

# CFS ORIGIN 2026

## Hackathon Rule Book & Event Guidelines (Online Mode)

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Organized By: CFS Community

Date: 17 August 2026 | Mode: Online Hackathon

Development Window: 10:00 AM – 12:00 PM | Result Declaration: 19 August 2026

### 1. About CFS ORIGIN 2026

CFS ORIGIN 2026 is an online hackathon organized by CFS Community, focused on innovation, problem-solving, and practical technology solutions. Participants will select a Problem Statement (PS) from the ones already published on the official website, build their project remotely, and submit it for evaluation.

### 2. Hackathon Objective

- Encourage innovation and creativity.
- Develop practical solutions to real-world problems.
- Improve technical and problem-solving skills.
- Promote teamwork and collaboration in a remote setting.
- Provide students with a platform to showcase their ideas online.

### 3. Event Schedule & Important Deadlines

| Date / Time                 | Activity                                                                |
|-----------------------------|-------------------------------------------------------------------------|
| Before 17 Aug 2026          | Problem Statements live on the official website — teams select their PS |
| 17 Aug, 10:00 AM            | Development Window Starts (GitHub repo work begins)                     |
| 17 Aug, 10:00 AM – 12:00 PM | Official Development Window                                             |
| 17 Aug, 12:00 PM            | Development Window Ends — no further GitHub changes allowed after this  |
| 17 Aug, before 11:59 PM     | Final Submission Deadline (via submission form)                         |
| 19 Aug 2026                 | Result Declaration                                                      |

*Note: The schedule may be modified by the organizers if required.*

### 4. Problem Statement Selection

- Problem Statements are already live on the official website ahead of the event.
- Teams must choose one Problem Statement from the website and build their project accordingly.
- Once development begins, the selected Problem Statement should not be changed without organizer permission.

## 5. Registration & Fees

- Registration Fee: **₹200/-**
- Fee must be paid at the time of registration to confirm participation.
- Registration is considered complete only after fee payment and team/participant details are verified.

## 6. Team Rules

- Only registered team members are allowed to participate.
- Each team must have one designated Team Leader for communication with the organizers.
- Team members are expected to contribute to the development and submission of the project.
- Team members cannot be replaced after the development window begins without organizer approval.

## 7. GitHub Repository & Development Rules

The official development window is **10:00 AM – 12:00 PM on 17 August 2026**. Teams must manage and push all their code to their GitHub repository within this window only.

**Strict Rule:** Once 12:00 PM is reached, no team is allowed to make any further changes, commits, or pushes to their GitHub repository. Any commits made after 12:00 PM will not be considered during evaluation and may lead to disqualification.

## 8. Project Submission

Every team must fill the official submission form before **11:59 PM on 17 August 2026**. The following three items must be uploaded/submitted before the deadline:

- GitHub Repository Link (final, unedited after 12:00 PM)
- A 5-minute Video explaining the project
- Project PPT (Presentation)

*Late submissions after 11:59 PM may not be considered for evaluation.*

## 9. Project Originality

Every project must be the team's own work. Participants must not copy another team's project or submit an existing project as their hackathon solution. Open-source libraries, frameworks, APIs, and development tools may be used where appropriate. Teams should be able to explain the implementation of their project if asked during evaluation.

## 10. Evaluation Basis

Since the event is fully online, evaluation will be based on the submitted GitHub repository, the 5-minute project video, and the PPT. Judges will assess the problem understanding, innovation, technical implementation, working demo (via video), and overall presentation quality.

## 11. Judging Criteria

| Criteria | Weightage |
|----------|-----------|
|----------|-----------|

|                                      |             |
|--------------------------------------|-------------|
| Problem Understanding                | 10%         |
| Innovation & Creativity              | 15%         |
| Technical Implementation             | 20%         |
| Functionality & Working Demo (Video) | 20%         |
| UI/UX & User Experience              | 10%         |
| Practical Impact / Usefulness        | 10%         |
| Scalability & Future Scope           | 5%          |
| PPT & Presentation Quality           | 10%         |
| <b>Total</b>                         | <b>100%</b> |

## 12. Result Declaration

Results will be declared on **19 August 2026**. The decision of the judging panel regarding final positions will be considered final.

## 13. Prize Pool

Total Prize Pool: **₹20,000/-**

| Position     | Prize     |
|--------------|-----------|
| 1st Position | ₹10,000/- |
| 2nd Position | ₹6,000/-  |
| 3rd Position | ₹4,000/-  |

*All winners will also receive a Certificate along with their cash prize. Every participant will receive an E-Certificate of Participation.*

## 14. Code of Conduct

All participants must maintain professional and respectful behavior throughout the event, including in all online communication with organizers, judges, and fellow participants. Harassment, bullying, abusive behavior, or any activity that disrupts the event will not be tolerated.

## 15. Disqualification Rules

- Plagiarism or copying another team's project.
- Cheating or unfair practices.
- Tampering with another team's work or repository.
- Providing false information.
- Making GitHub commits/pushes after the 12:00 PM development deadline.
- Missing the 11:59 PM submission deadline.
- Serious misconduct.
- Violating important hackathon rules.

*The organizers reserve the right to disqualify a team in case of serious violations.*

## 16. Technical Requirements

- A working laptop/PC with a stable internet connection.
- GitHub account set up in advance, with the team repository ready before the development window.
- Required software, frameworks, and SDKs installed beforehand.
- A backup internet connection (mobile hotspot) is recommended in case of connectivity issues.

## 17. Technical Support

Organizers and volunteers may assist participants with event-related queries, submission-related issues, and basic technical guidance through the official communication channels. Participants are primarily responsible for developing, testing, and debugging their own projects.

## 18. Important Participant Checklist

- Laptop/PC with stable internet connection
- GitHub account & repository set up in advance
- Required Software, Frameworks & SDKs
- Required Accounts & API Keys, if applicable
- Selected Problem Statement
- 5-minute Project Video (ready before 11:59 PM)
- Project PPT (ready before 11:59 PM)
- Registration Details & Team Details

## 19. General Instructions

- Participants must strictly follow the official event schedule and deadlines.
- Teams should carefully select their Problem Statement from the website in advance.
- GitHub development is allowed only between 10:00 AM – 12:00 PM on 17 August 2026.
- All three submission items (GitHub link, video, PPT) must be uploaded before 11:59 PM on 17 August 2026.
- Participants must follow the instructions given by the organizers and judges.
- Participants should maintain discipline and professional conduct throughout.
- The organizers reserve the right to take appropriate decisions in unforeseen situations.
- Any rule-related dispute will be handled by the organizing committee.
- The decision of the final judging panel will be considered final.