

TECHVERSE 2026

Hackathon Rule Book & Event Guidelines

Organized By: IT Department & CFS Community

Venue: Information Technology Department, 2nd Floor, TGPCET Building, Nagpur

Date: 18 August 2026 | Mode: Offline Hackathon | Event Time: 8:00 AM – 6:00 PM

1. About TECHVERSE 2026

TECHVERSE 2026 is a college-level hackathon focused on innovation, problem-solving, teamwork, and practical technology solutions. Participants will select a Problem Statement (PS), develop their solution within the given time, and present it before the judges.

2. Hackathon Objective

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

3. Event Schedule & Important Deadlines

Time	Activity
8:00 AM	Event Start & Participant Check-in
8:00 – 8:15 AM	Registration / Attendance / Team Verification
8:15 – 8:30 AM	Hackathon Opening & Rules Briefing
8:30 – 9:00 AM	Problem Statement Selection & Submission
9:00 AM	Development Starts
9:00 AM – 3:00 PM	Development Phase
3:00 PM	Development & Submission Ends (Submission Deadline)
3:00 – 5:00 PM	Project Presentation & Evaluation
5:00 PM	Top 5 Teams Announcement
5:15 – 6:00 PM	Top 5 Final Presentation & Evaluation
By 6:00 PM	Final Results & Prize Distribution

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

Refreshments will be provided to all participants during the event.

4. Problem Statement Selection

- Problem Statements will be released at the beginning of the hackathon.
- Teams must select one Problem Statement and submit their choice before 9:00 AM.
- Once submitted, the selected Problem Statement cannot be changed without permission from the organizers.
- Development officially begins at 9:00 AM.

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 verification at check-in.

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 presentation of the project.
- Team members cannot be replaced after the hackathon begins without organizer approval.

7. Laptop & Equipment Requirements

Participants must bring their own fully charged laptop and charger, along with all required development software, frameworks, and SDKs ready in advance. The organizers will not provide laptops.

8. Internet & Wi-Fi

- College Wi-Fi will be provided during the hackathon.
- Participants can use the Wi-Fi for development, documentation, APIs, research, testing, and other hackathon-related activities.
- Participants are advised to keep a mobile hotspot/data connection as a backup in case of temporary connectivity issues.
- The organizers/college will make reasonable efforts to maintain internet connectivity throughout the event.

9. Development Rules

The official development period is 9:00 AM – 3:00 PM. Teams must develop their solution according to the selected Problem Statement during this period, focusing on functionality, innovation, technical implementation, user experience, and practical usability. Teams are responsible for regularly saving and maintaining their project during development.

Laptop Shutdown Rule: Development strictly stops at 3:00 PM. Once the clock hits 3:00 PM, no team is allowed to push any further code to GitHub — all commits/pushes must be completed before this deadline. Laptops must then be fully shut down by 5:00 PM. After 5:00 PM, only the laptop of the team whose presentation is currently ongoing will remain switched on; all other laptops must stay off until it is that

team's turn to present.

10. 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 during evaluation.

11. Project Submission

At the end of the development phase, teams must submit the required project information as instructed by the organizers, which may include: Project/Demo Link, Team details, Selected Problem Statement, and any other information specifically required during the submission process.

Submission Deadline: 3:00 PM. Late submissions may be subject to penalties or disqualification.

12. Presentation Round (3:00 PM – 5:00 PM)

Teams will present their projects before the judges. Presentation should cover: Problem Statement, Proposed Solution, Key Features, Technology Used, Working Demonstration, Innovation, and Future Scope. Teams should be prepared to answer questions from the judges.

13. Suggested Presentation Structure

- Problem & Idea
- Solution & Features
- Technology & Implementation
- Live Demo
- Future Scope
- Q&A; with Judges

The exact presentation time will be communicated by the organizing team.

14. Judging Criteria

Criteria	Weightage
Problem Understanding	10%
Innovation & Creativity	15%
Technical Implementation	20%
Functionality & Working Demo	20%
UI/UX & User Experience	10%
Practical Impact / Usefulness	10%
Scalability & Future Scope	5%
Presentation & Communication	10%

Total	100%
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15. Top 5 Final Round

After the first evaluation round, the Top 5 Teams will be announced at approximately 5:00 PM and will proceed to the final evaluation round. Between 5:15 PM – 6:00 PM, the Top 5 teams will present their projects again before the final judging panel. The final evaluation may include a short presentation, live demonstration, and technical questions.

16. Final Results

The final results will be announced after completion of the final evaluation. The decision of the judging panel regarding the final positions will be considered final.

17. Prize Distribution

- Winner: 1st Position — Cash Prize, Certificate & GeeksforGeeks Course Coupon.
- Runner-Up: 2nd Position — Cash Prize, Certificate & GeeksforGeeks Course Coupon.
- The remaining 3 teams from the Top 5 will receive a Certificate with their respective final position and a CFS Course Coupon.

Prize distribution will be completed by 6:00 PM.

18. Code of Conduct

All participants must maintain professional and respectful behavior throughout the event, and respect organizers, judges, volunteers, fellow participants, and the college premises. Harassment, bullying, abusive behavior, fighting, discrimination, or any activity that disrupts the event will not be tolerated.

19. Disqualification Rules

- Plagiarism or copying another team's project.
- Cheating or unfair practices.
- Tampering with another team's work.
- Providing false information.
- Serious misconduct.
- Damaging college or event property.
- Violating important hackathon rules.

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

20. Attendance & Participation

- Participants must report to the venue on time.
- Attendance may be taken during registration.
- Participants should remain available throughout the hackathon.
- Team members must be present during their presentation.

- Participants leaving the venue for an extended period should inform the organizers.

21. Safety & Personal Belongings

Participants are responsible for their personal belongings. The organizers are not responsible for lost or damaged personal items such as laptops, mobile phones, chargers, bags, or other personal accessories. Participants should keep their belongings secure throughout the event.

22. Venue Rules

- Keep the assigned area clean.
- Dispose of waste properly.
- Handle electrical equipment carefully.
- Follow college campus rules.
- Avoid unnecessary noise.
- Avoid damaging college infrastructure.

Any intentional damage to college/event property may result in disciplinary action.

23. Technical Support

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

24. Important Participant Checklist

- Laptop & Charger (fully charged)
- Required Software, Frameworks & SDKs
- Git/GitHub Setup
- Required Accounts & API Keys, if applicable
- Mobile Hotspot / Internet Backup
- College/Student ID
- Registration Details & Team Details

25. General Instructions

- Participants must strictly follow the official event schedule.
- Participants should reach the venue before the event begins.
- Teams should carefully select their Problem Statement.
- Development must begin only after the official development time.
- Teams should maintain a working version of their project throughout development.
- Participants must follow the instructions given by organizers and judges.
- Participants should maintain discipline and professional conduct.
- 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.