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 exclusively for events with a registration fee.
6. Participants must follow the DSATM dress code and dress in formal or semi-formal attire.
7. 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.

IdeateX [Ideathon]

RULES AND REGULATIONS:

1. Event Duration: The event runs from 9 am to 6 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 1 from 11:00am to 1:00pm for first round and the final round for qualified teams will be from 3:30 pm to 5:30pm on the same day.
2. Eligibility: Team size 1-2 members.
3. Participants are requested to create a Hackerrank account prior to the event.
4. Code Challenges: The event will be conducted in 2 phases.
5. Code Submission: Participants must submit their code snippets before the specified deadline.
6. Collaboration: Making use of collaboration tools and communication channels are at the discretion of the participants.
7. Disqualification: Participants may be disqualified for any form of cheating, plagiarism, or violation of rules. Inappropriate behaviour towards organizers or other participants is strictly prohibited.

Perspecta [Debate]

RULES AND REGULATIONS:

1. Event Duration: The event starts from 9 am to 12 pm on Day 2.
2. Team Size: Teams can have maximum 3 members.
3. Topic Selection: On the day of the event. organizers will brief in detail about the structure of the event.
4. Debate Format: The competition may follow a structured format, such as parliamentary or cross-examination, or any other format decided by the organizers. The rules regarding speaking time, order, and rebuttals will be communicated to the participating individual on the event day.

5. Code of Conduct: Participants must engage in respectful and professional discourse throughout the competition. Personal attacks, offensive language, or disrespectful behaviour will not be tolerated.
6. Time Management: Participants must adhere to the specified time limits for their speeches, rebuttals, and closing arguments. Failure to comply may result in point deductions.
7. Relevance to Topic: All arguments, statements, and evidence presented by participants must be directly relevant to the debate topic. Tangential or unrelated discussions should be avoided.

Trivia Quiz [Quiz]

RULES AND REGULATIONS:

1. Event Duration: The event starts from 1:30 pm to 5:30 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 3 rounds. 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.

Artify [Digital Art]

RULES AND REGULATIONS:

1. Event Duration: The event starts from 2pm to 4pm on Day 3.

2. Theme: The theme will be revealed on the day of the event. The competition may have a specific theme that participants must adhere to in their submissions.

3. Submission Guidelines: Participants must submit their digital artwork before the mentioned timeframe.

4. All the essential requirements for their artwork should be brought by the participants itself.

5. Artwork Specifications: Artwork must be created using digital tools (e.g., graphic design software, drawing tablets). The file size and resolution should meet the specified requirements.
6. Originality: All submissions must be original and created by the participant.
7. Plagiarism or the use of copyrighted material is strictly prohibited.
8. Disqualification: Participants may be disqualified for violating any of the rules or submitting incomplete work. Late submissions will not be considered.

Vision Xpo [Project Exhibition]

1. Eligibility: The event is open to individuals or teams with a maximum size of 4 who have previously completed projects.
2. Project Submission: Participants must submit details about their existing projects during the registration process.
3. Display Setup: Participants will be provided with designated display spaces. Each participant or team is responsible for setting up and dismantling their display.
4. Display Materials: Participants are responsible for bringing any materials or equipment required for the display. Electricity if needed, must be specified during registration itself.
5. Code of Conduct: Participants must maintain a respectful and professional demeanour throughout the exhibition.
6. Presentation and Q&A: Participants must explain their project to the viewers and a Q&A session may be followed.

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.

Robo Rally [Robotics]

RULES AND REGULATIONS:

1. Event Duration: The event starts from 9 am to 6 pm on Day 2.
2. Team Size: Teams can have maximum 3 members.
3. **Objective:** In this competition the team of contestants design a robot either wired or wireless within the specified dimensions that can operated manually. The robot that will complete the specified task in least time will be the winner.
4. **Robot Specifications:**

➢ The maximum dimension of the robot can be 30 cm x 30 cm x 30 cm.
➢ The robot may be wired or wireless.
➢ AC supply will be provided in the college.
➢ The length of the wire (for wired bots) should be long enough to cover the whole track and Wire should remain slack during the complete run.
➢ Maximum weight must not exceed 3 kg.
➢ The machine must be powered electrically only. Use of IC engine is not allowed.
➢ Batteries must be sealed, immobilized electrolyte type (gel cell, lithium, NiCad, or dry cells).
➢ The electric voltage anywhere in the machine should not be more than 13V DC at any point of time.

5. **Track Specifications:**
(1) The track surface and course line may have unevenness.
(2) There will be certain obstacles in the race track which will try to down the robot.
(3) Arena will consist of switch bridge. speed breakers. marble pit, slippery path, rotating disc, curve ramp down, seesaw etc.

6. **General Rules:**

1. **Unethical** behaviour could lead to disqualification.
2. The decision of the judges will be final and abiding.
3. **Robot** should be as per the given specifications and should not damage the arena.
4. The competition is based on time trail system. There will a qualifying round for each team.
5. The top 5 teams from qualifying round makes it to the final round on basis of time trials.
6. Wires should remain slack during the course of the rum Pulling the wire to aid the robot in traversing may lead to disqualification.
7. If any of the robots starts off before start up call, the counter would be restarted and the machines will get a second chance. If repeated again then team will be disqualified.
8. If the Robot crosses a checkpoint and moves off track then the Robot would be placed back on the previous checkpoint crossed with penalty.

GunFire Glyphs [Gaming]

RULES AND REGULATIONS:

BGMI:
Rules:
- entry fee
- 4 players per team
- no emulator / no tabs (mobile only)
- qualifiers will be online
- top 16 teams qualify for Grand finals
- Grand finals will be LAN (@DSATM)
- cheating and team ups are prohibited
- Points table will be based on both kill point and position point
- Emergency pick up is not allowed
- grand finals will be played on advance room
- matches will be on Erangel/ miramar / sanhok based on the schedule
- every player on team roaster must be level 15 or above
- standard BGMI Rules to be followed
- Management decision is final decision

FreeFire:
Rules:
-entry fee
-4 players per team
-no emulator / no tabs (mobile only)
-qualifiers will be online
-top 12 teams qualify for grand finals
-Grand finals will be LAN (@DSATM)
-cheating and team ups, hacking will be prohibited
-points table will be Based on both kill point and position point
-Emergency pick up is not allowed ...
-matches will be on Bermuda/Kalahari/purgatory based on the schedule
-every player on team roaster must be level 45 or above
-standard free fire rules to be followed
-Management decision is final decision