MIT Hackathon
Rule Book

1. Introduction

MIT Hackathon is a competitive innovation event designed to encourage students to develop creative, practical, and technology-driven solutions to real-world problems within a limited timeframe.

2. Eligibility

- The hackathon is open to undergraduate and postgraduate students.

- Participants must be enrolled in a recognized educational institution.

- Each participant may be part of only one team.

3. Team Formation

- Each team must consist of **exactly 5 student members**.

- Teams with fewer or more than 5 members will not be permitted.

- All team members must be registered before the event.

- Interdisciplinary teams are encouraged.

4. Registration

- All teams must complete registration within the announced deadline.

- Incomplete or late registrations will not be accepted.

- Team composition cannot be changed after registration closure.

5. Hackathon Format

- The hackathon will be conducted over the officially announced duration.

- Teams must work only during the hackathon period.

- Use of pre-built complete solutions is strictly prohibited.

6. Rules and Guidelines

- All submissions must be the original work of the team.

- Use of open-source libraries, APIs, and frameworks is permitted.

- Plagiarism or unfair practices will lead to immediate disqualification.

- Teams must follow ethical and professional conduct.

7. Submission Requirements

- Teams must submit their final solution before the announced deadline.

- Submissions must include:

  - Project description
  - Source code or implementation details
  - Demonstrable prototype or output

8. Evaluation Criteria

Projects will be evaluated based on the following criteria:

- Innovation and originality

- Technical complexity and implementation

- Feasibility and impact

- Presentation and demonstration

9. Code of Conduct

- Participants must maintain professionalism and mutual respect.

- Any form of misconduct may result in disqualification.

- Decisions of the organizing committee shall be final.

10. Intellectual Property Rights

- The intellectual property of the solution belongs to the team.

- Organizers may use submitted projects for academic and promotional purposes.

11. Amendments

The organizing committee reserves the right to modify the rules and regulations at any time. Any changes will be officially communicated to the participants.

— End of Rule Book —