

- **Team Formation:** Participants can form teams of 4 members.
- Teams should be made up exclusively of participants who are not organizers, volunteers, judges, sponsors, or in any other privileged position at the event.
- **Fair Play:** Participants must adhere to ethical standards and abide by the rules and regulations set by the organizers. Any form of cheating, plagiarism, or unfair practices will result in immediate disqualification.
- **Code of Conduct:** Participants should adhere to a code of conduct that promotes inclusivity, respect, and professionalism. Any form of harassment, discrimination, or inappropriate behaviour will not be tolerated.
- All team members should be present at the in-person event. Participants will be asked to sign-in and out of the competition.
- **Time Limit:** All devices must be handed in and signed out daily. Competitors may continue other work outside of the designated sign-in time.
- **Project Scope:** Teams can work on the project within the given problem statement. The scope can be limited to a specific technology or platform based on the problem guidelines.
- If participants rely on code libraries available in the public domain, or generated code - participants must provide information on what code was generated and how the code was used in the solution.
- The workflow developed during the Competition should be the original work of the team.
- Cross-team collaboration is not allowed during the competition.
- **Presentation:** Each team will have to present their project to the judging panel. The presentation should demonstrate the functionality and features of the project, as well as any unique or innovative aspects. Teams will be asked to describe the code structure and perform a live demonstration.
- Each team will have 10 minutes to present. The schedule will be randomly pre-set by the competition organizers.
- **Judging Criteria:** The judging criteria for the Competition will be clearly communicated to the participants before the event. The result by the judge will be final. It may include aspects such as innovation, technical implementation, user experience, scalability, and relevance to the theme.
- Teams can be disqualified from the competition at the organizers' discretion. Reasons might include but are not limited to breaking the Competition Rules, breaking the Code of Conduct, or other unsporting behavior.
- **Code Submission:** Teams must submit their presentations, code, and project documentation before the specified deadline. Late submissions may result in penalties or disqualification.

- Code Validation: Organizers may conduct code validation to ensure that the project was developed within the given time frame and complies with the rules and regulations.
- Winning solutions will be shared with GM
- Prizes and Awards: The Competition will offer prizes or awards to the winning teams based on the judging criteria. The prizes can include cash, mentorship opportunities, or other incentives outlined by the organizers.
- Disputes and Arbitration: In case of any disputes or concerns, the decision of the organizers and judging panel will be final.
- Liability: The organizers and sponsors of the Competition hold no liability for any damages, losses, or injuries incurred during the event. Participants are responsible for their own safety, equipment, and actions.
- Changes to the Rules: Organizers reserve the right to make changes to the Competition rules, format, or prizes at any time. Any modifications will be communicated to the participants in a clear and timely manner.
- Consent and Media Release: Participants may be required to provide consent for their photographs, videos, or project details to be used by the organizers for promotional or media purposes.