0 is designed to go beyond technical skills, fostering a culture of learning, networking, and real-world problem-solving. It offers students the opportunity to engage with industry experts, startup mentors, and tech leaders, gain invaluable exposure, and transform their innovative ideas into impactful prototypes with real-world applications.

OUR MISSION

To empower participants to develop innovative solutions, enhance their technical and collaborative skills, and create valuable industry connections, fostering a culture of creativity and excellence. Additionally, Hack-A-League 4.0 strives to make a societal impact by championing the cause of "Empowering Underprivileged Kids with Education", providing essential educational materials to children in need and inspiring participants to innovate for a better future.

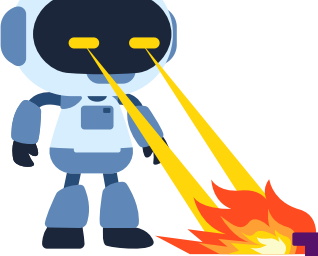|	
Date	**February 21-22, 2026**
Time	**8:30 AM**
Team Size	**3-4 members**
Registration Fee	**₹350 per participant**

SCAN HERE

THEME : IGNITE THE FUTURE

Hack-A-League 4.0 #BeyondInnovation, themed **"Ignite the Future"** inspires participants to unleash their creativity, curiosity, and problem-solving mindset to craft impactful solutions that bring meaningful change. The theme represents the spark of innovation, igniting ideas that have the potential to evolve into transformative solutions for society, industry, and the environment. It encourages students to develop technology that truly makes a difference.

Innovation Verticals

- **Smart Cities and Urban Innovation**
- **Healthcare and Wellbeing**
- **Sustainability and Environment**
- **Education and Skill Development**
- **Agritech and Food Security**
- **Security and Privacy**
- **E-commerce and FinTech**
- **Accessibility and Inclusion**
- **AI, ML, and Data Science Applications**
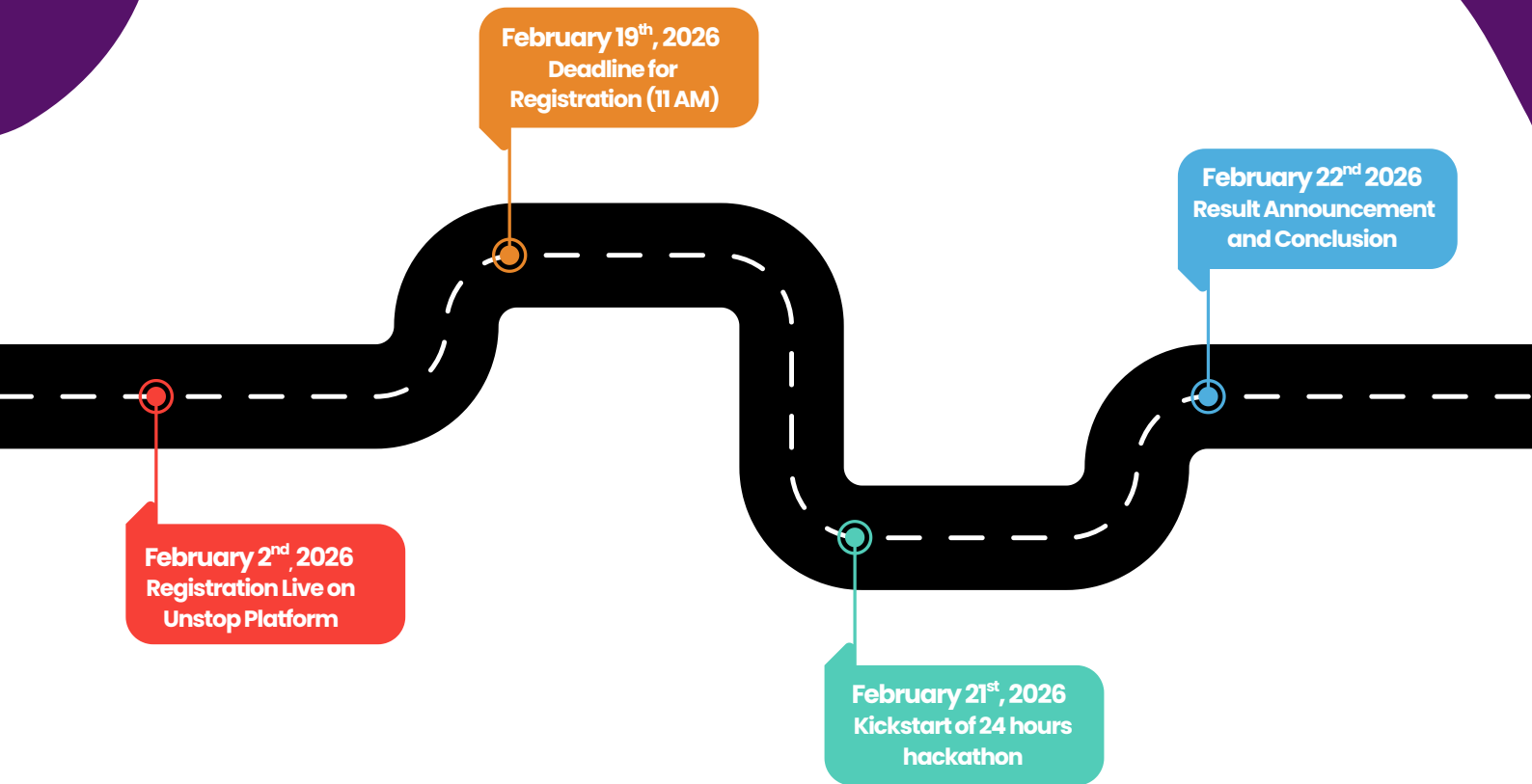- **Cyber-security**

