**On-Campus Guidelines for SITNovate**

**Entry, Stay & Exit Rules**

1. **Gate Entry & Exit:** Participants must enter and exit the campus only through designated gates and follow security checks.
2. **Check-in Process:** Upon arrival, participants must check in at the registration desk and collect ID tags or event passes. All participants must carry their valid college/university ID and event registration proof at all times (Given Id Card at campus at the time of Registration).
3. **Campus Stay Duration:** Participants can only stay within permitted hours. Overnight stay requires prior approval from organizers.
4. **Re-entry Rules:** If a participant leaves the campus during the event, re-entry may be restricted or allowed only with organizer approval.
5. **Transport & Parking:** If participants are using their own transport, they must park in designated areas. Unauthorized parking may result in penalties.

**Behaviour & Discipline**

1. **Respect Campus Staff:** Participants must cooperate with college security, event coordinators, and faculty members at all times.
2. **No Political or Controversial Activities:** Any form of political, religious, or controversial discussions disrupting the event will not be tolerated.
3. **No Public Gatherings:** Unnecessary crowding in hallways, staircases, or non-event areas is prohibited.
4. **No Harassment:** Any form of bullying, harassment, or discrimination (verbal, physical, or online) will lead to strict action.
5. **Emergency Situations:** In case of fire alarms, medical emergencies, or security concerns, participants must follow the designated evacuation routes and organizer instructions.

**Workstation & Equipment Usage**

1. **Maintain Cleanliness:** Workspaces must be kept clean and tidy. Participants must clean their areas before leaving.
2. **Lab & Internet Access:** College lab computers (if provided) must not be used for personal browsing, social media, or unauthorized activities.
3. **Personal Gadgets:** Participants are responsible for their laptops, chargers, and other electronic devices. The college is not liable for any lost items.
4. **Use of College Wi-Fi:** The internet should be used strictly for hackathon-related work. Downloading large files, torrents, or illegal content is prohibited.
5. **Hardware Loan Policy:** If college equipment is borrowed (e.g., IoT kits, sensors, projectors), it must be returned in working condition.

**Collaboration & Fair Play**

1. **Original Work Only:** All submissions must be original. Copying code from other teams or external sources without attribution will lead to disqualification.
2. **No External Help:** Teams cannot receive assistance from external mentors or friends outside the hackathon venue.
3. **Code Submission Guidelines:** All teams must follow the provided submission format and deadline. Late submissions will not be accepted.
4. **Respect Quiet Zones:** Coding and discussion areas should remain quiet to maintain a focused work environment.
5. **Presentation Decorum:** Teams must be present for their scheduled presentation slot. Missing the slot may lead to penalties.

**Safety & Prohibited Items**

1. **No Unauthorized Recording:** Participants should not record lectures, mentor discussions, or other teams' work without consent.
2. **Restricted Items:** Weapons, sharp objects, firecrackers, and any illegal substances are strictly banned inside the campus.
3. **COVID-19 / Health Protocols (If Applicable):** If health guidelines are in place, participants must wear masks, maintain social distancing, and sanitize regularly.
4. **Overnight Stay Conduct** Participants must remain in designated areas. Loud music, disruptive behaviour, and unnecessary movement are not allowed.

**Hackathon Completion & Exit**

1. **Final Campus Clearance:** Before leaving, participants must ensure their workspace is clean, return borrowed equipment, and complete any exit formalities.
2. **Prize Distribution & Feedback:** Winners must be present during the prize distribution ceremony. Feedback collection may be required before leaving.
3. **Data Responsibility:** Teams must ensure they back up their work. The organizers are not responsible for lost or deleted data after the event.

**Final Decision Authority**

1. The organizers and judges have the final call in all evaluations and judging decisions, which cannot be contested.

**\*Any violation of the above rules will result in strict action, which may include warnings, penalties, or direct elimination from the hackathon.**