AI DEV FEST 2026

PARTICIPANT RULES & REGULATIONS

These rules apply to participants of the four major competitions of AI Dev Fest 2026: AI Hackathon, Prompt Battle, Vibe Coding Competition and Datathon.

1. General Rules for All Participants

- Participants must complete official registration and use their real name and valid student/institution identification.
- Participants must report to the assigned venue or platform on time. Late entry may not be allowed after a competition has started.
- Participants must follow the instructions of the organizers, invigilators and judges throughout the competition.
- No participant or team may receive external human assistance during an active competition.
- Sharing prompts, code, solutions, files, datasets, answers, credentials or contest information with another participant/team is prohibited.
- Account sharing, impersonation or participating on behalf of another person is prohibited.
- Submissions must be the participant's/team's own competition work. Copying another participant's solution or submission is prohibited.
- Participants must not attempt to access hidden test data, judge/admin accounts, private files, another team's workspace or restricted contest resources.
- Participants must not interfere with the contest network, submission system, devices or other participants.
- Participants are responsible for checking that their final submission is complete, accessible and submitted in the required format before the deadline.
- Late submissions will not be accepted unless the organizers announce an extension because of an official technical problem.
- Participants may be asked to show their screen, device, prompt history, code, notebook, repository or other relevant work for integrity verification.
- Any technical problem must be reported to the organizers immediately during the contest.
- Harassment, abusive behaviour, deliberate disruption, cheating, plagiarism or other unfair conduct may result in disqualification.

2. Use of AI Tools

- AI tools may be used according to the rules of the specific competition.
- Participants are responsible for everything they submit, including content or code produced with AI.
- AI tools must not be used to obtain leaked/private contest materials, access restricted information, impersonate others or bypass contest rules.
- If requested by the judges, participants must disclose the AI tools/models they used and show relevant prompt or development history.

3. Prompt Battle Rules

- Prompt Battle is an individual competition unless officially announced otherwise.
- Participants must use only the device provided by the organizers. Personal laptops, PCs, tablets, mobile phones or any other personal devices are not allowed during the contest.
- Generative AI tools such as ChatGPT, Gemini, Leonardo and similar platforms are allowed.
- Google and other search engines are not allowed during the contest.
- Physical notes, hard copies, written materials, pen drives and external human assistance are not allowed.
- Reverse prompting and meta prompting are strictly prohibited.
- Participants must not share prompts, outputs, solutions or discuss the problem with others during the contest.
- Only one final prompt may be submitted through the official submission channel unless the round instructions state otherwise.
- The submitted prompt and output must follow the required theme, problem and submission format.
- Participants must use their registered identity. If university email access is required, another person's account may not be used.
- Participants may be required to share their screen or webcam for monitoring.
- Participants must remain active until the contest ends or until the invigilator permits them to leave.

4. Vibe Coding Competition Rules

- Participants will be given a specific problem/task that they must solve within the competition period.
- AI coding assistants and generative AI tools may be used unless the problem statement says otherwise.
- Participants must understand the code they submit and be able to explain it to the judges.

- Participants may use either the device provided by the organizers or their own personal device during the contest.
- Participants who wish to use a personal laptop, PC, tablet or other permitted device must inform the organizers in advance and set up and test their device before the contest begins. No additional setup time will be provided after the contest starts.
- Participants are responsible for their own personal devices, including device compatibility, software, , accounts, files and any technical issues. The organizers will not be responsible for any loss, damage, malfunction or technical problem related to a personal device.
- For participants using personal devices, internet access will be provided by the organizers. However, the organizers cannot guarantee network stability, speed or uninterrupted connectivity. Therefore, participants using personal devices are strongly advised to bring a backup internet connection, such as a mobile hotspot, to avoid disruptions during the contest.
- Public libraries, frameworks, packages and documentation may be used unless specifically restricted by the problem statement.
- The developed website/application must be hosted and accessible for evaluation.
- Required animations and specified functional tasks must be properly implemented.
- The design must be responsive across the required screen sizes and devices.
- Participants must maintain their project in a public GitHub repository.
- The project/code must be properly pushed to GitHub for verification.
- Copying another participant's/team's solution or using a pre-built solution specifically prepared for the contest problem is prohibited.
- The final solution must be submitted through the official channel and should run or demonstrate the required functionality.
- Judges will verify whether all assigned requirements and tasks have been successfully completed.
- Judges may inspect the source code, dependencies, prompt history, repository history and working demo.