OPEN INNOVATION TRACK

"Fuel Your Own Spark"

This **track is for ideas that don't fit neatly into one category**, where creativity meets experimentation. Participants are encouraged to think beyond defined domains, explore emerging spaces, and bring bold, original ideas to life. In the spirit of Ignite the Future, **open innovation and boundary-free** thinking are key.

COMPANY-SPECIFIC PROBLEM STATEMENT

Company-specific problem statements will be shared two days in advance via email. Teams that deliver high-quality and impactful solutions will get an interview opportunity and may qualify for **Internship Interview opportunities** with the respective companies.

IMPORTANT DATES

February 19th, 2026
Deadline for Registration (11 AM)

February 22nd 2026
Result Announcement and Conclusion

February 2nd, 2026
Registration Live on Unstop Platform

February 21st, 2026
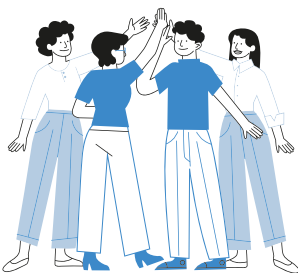Kickstart of 24 hours hackathon

KEY INFORMATION

Who Can Participate?

- Only undergraduate engineering students are eligible.
- Cross-year and cross-college participation is encouraged.
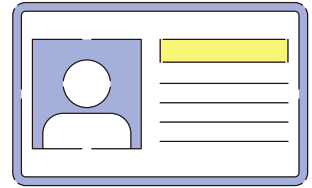- Participants must provide a valid student ID or proof of enrollment.

Team Limitations

- Teams must consist of 3-4 members.
- Each participant can only be part of one team.
- Once registered, teams cannot be altered or cancelled at any point.

Identification

- All participants must carry their official hackathon ID cards along with their college ID card at all times.
- Use of another person's ID or unauthorized entry will result in immediate disqualification

Resources Provided

- Power supply, Ethernet/Wi-Fi will be available throughout the event.
- Lunch and dinner will be provided on Day 1, along with breakfast on Day 2.
- Equipments or components required during the event can be delivered to the venue upon approval of organizers.
- Participants are expected to bring their own laptops to the venue.

Food Policy

- Participants are requested to have breakfast prior to arrival and report to the venue on the commencement day.
- Outside food and snacks are prohibited.
- Ordering food through platforms like Zomato, Swiggy, etc., is strictly prohibited and will not be entertained.

Dress Code

- Participants are expected to wear appropriate clothing throughout the event.
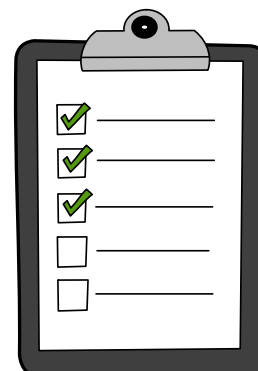
Travel and Accommodation

- Participants are responsible for their own travel arrangements and costs.
- Accommodation must be arranged individually for before and after the event.

