RULES AND REGULATIONS

- HACKOTHSAV is open to all UG and PG students interested in coding.

- It is a software-based hackathon.

- Teams must have a minimum of 2 members or a maximum of 5 members.

- The two broad areas for this event are "Societal Impact" and "Business Oriented". Teams must choose a broad area during registration itself.

- Under each broad area, there will be one or more problem statements for which teams have to come up with a solution and build a software-based project within 48 hours.

- Problem statements under each broad area will be disclosed on the day of the hackathon.

- Every Team will be assigned to a mentor and are needed to submit their progress to their mentor in each phase.

- Teams may change their Broad Area after the announcement of the Problem Statements in each Broad Area. If any team needs to change their Broad Area, they need to send a mail to hackothsav@sode-edu.in within 1 hour of the announcement of Problem Statements.

- Teams should build apps from scratch (Mobile App / Website / Desktop App). Teams can solve as many "Problem Statements" as desired (zero, one, or multiple).

- Teams must do a minimum of 3 commits on GITHUB with a gap of 4 hours in one day (24 hours).

- Phased evaluation will be at 4 stages. Timings will be 6 PM on 9th July, 10 AM on 10th July, 6 PM on 10th July, and 10 AM on 11th July.

- To be considered for the Final Evaluation - teams must submit their projects by Sunday, July 11 at 10:00 AM IST. Any late project submissions will not be accepted.

- The jury's decision is final.