

# Rules and Regulations of SMVDU HACKATHON 2022

## → Registration for SMVDU HACKATHON 2022

Registration of teams must be done by a Team Leader only.

The registration process is simple. All you need to do is...

- Visit <https://forms.gle/wSm8WRWRmPySPrG56>
- Fill all the required details.
- Don't forget to click 'Submit'
- You have been successfully registered.

## → Team Formation Rules

- Each team would comprise of 2 to 4 members (including a team leader) with 1 team mentor (optional but recommended).
- Team members could be of different institutions as well. Make sure you have the proper Id-card for reference.
- Teams should be made up exclusively of students who are not organizers,

## → Hackathon THEME

- The theme of the SMVDU HACKATHON 2022 is **University/College Utility software/Application.**
- Teams must submit their projects work on the above mentioned theme only
- No plagiarism/copy-paste will be entertained, if found the teams will directly be disqualified from the hackathon

## → Hackathon Submission Rules

- The hackathon begins on **16<sup>th</sup> November 2022** and ends on **20<sup>th</sup> November 2022.**
- The team must be registered for **SMVDU HACKATHON 2022 via google forms provided** in order to submit the hackathon; unregistered team will not be entertained in any case.
- The registered teams have to attend the introductory session via meet (details and link will be shared to the registered teams via emails) on 16<sup>th</sup> November 2022.
- The hackathon will be live just after the introductory sessions
- submission form link will be shared with the registered teams and the submission of PPT and other required files must be uploaded in the submission form
- Only one person in the team would be the team leader who is required to register on behalf of all the members.
- The PPT of the idea and project link/application/software link for the hackathon should be submitted on the form provided along with all the mandatory details.
- A working demo video of your project must be uploaded along with the project submission
- All the details should be provide in the prescribed format; otherwise they are bound to get rejected.

- Teams that have not submitted the hackathon will be automatically disqualified.
- Already implemented hackathons can be used but extra points will be given to original and innovative hackathons.
- Last date of hackathon project submission is 8 pm 20<sup>th</sup> November 2022

→ Selection Criteria and Follow-ups

- Evaluation criteria will include novelty of the hackathon, complexity, clarity and details in the prescribed format, feasibility, practicability, sustainability, scale of impact, user experience and potential for future work progression.
- Results of Hackathon will be declared on **21<sup>st</sup> November 2022**. Result will be displayed on the website (link will be shared soon) and the shortlisted teams will be notified via emails.
- Selected teams have to give a confirmation of participation before **10pm 21<sup>st</sup> November 2022 (tentative)**. If failed to do so, team will be disqualified and next ranked teams will be taken
- Final list of shortlisted candidates will be declared on 22<sup>nd</sup> November 2022
- First three winners will be awarded with Cash Prize of 5000,3000,2000 INR respectively, certificates of Hackathon and rest will be awarded with goodies(Microsoft t-shirts) and certificates

Read brochure for more information

Contact info – Hackathon2022@smvdu.ac.in /+91 788968627/+91 9797052979/+91 6006945422

- If a team gets selected due to no confirmation of some team, they will have **24 hours** to give a confirmation.
- Final list will be released on **22<sup>nd</sup> November 2022**.

➔ Participants must strictly follow the disciplinary rules.

➔ General Hackathon Rules

- All work on a project should be done during the Hackathon. Your code repository must be initialized at the beginning of Hackathon itself.
- Teams can use libraries, frameworks, or open-source code in their projects. Working on a project before the event and open-sourcing it for the sole purpose of using the code during the event is against the spirit of the rules and is not allowed.
- Teams must stop hacking once the time is up. However, teams are allowed to debug and make small fixes to their programs after time is up.
- Teams can be disqualified from the competition at the organizers' discretion. Reasons might include but are not limited to breaking the Competition Rules, breaking the Code of Conduct, or other unsporting behavior.

➔ Hackathon Judging Criteria and presentation rules will be disclosed an hour before the Hackathon begins.

➔ Valid Bank account details must be provided when asked for the prize money and reimbursements to get processed. Regular processing time is applicable for the prize money and reimbursements to get processed.

➔ In case of any discrepancies, the final take shall lie with the organizers.