GENERAL GUIDELINES

Use of External Resources

- Participants may utilize external libraries, APIs, and other tools, provided proper credits are included in project documentation.
- Use of LLMs (e.g., ChatGPT, Claude) for code generation is permitted.
- All external resources must comply with licensing agreements.

Intellectual Property

- By participating, you grant the organizers the right to use your project pictures, description and participant testimonials, for promotional and other purposes.

Liability Waiver

- Participants must sign a waiver acknowledging that the organizers are not liable for injuries, damages, or losses incurred during the event.

Security

- Report any unauthorized, suspicious, or unsafe activity to the organizers immediately.
- Only registered participants and authorized individuals are allowed in hackathon areas.
- Non-participants accessing restricted areas will be addressed as a security concern.
- Register on Unstop and upload a signed consent letter to confirm your participation.

Damage to Venue

- Participants are responsible for any damage caused to college property; immediate disqualification of the team responsible.
- Financial liability may apply for repairs or replacements from the responsible individual(s) or team.
- Possible legal action if the damage is severe or deliberate.
- Participants are expected to take utmost care of the venue, equipment, and all property provided during the event.

Conduct and Ethics

- Projects must be original and developed during the hackathon.
- Cheating, misconduct, or submitting preexisting work, including manipulation or unauthorized tools, will result in disqualification.
- Avoid inappropriate or promotional content on event platforms. Share suggestions via email with organizers.

Substance Policy

- Possession, use, or distribution of alcohol, cigarettes, vapes, illegal drugs, or other substances is strictly prohibited.
- Violators will face disciplinary actions, including disqualification and removal from the venue.
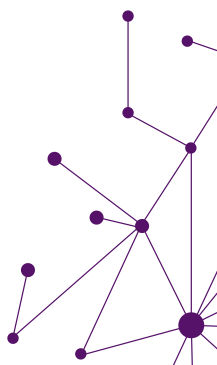
Communication Guidelines

- All participants must engage respectfully with juries, organizers, volunteers, and peers.
- Disruptive behaviour, harassment, or discrimination will not be tolerated and may result in disqualification.

Finality of Decisions

- All decisions made by the jury are final and binding.
- The entire event will be strictly monitored by the jury and the organizers.
- The organizing committee reserves the right to change the rules and regulations at any point of time.

ADDITIONAL GUIDELINES AND POLICIES

- **No extensions** will be granted for deadlines unless due to unavoidable and unforeseen issues and approved by organizers.
- Participants are expected to adhere to the schedule strictly. **Confidential** and **proprietary** information must not be shared during the Hackathon period.
- The **24-hour** duration covers the entire event, including coding hours, ceremonies, breaks, and evaluations.
- Participants are encouraged to maintain **good hygiene** practices, and anyone feeling unwell should notify the organizers.

REGISTRATION FORM

- Open Unstop.com in your web browser and Log in with your existing credentials or sign up for a new account if you don't have one.
- On the Unstop platform, search for Hack-A-League 4.0 or visit the event page directly.
- Click on the "Register" button on the Hack-A-League 4.0 page.
- Enter the required details: Name, Email, Contact Information, Any other necessary details for registration.
- Provide your team name and enter the details of your teammates (name, email, etc.).
- Email and Teammate Verification:
  - Verify the email addresses and names of your teammates.
  - Important: Once this step is completed, no modifications will be entertained.
  - Each teammate will receive a confirmation email to complete their profile.
  - Note: Registration is confirmed only when all teammates have their profiles marked as "Completed".
- Team Leader Payment:
  - The team leader must make the payment of ₹350 per person as the registration fee.
  - The payment should be made in a single transaction for the entire team.
  - Ensure to save the payment receipt for confirmation.
- Each teammate must download, complete, and sign the consent form.
- All completed forms from the team should be combined into a single merged PDF and submitted, which implies acceptance of the rules and guidelines outlined in the General Rulebook.
- After completing the above steps, click on the "Submit" button to finalize your registration. You will receive a registration confirmation once all steps are completed successfully.

