



**INDERPRASTHA**  
ENGINEERING COLLEGE



**INTERCOLLEGE IPEC**  
**TECHATHLON ' 21**

## **RULES**

### **1.Events**

#### **● Hackathon**

- I. Participants must present their college ID to gain entry to Techathlon '21.(Common for all)
- II. This event is open to registered members only. Please register your team ahead of time or else you will not be granted entry to the event.(Common for all)
- III. Participants must join a designated discord server.(Common for all)
- IV. Prizes will be distributed accordingly.
- V. Participating teams are required to create a repository on GitHub at the start of the event. The same should be provided whenever enquired and will be used for monitoring the activities and progress of the respective team.
- VI. Only 3-4 members are allowed in a team for Hackathon.
- VII. Each and every member of the team participating in the event should be present at all times.

#### **● Innovazia**

##### ***1. Speciawar***

- I. These official rules establish the rules of tournament play, including rules governing player eligibility, tournament structure, point structure, prize rewards and player conduct.

- II. Players must play on specified accounts, players cannot swap accounts among themselves.
- III. Players cannot engage with other players in verbal manner (curse words, racism, sexism) else will be **disqualified**.
- IV. Flooding and spamming both in written and verbal is forbidden else will be disqualified.
- V. Use of emulator, or any third party application is strictly forbidden.
- VI. **All players are responsible for the technical problems on their own (network issue, device issue), lobby will not be restarted for you.**
- VII. All players have to join 15 minutes before the match starts with help of Discord Room.
- VIII. All players have to join with the assigned team and slot.
- IX. Teaming with the opposing team is forbidden.
- X. All team captains must take a screenshot at the end of the game.
- XI. All players need to maintain behavior rules (pan finishing or hurting someone's sentiment) is not allowed.

## ***2. Infomaze***

- I. There will be two rounds:

Round 1 : MCQ based questions on:

- 1. C & Programming.
- 2. Aptitude & Reasoning.
- 3. Tech news & Current affairs.
- 4. SQL queries.

Round 2 : Face to Face virtual interaction with judges.

- II. Dedicated Time slots:
  - ❖ Round 1 : **15 minutes**, participants have to answer as many questions as possible.
  - ❖ **30 minutes** break between rounds.
  - ❖ Round 2 : **1.5 hrs**, selected participants will interact with judges.

## ***3. Capture The Flag***

- I. There will be 40 Questions in total.

- II. Each team can contain 1-3 members.
- III. Each team will be given 6 hours overall.
- IV. Every Question will consist of 100 points.
- V. There will be no negative marking.
- VI. Each question will include 4 hints.
- VII. Using each hint will deduct 10 points from that particular question.
- VIII. After exhausting all the hints, the team will be given an option to skip the question and 0 points will be awarded in that case. The questions can't be revisited.

#### ***4. Vividly***

- I. Maintain Originality / no plagiarism (excluding audio) .
- II. Source file will also be submitted.
- III. Web apps not allowed (Doodly, Sparkol, InVideo, Flex Clips ,etc).
- IV. Mention name and college name in the starting of the video
- V. Winners can be changed at any point of time by the techathlon team in case of any suspicions.
- VI. Time limit for submission is 2:30 hours (single entry).
- VII. Duration of video should be 1-1:30 min.
- VIII. You can use any software for making videos.
- IX. Use of templates is prohibited.

## **2. How to enter?**

### ***How do I register myself ?***

In order to participate in TECHATHLON, please register yourself at <https://www.techathlonipeccollege.edu.in>

### ***Who can apply to participate in TECHATHLON '21?***

Each and every college-going student can apply to participate.

### ***Where and when will the winners be selected?***

The final result will be announced after the completion of the round. Teams can view their scores on the leaderboard displayed on the portal.

## **3. Judging Criteria**

### **I. Hackathon**

- ❖ COMMUNITY BENEFIT
- ❖ COLLABORATION
- ❖ DESIGN
- ❖ Does this hack look good? Looks are important in some capacity!
- ❖ FUNCTIONING PROTOTYPE
- ❖ Does your hack have a functioning prototype that can be seen by judges?
- ❖ INNOVATION
- ❖ Does your hack provide something new and exciting that doesn't already exist in some capacity? The more unique and creative, the better your contribution will be.

### **II. Innovazia**

#### ***1) Speciawar***

- ❖ Per kill one point.
- ❖ In case the registrations exceed 24, there will be two rooms hosted. And top 10-12 teams will qualify for the final round and so on.

#### ***2) Infomaze***

- ❖ Maximum number of questions answered.
- ❖ No. of correct answers.
- ❖ Amount of time taken.
- ❖ Judges will do the cross questioning with Round 1 qualified participants regarding Round 1 questionnaire.

**\*\*Marks would be allotted for correct answers only if judges are satisfied in F2F Interaction.**

**\*\*During F2F interaction Judges will ask random questions from round 1.**

### ***3) Capture the flag***

- ❖ Score on the leaderboard.
- ❖ If there is a draw, teams will be judged on the basis of time taken to complete the round.

### ***4) Vividly***

- ❖ Participant who will be making the most unique and informative video will be the winner.
- ❖ In case of doubt, participants can be asked about the process and tools they have used to make the video.
- ❖ There is no preference for any software.