5. Datathon Rules

- Participants must work only with the datasets and resources permitted in the official problem statement.
- Participants must use only the device provided by the organizers. Personal laptops, PCs, tablets, mobile phones or any other personal devices are not allowed during the contest.
- External datasets may be used only if the competition brief explicitly allows them.

- Attempting to access, identify, reconstruct or obtain hidden test labels is strictly prohibited.

- AI assistants, libraries, pretrained models or public notebooks may be used only as permitted by the competition brief.
- Participants must submit the required prediction file, notebook/code, report or other requested files in the exact specified format.
- If a leaderboard is used, displayed rankings are provisional until final evaluation and integrity checks are completed.
- Participants must be able to explain and reproduce their submitted approach if requested by the judges.

6. AI Hackathon Rules

- Teams must develop an AI-based solution for the announced theme/problem during the official hackathon period.
- AI models, APIs, pretrained models, frameworks, open-source libraries and public datasets may be used unless the challenge brief restricts them.
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- Pre-existing general-purpose components may be used, but a substantially completed solution specifically prepared for the announced challenge is not allowed.
- Teams must disclose significant external datasets, APIs, services and pre-existing components if requested.
- The final submission must include the required prototype/project files and presentation or demo specified by the organizers.
- Every team must be able to demonstrate the project and answer judges' questions about its design, implementation and AI components.
- Work copied from another team or falsely presented as the team's own will result in disqualification.
- Teams may have a maximum of 3 (three) members and single-member participation is permitted.
- Member substitutions without official prior registration are strictly prohibited.

7. Submission & Judging

- Only submissions made through the official submission method within the announced deadline will be evaluated.

- The competition-specific problem statement will define the required submission format and judging criteria.
- Judges may use automated evaluation, hidden tests, rubric-based evaluation, live demonstration or technical questioning depending on the competition.
- Any leaderboard or preliminary result is unofficial until the organizers complete final verification.

- In case of a tie, the competition-specific tie-breaking rule announced by the judges will apply.

8. Violations & Disqualification

A participant/team may receive a warning, score penalty, submission rejection or disqualification depending on the seriousness of the violation.

- Cheating or unauthorized collaboration
- Plagiarism or copying another participant's work
- Account sharing or impersonation
- Using prohibited resources or assistance
- Accessing hidden/restricted contest information
- Falsifying submission or verification evidence
- Interfering with contest systems or other participants
- Refusing to follow reasonable contest-integrity instructions
- Serious misconduct or rule violations

9. Clarifications, Technical Problems & Complaints

- Questions about a problem or rule must be sent through the official clarification channel or to the designated contest official.
- If a clarification affects all participants, the organizers will communicate it to everyone concerned.
- Technical issues must be reported immediately. Participants should not wait until the contest is over to report a problem that occurred during the contest.
- Any complaint about a rule violation or contest process must be submitted through the official channel with relevant evidence.
- Judges' decisions on technical evaluation and final results are final after the official review process.

10. Final Conditions

- Participants must follow this rulebook together with the official instructions for their specific competition.

- Registration fees are non-refundable. No refunds will be issued for withdrawal, absence, late arrival, disqualification or failure to submit.
- If a competition-specific instruction differs from a general rule, the officially announced competition-specific instruction will apply.
- The organizers may issue necessary clarifications during the event to maintain fairness and smooth operation.
- Participation in AI Dev Fest 2026 means that the participant accepts the applicable competition rules and official instructions.