TechTonic

Rules and Regulations

General Rules:

1. All participants must arrive at the venue half an hour before the event time **except for Hackathon** where participants must arrive an hour before on the event day.
2. Participants must carry their college ID cards.
3. Participants must behave cordially and co-operate with other members.
4. It is at the sole discretion of the organizing committee to disqualify participants indulging in misbehavior of any sort.
5. E-certificates will be issued to all the participants.
6. Teams must work independently, collaboration with other teams is not allowed, if found teams will be disqualified.

Code Arena [Hackathon]

RULES AND REGULATIONS:

1. Event Duration: Code Arena is a 24-hour event starting from 1 pm on Day 2 to 1 pm on Day 3.
2. Meals: Breakfast, Dinner and Snacks will be provided.
3. Essentials: Laptops and all the required hardware parts must be brought by the team only; organizers will not be liable to provide it.
4. Theme: The Hackathon has various domains, allowing participants to work on any project idea they choose.
   There are 4 domains:
   I.   **Web/App Development**: Problem statements will be given on the day of the event.
   II. **IOT:** Open Theme.
   III. **Game Development:** Open Theme.
   IV. **Cybersecurity/Blockchain:** Themes will be given on the day of the event.
5. Accommodation: All participants must stay on campus till the completion of the event, accommodation facilities will be provided for the night stay.
6. Team Size: Each team can have a maximum of 4 members each. No member can be added/removed from the team once registration is done. Team should be the same as during the submission done before.
7. Code of Conduct: Participants must maintain professionalism and ethical behavior. Cheating, plagiarism, or any unethical practices will lead to immediate disqualification.
8. Code Usage: Teams can use libraries, frameworks, or open-source code, but using pre-existing projects solely for the purpose of the event is not allowed.

IdeaX [Ideathon]

RULES AND REGULATIONS:

1. Event Duration: The event runs from 9:00 am to 6:00 pm on Day 1.
2. Timings: A time slot of 6 hours will be given for the idea building and the remaining 3 hours will be for showcasing your ideas.
3. Meals: Lunch and Snacks will be provided.
4. Essentials: Participants must carry their laptops; organizers will not be liable to provide them.
5. Domain Selection: The event has various domains allowing participants to work on any domain they choose. Domains will be given on the day of the event.
6. Idea Submission: Ideas must be submitted within the given timeframe for the chosen topic. Late submissions will not be considered. Submissions must include a pitch presentation [**about 8 to 10 mins**] along with the functional and basic technical design concepts.
7. Team Size: Teams can have a maximum of 3 members. No members can be added/removed from the team. Team should be the same as during the submission done before.
8. Code of Conduct: Participants must adhere to ethical standards in idea generation and presentation. Plagiarism of ideas or content is strictly prohibited.

Codify [Problem Solving]

RULES AND REGULATIONS:

1. Event Duration: The event is scheduled on Day 2 from 9:00am to 1:00pm inclusive of all the rounds.
2. Eligibility: Individual event.
3. Participants are requested to create a **Hackerrank account** prior to the event.
4. Code Challenges: The event will be conducted in 3 phases.
5. Code Submission: Participants must submit their code snippets before the specified deadline.
6. Disqualification: Participants may be disqualified for any form of cheating, plagiarism, or violation of rules. Inappropriate behavior towards organizers or other participants is strictly prohibited.

Trivia Quiz [Quiz]

RULES AND REGULATIONS:

1. Event Duration: The event starts from 11 am to 5 pm on Day 1.

2. Team size: Teams can have maximum of 3 members. Must stay with all the team members throughout the game.

3. Event Structure: The event will be conducted in different levels. The quiz will be based on technical questions related to a specific topic. The in-detail event structure will be communicated to participants on the event day.

4. Judging Criteria: The decision of the quiz master will be final and binding. The marks scored by the teams in each round will be treated as final, and no requests for revaluation will be entertained.

Trade Rave [Trading]

RULES AND REGULATIONS:

1. The event starts from 11 am to 3:30 pm on Day 1. On Day 2 and Day 3 it starts from 9:15 am to 3:30pm.

2. It's an online event and participants need to get registered in **StockGroww** App.

3. The event is open to individuals.