

Bio Tech Hackathon 2024: Rules and Regulations

1. General Conduct

1. Participants must always wear their official event badges during the hackathon.
2. Respect for all participants, mentors, judges, and organizers is mandatory.
3. Any form of harassment or discrimination will result in immediate disqualification and removal from the event.
4. Participants must adhere to the schedule and deadlines provided by the organizers.

2. Team Formation

1. Teams must consist of 3 to 4 members.
2. All team members must be registered participants of the hackathon.
3. Changes to team members are not allowed once the hackathon has commenced.

3. Project Development

1. All work on the project must be done during the hackathon duration.
2. Pre-existing projects are not allowed; however, participants can use existing libraries, frameworks, and tools.
3. Projects must be related to biotechnology, medicine, agriculture, or related fields.
4. Teams must submit their project code and any other required documentation before the submission deadline. (Details will be given on the day of the event)

4. Work Environment

1. Participants are responsible for bringing their own hardware, software, and other materials needed for their projects.
2. Free Wi-Fi and power outlets will be provided at the venue.
3. Food and beverages will be available throughout the event.

5. Mentorship and Workshops

1. Mentors will be available throughout the hackathon to provide guidance and support.

6. Judging Criteria

1. Projects will be judged based on the following criteria:
 - Innovation in AI and originality
 - Technical complexity and functionality
 - Practicality and potential impact
2. The decision of the judges is final and binding.

7. Presentation and Demonstration

1. Each team will have 10 minutes to present their project to the judges.
2. Teams must prepare a live demonstration of their project, highlighting key features and functionality.
3. Presentations should include a clear explanation of the problem addressed, the solution developed, and the potential impact.

8. Prizes and Awards

1. Prizes will be awarded to the top teams based on the judges' evaluation.
2. Prize details will be announced at the beginning of the hackathon.

9. Intellectual Property

1. All projects created during the hackathon become the property of the hackathon.
2. By participating, teams agree to allow the organizers to use their project information for promotional purposes.

10. Code of Conduct

1. All participants must adhere to the hackathon's code of conduct, promoting a collaborative and respectful environment.
2. Violations of the code of conduct may result in disqualification and removal from the event.

11. Disqualification

1. Teams may be disqualified for the following reasons:
 - Violating the rules and regulations
 - Plagiarism or intellectual property theft
 - Any form of cheating or misconduct

12. Health and Safety

1. Participants must follow all health and safety guidelines provided by the organizers.
2. In case of an emergency, participants should immediately contact the event organisers.

13. Amendments

- The organizers reserve the right to amend these rules and regulations at any time.
- Any changes will be communicated to all participants promptly.

