



Code of Conduct

Chakravyuh 2.0 – 36-Hour National Level Hackathon

Organized by SVERI's College of Engineering, Pandharpur

1. Applicability

This Code of Conduct applies to **all participants, mentors, judges, sponsors, partners, organizers, volunteers, and attendees** involved in Chakravyuh 2.0.

It covers **all event-related spaces**, including but not limited to:

- Hackathon venue and activity areas
- Workshops, talks, presentations, demos
- Ceremonies, networking sessions, and social activities
- Online platforms, communication channels, and social media related to the event

All sponsors, partners, and collaborators are equally expected to follow this Code of Conduct.

2. Original Work & Plagiarism Policy

Participants are encouraged to build and submit **projects developed during the hackathon duration**.

- Reuse of existing code, libraries, or previous projects is permitted **only if fully disclosed** during submission.
- If a project has been submitted to any prior hackathon, the participant must clearly mention the extent of reuse.

If undisclosed reuse or plagiarism is detected:

- Participants may be asked to explain similarities and differences
 - The organizing committee reserves the right to **disqualify the project from prizes or evaluation**
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3. Non-Discrimination Policy

Chakravyuh 2.0 is committed to providing a **safe, inclusive, and respectful environment** for everyone.

Discrimination of any kind will not be tolerated based on:

- Gender, gender identity, or expression
- Age
- Sexual orientation
- Disability or physical appearance
- Body size
- Race, ethnicity, or nationality
- Religion or belief
- Political views
- Previous hackathon experience
- Technical background, programming language, or tech stack

4. Anti-Harassment Policy

Harassment in any form is **strictly prohibited**.

This includes, but is not limited to:

- Offensive or discriminatory verbal comments
- Intimidation, stalking, or deliberate disruption
- Inappropriate physical contact
- Unwelcome sexual attention or advances
- Display of sexual or offensive material
- Recording or photographing individuals without consent

All participants must behave professionally and respectfully at all times



5. Photography & Recording Consent

Photography and videography may be conducted for promotional purposes; however:

- Participants must be given a reasonable opportunity to **opt out**
- If someone objects to being photographed or recorded, their request must be respected
- If consent is withdrawn after capture, the content must be deleted and reasonably removed from social media

Photography is **strictly prohibited** in areas where privacy is expected (such as rest areas or washrooms).

6. Safe and Professional Environment

- No participant, sponsor, or partner may use **sexualized images, language, attire, or activities** that create an uncomfortable or unsafe environment
- Any behavior that compromises the dignity, safety, or comfort of others is not permitted

Chakravyuh 2.0 aims to foster a **collaborative, respectful, and innovation-focused atmosphere**.

7. Intellectual Property Rights

- Participants retain **full ownership** of the intellectual property created during the hackathon
 - By submitting a project, participants grant the organizers a **non-exclusive, royalty-free license** to showcase the project for event-related purposes (such as publicity, reporting, or academic use)
 - The organizers will **not misuse, commercialize, or claim ownership** over participants' work
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8. Reporting & Support

If you experience or witness any violation of this Code of Conduct:

- Immediately report the issue to the **Organizing Committee or Event Coordinators**
- The team will take all complaints seriously and maintain confidentiality wherever possible



Organizers will assist participants in contacting **campus security or local authorities** if required.

9. Consequences of Violations

If any individual violates this Code of Conduct, the organizing committee may take action including:

- Verbal or written warning
- Immediate removal from the event
- Disqualification from prizes
- Revocation of event access
- Reporting to college authorities or law enforcement (if necessary)

All decisions made by the organizing committee will be final.

10. Our Commitment

We value your participation and are committed to making **Chakravyuh 2.0** a **safe, inclusive, innovative, and memorable experience** for everyone.

11. Physical & On-Site Safety (Crucial for 36-hour events)

Since participants will be on campus for an extended period, you must address physical well-being.

Health & Hygiene: Encourage participants to take breaks, stay hydrated, and maintain personal hygiene (since it's a long event).

Prohibited Substances: Strictly forbid alcohol, drugs, or tobacco on the college premises.

Equipment Safety: Rules against tampering with the venue's electrical sockets, network cables, or furniture.



12. Fair Play & Competition Integrity

A hackathon is a competition, so "Fair Play" needs its own section.

"Canned" Projects: Explicitly state that "starting the project before the official hackathon timer begins" is a violation.

Collaboration Limits: Rules on whether participants can seek help from people outside the registered team or official mentors.

Judging Interaction: Prohibit any attempt to bribe or unfairly influence the judges or organizers.

13. Respect for the Venue (SVERI's COE)

Since this is hosted at an educational institution, include a "Respect for Property" clause.

Restricted Areas: Participants must stay within designated hackathon zones (e.g., no wandering into locked labs or offices).

Waste Management: A "Clean Desk" policy—ensuring teams dispose of food wrappers and bottles in dustbins to maintain the college environment.

14. Online & Communication Decorum

Even for an on-site event, most communication happens via Discord, WhatsApp, or Slack.

No Spamming: Discourage flooding official channels with non-essential messages or memes during critical announcements.

Bot/Tool Misuse: If you provide API keys or cloud credits, prohibit using them for anything other than the hackathon project (e.g., no crypto-mining).