



IEEE Computer Society STUDENT BRANCH CHAPTER SRMIST

LEAP '24

RULES AND REGULATIONS

1. Team Formation:

- Teams must consist of a minimum of 2 and maximum number of 4 members, as specified by the organisers.
- Each team must have a unique name for identification purposes.

2. Eligibility:

- The hackathon is open to all Undergraduate college students.
- Participants must register for the event within the specified deadline.
- Participants must provide accurate information during registration.

3. Code of Conduct:

- Participants must adhere to a code of conduct that promotes respect, inclusivity, and professionalism.
- Any form of harassment, discrimination, or inappropriate behaviour will not be tolerated and may result in immediate disqualification and removal from the event premises.

4. Intellectual Property:

- Participants retain ownership of the intellectual property rights to their projects.
- By participating in the hackathon, participants grant the organisers the right to use project materials (e.g., code, presentations) for promotional and educational purposes.

5. Presentation Guidelines:

- Each team must prepare a presentation to showcase their project.
- Presentations must adhere to the specified time limit.
- Visual aids such as slides, demos, and prototypes are encouraged.

6. Project Requirements:

- Projects must be original and developed during the hackathon duration.

- Participants may use third-party libraries, frameworks, and APIs, provided they have appropriate licenses.
- Plagiarism of code or ideas is strictly prohibited.

7. Judging Criteria:

- Projects will be evaluated based on predefined criteria such as creativity, technical complexity, feasibility, and impact.
- Judges' decisions are final and not subject to appeal.

8. Equipment and Tools:

- Participants are responsible for bringing their own laptops, software, and any other necessary equipment.
- Organisers may provide access to additional resources and tools as specified.

9. Hackathon Timeline:

- Participants must adhere to the schedule provided by the organisers.
- Late arrivals may result in disqualification from certain activities or penalties.

10. Safety and Security:

- Participants must comply with all safety and security regulations provided by the venue.
- Participants are responsible for the safety and security of their personal belongings.

11. Disqualification:

- Violation of any rules or regulations may result in immediate disqualification from the hackathon.
- Disqualified teams forfeit any prizes or recognition.

12. Organizer Discretion:

- The organisers reserve the right to modify rules, regulations, or event details at their discretion.
- Any disputes or unforeseen circumstances will be resolved by the organisers.

Before attending the event participants are required to select a domain for which they will be given the problem statement on the spot during the event.

By participating in the hackathon, participants agree to abide by these rules and regulations. Failure to comply may result in consequences determined by the organisers.