



Indian Institute of Information Technology Vadodara

HackIIITV 2025 Rule Book

IIIT Vadodara 36-Hour Hackathon Rulebook

Event Overview:

The Technical Committee of IIITV welcomes you to our 36-hour hackathon, a platform to showcase your skills and innovative ideas. The event is divided into three tracks: Web/App, AI/ML, and Open Innovation (Blockchain, IoT, etc.), each offering exciting prizes. Here are the rules and guidelines to ensure a fair and enjoyable experience for all participants:

Basic Rules:

1. Registration and Decision Authority

- ❖ Registration eligibility:
 - Only registered students of IIITV are allowed to participate
- ❖ Registration Deadline:
 - No participants will be allowed to join after the registration deadline.
- ❖ Final Decisions by Judges and Organizers:
 - Judges and organizers have the final say in case of conflicts.
- ❖ Diu Students:
 - Diu students are invited to participate in the hackathon but at their own expense; no allowances will be provided.

2. Team Composition

- ❖ Each team must be of four members. Each team must consist of at least one First Year Student.
- ❖ Ensure a collaborative and inclusive environment.

3. Code of Conduct

- ❖ Anti Smoking: Smoking is strictly prohibited in the hackathon area.
- ❖ No Ragging: Respectful behavior towards fellow participants is expected.
- ❖ Malpractice Equals Disqualification: Any form of malpractice will result in immediate disqualification.
- ❖ Project Plagiarism: Originality is key. Plagiarism will lead to disqualification.
- ❖ No Prebuilt Projects: Participants cannot work on prebuilt projects; doing so will result in disqualification.

4. Hackathon Environment

- ❖ Hackathon Area:
 - Respect the designated hackathon area boundaries.
 - Keep the workspace clean and organized.
 - Use only rooms instructed by the organizers.
- ❖ No Going Out of College:
 - Participants are not allowed to leave the college premises without prior permission during the hackathon.
 - Failure to comply may result in disqualification and immediate escort out of the premises.
- ❖ Seating Equipment Responsibility:
 - Teams are responsible for the care of the provided seating equipment and nearby lab instruments (if any).

5. Equipment and Comfort

- ❖ Extension Cables:
 - Teams must bring their extension cables to ensure a smooth working environment.
- ❖ No Sharp Objects:
 - Sharp objects are prohibited for safety reasons.
- ❖ Do Not Misuse Institute Wi-Fi:
 - Respect the institute's Wi-Fi; refrain from misuse.
- ❖ Do Not Access Institute PCs:
 - Personal laptops are mandatory; refrain from using institute PCs.

6. Health and Safety

- ❖ Personal Medicines:
 - Participants with personal medicines should carry the required medicines with them.
- ❖ Pre-Inform Medical Issues:
 - Notify organizers in advance about any pre-existing medical conditions.

7. Institutional Guidelines

- ❖ All borrowed equipment Return:
 - Return borrowed materials promptly after the hackathon.
- ❖ No Damage to Institute Properties:
 - Participants must not cause any damage to institute property.
 - Any damages will lead to disciplinary action, and participants will be liable to pay for the damaged property.

8. During The Course Of The Event

- ❖ The project should only be started on after the event starts
- ❖ The submission should strictly adhere to the problem statements mentioned

By participating, you agree to abide by these rules and contribute to a positive and constructive hackathon environment. Let's make this event memorable! Good luck to all participants!