



## RULE BOOK

### Event Overview:

Chakravayuh 2.0 is a 36-hour offline national-level hackathon organized by SVERI's College of Engineering, Pandharpur. The event aims to encourage innovation, teamwork, and technical excellence among students.

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### 1. Event Duration and Mode

- The hackathon will be conducted in offline mode for a continuous 36-hour period.
- Participants are expected to be present throughout the event and actively participate as per the schedule and instructions.

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### 2. Eligibility

- The event is open to undergraduate and postgraduate students.
- Teams must consist of 2 to 4 members.
- Each participant can only be part of one team.
- Cross-college and cross-discipline teams are permitted.
- All participants must carry a valid college ID card during the event.

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### 3. Project Development

- All projects must be developed entirely during the hackathon duration.
  - Use of pre-existing code is allowed only with proper disclosure.
  - Participants may use open-source libraries, APIs, or frameworks, but the extent of reuse must be clearly mentioned during submission.
  - Projects must not be started before the official start time of the hackathon.
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## 4. Plagiarism and Fair Play

- Plagiarism, re-submission of old projects, or undisclosed reuse of code will lead to disqualification.
  - In cases of suspected plagiarism, teams may be asked to justify similarities. Failure to provide a valid explanation may result in immediate disqualification from prizes or the event.
  - Participants must maintain honesty, fair play, and ethical conduct throughout the hackathon.
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## 5. Unfair Practices

- Any attempt to gain unfair advantage, influence judges, sabotage other teams, or misuse resources is strictly prohibited.
  - Participants must respect college property, avoid restricted areas, and follow safety instructions issued by organizers or security staff.
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## 6. Safety and Conduct

- Discrimination or harassment of any kind will not be tolerated.
  - Harassment includes offensive comments, intimidation, inappropriate physical contact, or unwelcome behavior based on gender, age, religion, disability, appearance, or technical background.
  - Alcohol, drugs, and tobacco are strictly prohibited inside the venue.
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## 7. Photography and Videography

- Photography and videography may be conducted for promotional purposes.
  - Participants can opt out if they are uncomfortable.
  - Recording without consent is prohibited, especially in private areas such as restrooms or sleeping areas.
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## 8. Intellectual Property

- Participants retain full ownership of their projects.
- Organizers may showcase submissions only for academic or promotional purposes.
- Organizers will not claim ownership or commercially exploit any project developed during the hackathon

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## 9. Reporting and Violation

- Any **rule violation** should be reported immediately to the organizing committee.
- Organizers' decisions are **final and binding**.
- Depending on the severity of violations, actions may include:
  - Warnings
  - Disqualification
  - Removal from the event
  - Further disciplinary measures

