

BYTEVERSE 1.0

HACKATHON

RULEBOOK

WELCOME TO THE HACKATHON!

We're thrilled to have you here and can't wait to see the innovative ideas you bring to life. To ensure a smooth and fair experience for everyone, please take a moment to go through the rules. These are designed to keep the event safe, collaborative, and fun for all participants.

1. PROJECT SUBMISSION GUIDELINES

1. Submit via the official portal before the deadline (late entries not accepted).
2. Include:
 - Code repository (GitHub/GitLab)
 - Clear documentation (setup & functionality)
 - Demo video (project in action)
 - Short PPT (project details)
3. Project must be built from scratch during the hackathon (no plagiarism).
4. Open-source tools allowed with proper credit.

2. SAFETY & SECURITY PROTOCOLS

- Wear your ID at all times (no entry without it).
- Stay in allowed areas; restricted zones off-limits.
- CCTV monitored—behave responsibly.
- Secure your valuables (organizers not liable).
- No guests allowed—only registered participants.
- Follow the Code of Conduct always.

3. REGISTRATION & CHECK-IN

- On-site registration: 27th Sept 2025, 9:00 AM – 10:30 AM.
- All team members must attend with a government ID + college ID.
- After registration, keep your hackathon ID—it's your access pass for entry & food.

4. ACCOMMODATION & DINING RULES

We want you to stay comfortable and energized:

- Dining access: Hackathon badge or food coupon required.
- Take only what you can eat; dispose of waste properly.
- Separate accommodation for males and females.
- Maintain silence during rest hours; respect others' space.
- For any issues, contact a volunteer or security immediately.

5. PARTICIPATION & WORK RULES

This is where the real fun begins! While working on your project, remember:

- Provide accurate info—false details = disqualification.
- Stay active at desks; at least half the team must remain.
- BYOD: Bring laptops, chargers, etc.
- Build your project during the hackathon only (no pre-work).
- Use mentors & volunteers for guidance.
- Stop coding when the timer ends—no extra time allowed.

6. GROUNDS FOR DISQUALIFICATION

To keep the competition fair and respectful, disqualification may occur if:

- Plagiarized, pre-built, or incomplete projects.
- Cheating, copyright violations, or unfair practices.
- Breaking rules or Code of Conduct.
- Reckless, disrespectful, or unsafe behavior.
- Alcohol, tobacco, or banned substances possession/use.
- Team drops out before event ends.

Note: In all matters, the decision of the organizers/faculty is final and binding.

