

HACKFEST '26

CODE • CREATE • INNOVATE

RULES & REGULATIONS

1. Team Formation

1. Each team must consist of **exactly two members**.
2. Students from UG Computer Science and Commerce Computer Applications are eligible to participate.
3. Teams may consist of students from the same department or a combination of students from both departments, subject to the organizers' approval.
4. Each team must register with a unique team name.
5. Each participant can be a member of only one team.

2. Problem Statement and Theme

1. The hackathon will focus on computer science and application development.
2. Participants must develop a software-based solution to a real-world problem.
3. Suggested areas include:
 - Artificial Intelligence and Machine Learning
 - Web Application Development
 - Mobile Application Development
 - Cloud Computing
 - Cybersecurity and Data Privacy
 - Data Analytics and Visualization
 - E-Commerce and FinTech Solutions
 - Social Innovation and Smart Campus Solutions
4. The problem statement and development requirements will be communicated by the organizers.
5. Each team must work on a solution relevant to the selected or assigned problem statement.

3. Development Rules

1. Participants must develop their solutions within the time allotted by the organizers.
2. Teams must bring their own laptops and other required accessories.
3. Participants may use permitted programming languages, frameworks, libraries, and development tools.
4. The use of AI tools and code assistants must follow the guidelines announced by the organizers.
5. Teams must ensure that their submitted work is original and must acknowledge any external code, datasets, libraries, or resources used.

6. Plagiarism, copying another team's work, and submitting an existing project as a newly developed solution are strictly prohibited.
7. Teams must not access or modify another team's files, systems, or project without permission.

4. Project Submission

1. Each team must submit its project before the deadline announced by the organizers.
2. The submission must include the project title, problem statement, objectives, proposed solution, and technologies used.
3. Teams must provide the source code and a working demonstration of their application.
4. A brief presentation or PowerPoint may be required during the final evaluation.
5. Late submissions may be disqualified or penalized at the discretion of the organizers.

5. Presentation and Evaluation

1. Each team must demonstrate its project before the judging panel.
2. All team members must participate in the presentation and demonstration.
3. The judges' decision will be final.
4. Projects will be evaluated based on the following criteria:
 - Innovation and creativity
 - Relevance to the problem statement
 - Technical implementation
 - Functionality and working demonstration
 - Practical applicability and social or business impact
 - Presentation and teamwork

6. Discipline & Fair Play

- Participants must report on time and carry their college ID cards.
- Teams must follow the instructions of the organizing committee.
- Misconduct or unfair practices may lead to disqualification.
- The judges' decision will be final.

THINK BIG. BUILD SMART. HACK THE FUTURE.

Register. Collaborate. Innovate.