RULES AND REGULATIONS

DEPARTMENT OF ELECTRONICS AND COMMUNICATION ENGINEERING

----- 📙 General Instructions

- **ID Card:** College ID is mandatory for all participants.
- **Team Size:** Maximum 3 members per team (Except for Fine Tune & Free Fire which is Solo).
- **Punctuality:** Teams must report 15 minutes before the event starts.
- **Decorum:** Judge's decisions are final. Malpractice leads to immediate disqualification.

----- 📡 TECHNICAL EVENTS

1. Paper Tract (Paper Presentation)

- **Team Size:** Maximum 3 members.
- **Time Limit:** 7 Minutes (Presentation) + 3 Minutes (Q&A).
- **Submission:** Participants must submit a soft copy of their abstract/PPT before the deadline.
- **Strict Topic Rule:** The paper MUST be strictly related to ECE domains (e.g., VLSI, Electronics, Embedded Systems, IoT, Communication Networks, Signal Processing).
- ⚠️ **Warning:** If the topic is found to be irrelevant or outside the specified domain, the team will be immediately disqualified.

2. Flyer / Buzzcard (Chart Presentation)

- **Team Size:** Maximum 3 members.
- **Mode:** Pre-prepared Submission.
- **Requirement:**
  - Participants must bring a fully completed chart/poster.
  - No time or materials will be provided at the venue to design the chart.
  - The chart will be collected or displayed for evaluation immediately.
- **Theme:** The chart content must be technically related to the ECE Department or emerging technologies.
- **Judging Criteria:** Creativity, Content Quality, Visual Appeal, and Relevance to the theme.

3. Fine Tune (Circuit Debugging/Quiz)

- **Team Size:** Maximum 3 members.
- **Rounds:**
  - Round 1: Technical Quiz (Basics of ECE).

○ Round 2: Circuit Debugging / Component Identification.

4. Innovation Expo (Project Expo)

● **Team Size:** Maximum 3 members.
● **Requirement:** A working model (Hardware or Software simulation) is mandatory.
● **Display:** Projects must be accompanied by a chart or block diagram explaining the concept.

-----🎮 NON-TECHNICAL EVENTS

1. Connection

● **Team Size:** Maximum 3 members.
● **Gameplay:** Identify technical terms, songs, or movies by connecting the images displayed.
● **Rules:**
  ○ Time limit: 30 seconds per slide.
  ○ Answers must be precise.

2. Free Fire (Mobile Gaming)

● **Format:** SOLO (Individual Event).
● **Map:** BERMUDA.
● **Mode:** Custom Match.
● **Requirements:**
  ○ Players must bring their own mobile phones.
  ○ Strictly No Emulators, Triggers, or iPads/Tablets.
  ○ Players must use their own mobile data.
● **Scoring System:**
  ○ Points are awarded based on Position (Survival) + Eliminations (Kills).
  ○ Organizers will share the exact point table at the venue.
● **Fair Play:** Use of hacks, scripts, or exploiting bugs will result in an immediate ban and disqualification.