IMPORTANT NOTES:

No Modifications: Once the email and teammate verification step is completed, no modifications to the team details will be entertained. Ensure all information is correct before proceeding.

Payment: The team leader is solely responsible for making the payment for the entire team in a single transaction.

Consent Form: The consent forms available in attachments section of the unstop page must be completed by all teammates and submitted as a merged single PDF.

Registration Confirmation: Registration is finalized only when every teammate's profile is in completed status.

ROUNDS OVERVIEW

ROUND 1: MARK YOUR PRESENCE

Objective: Confirm attendance through Unstop at the venue using a secret code provided on spot. Mandatory for advancing to next rounds.

ROUND 2: IDEATION

Objective: Submit initial ideas using the provided presentation template.

Evaluation: Based on clarity, feasibility, and innovation.

ROUND 3: MID-WAY MARK

Objective: Present project progress to the jury. Constructive feedback will be provided to guide teams.

Evaluation: Judged on progress, approach, and clarity; feedback will be given for improvement.

ROUND 4: FINAL EVALUATION

Objective: Submit the complete working project.

Requirements: Functional prototype, output images, and GitHub repository as per guidelines.

Evaluation: Points will be awarded based on functionality, innovation and creativity.

Note: Submission should be done exclusively through Unstop. No alternative methods accepted.

JUDGING CRITERIA

- **Clarity of Concept:** How well the idea or solution is articulated and explained.
- **Originality & Novelty:** Innovative and unique approach to addressing the problem.
- **Value:** Effectiveness of the solution in creating real-world value.
- **Technical Excellence:** Complexity, efficiency, and quality of the technical implementation.
- **Scalability:** Feasibility of implementation and adaptability for broader real-world use.
- **Innovation:** Out-of-the-box thinking and creativity in problem-solving.
- **Presentation:** Professionalism, clarity, and effectiveness in showcasing the solution.
- **Team Collaboration:** How well the team works together, communicates, and contributes to the solution.
- **Project Completion:** Evaluation of how much of the project is developed and completed within the duration of the event.
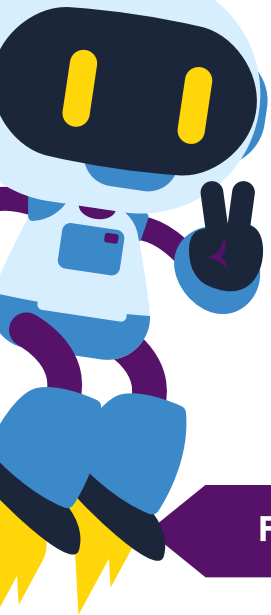
PRIZE

Trophy, Medals and Certificate of Achievement for Winners
Certificate of participation to all the teams
Total Cash pool upto **Rs. 1,00,000**
Interview opportunity to qualify for **Internship** for the company specific problem statement.

CONTACT & SUPPORT

CONTACT DETAILS

FACULTY CONVENOR

DR. JYOTHI R
PROFESSOR, CSE
☎ +91 9480608535

FACULTY CO-CONVENOR

PROF. VEENA V PATTANKAR
ASSISTANT PROFESSOR, CSE
☎ +91 9480002832

STUDENT CO-ORDINATOR

SHASHANK K C
☎ +91 7483121196

STUDENT CO-ORDINATOR

DHIRAJ C
☎ +91 9900295839

Use the link below to easily access the event location and navigate to the venue

College Campus - Global Academy of Technology, Aditya Layout, Rajarajeswari Nagar, Bengaluru - 560098

www.gat.ac.in
https://maps.app.goo.gl/wnJDQNuZ6eefZ3yv9

SOCIAL MEDIA

in IT Virtuoso Club   ✉ hackaleague@gmail.com   ⊙ it_virtuoso_club   ⊙ hackaleague

CAUSE

Empowering Futures Through Accessible Education

Every child deserves the chance to learn, yet many lack basic educational supplies. Through this initiative, we provide essentials like notebooks, pens, and stationery to support young learners. Your contribution helps empower their dreams and build a brighter future.

Together, we can turn small acts of support into lifelong opportunities for success.

"EVERY CHILD DESERVES THE OPPORTUNITY TO LEARN, DREAM, AND SUCCEED."