Participants
GUIDELINES

Common Guidelines for Hackathons:-

1. Multiple teams from each university are permitted in round 1, but only the top 12 teams, irrespective of their university, advance to round 2.
2. Each participant should carry their University identity proof and a government-issued ID.
3. Students should refrain from abusive language, obscene displays and inappropriate outfits during the competitions, failing which they will be disqualified.
4. Participants should follow the hackathon rules and adhere to the specifics.
5. No alterations will be allowed once a team is formed and registration is completed. Teams selected for Round 2 must maintain their original composition without any changes.
6. A participant can participate only in one hackathon.
7. Participants are allowed to use only the tools and resources explicitly permitted by the organisers.
8. The hackathon will commence at the scheduled time. Punctuality will be appreciated. Strict time constraints are in place for solving challenges or completing specific tasks.
9. Assembly time for all participants is ONE(1) hour before the official time of the hackathon.
10. Any kind of inappropriate behaviour will not be tolerated. The rules and regulations mentioned are binding on every participant.
11. The decision of the judges will be final and binding.
12. The initial registration fee for the first round amounts to 200/- and upon successful qualification for the second round, an additional registration fee of 1300/- is applicable for the participants when they register for the second round
13. Under no circumstances is the registration fee refundable to the concerned participants after payment. This is non-negotiable.
14. A participant is only allowed into the campus for the events if they have an NOC signed by their parents/guardians.
15. Every participant has to have an Endorsement form from their respective universities confirming their presence and participation in SHORE'24.
16. For any queries regarding the hackathon events, kindly mail them to shore_tech@gitam.in
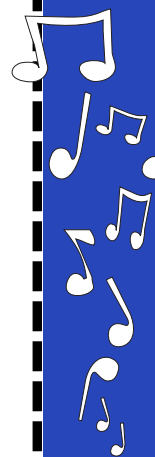
Capture The Flag (CTF)

CTF Hackathon Requirements:
Team limit:- Each team must have 4 members.
Time limit:- Round 1 - 24 Hours (Online)
                  Round 2 - 48 Hours (Offline)

Each participant must carry the following:
1. Endorsement letter from their respective Universities signed by (Head of the Institution / Head of the Department).
2. Proof of Identity (University ID along with a Government Identification Card).

For Round 2 only:
1. Each participant must carry an NOC certificate signed by their parents to participate.

Guidelines:
- Only in-team collaboration is allowed during the competition.
- Cheating, sabotaging, or malicious activity against other participants or systems is strictly prohibited.
- Participants must adhere to the ethical guidelines of the CTF hackathon.
- Participants must not have access to insider information or confidential resources.
- Organisers have the final say on any disputes or rule interpretations. A defined process for appealing decisions or reporting issues is in place.
- Participants are responsible for their actions, and organisers are not liable for any potential issues arising from the competition.
- Teams must not share flags or solutions with other teams before the end of the event. This is strictly prohibited.

Judging Criteria:
- In case of any dispute among the participants, the decision of the Hackathon Organizing Committee and the Officials will be final and binding.
- Challenges and solutions are thoroughly reviewed to ensure quality, relevance, and alignment with the intended difficulty level.
- Timely submission will be considered.
- Edits to the code are not allowed after the time ends. Any changes made after the time will be considered a foul, and the whole team will be disqualified.

NOTE: FURTHER COMMUNICATION AND GUIDELINES REGARDING ROUND 2 WILL BE DONE THROUGH SHORE_TECH@GITAM.IN FOR ANY QUERIES REGARDING THE HACKATHON EVENTS, KINDLY MAIL THEM TO THE SAME.

Coding

Coding Hackathon

Requirements:
- **Team limit:-** Each team can have a maximum of 4 members.
- **Time limit:-** Round 1 - 24 Hours (Online)
  Round 2 - 48 Hours (Offline)

Each participant must carry the following:
1. An NOC Form signed by their parents.
2. Endorsement letter from their respective Universities signed by (Head of the Institution / Head of the Department).
3. Proof of Identity (University ID along with a Government Identification Card).

For Round 2 only:
1. Each participant must carry an NOC certificate signed by their parents to participate.

Guidelines:
- Collaboration is only allowed among registered team members during the competition, but each submission must be individual.
- Use of AI systems, Cheating, sabotage, or any form of malicious activity against other participants or systems is strictly prohibited, and participants can be disqualified.
- Participants must adhere to the specified coding standards and submission guidelines.
- Plagiarism or any form of cheating will lead to disqualification.
- Participants must not have access to insider information or confidential resources.
- Organisers have the final say on any disputes or rule interpretations. A defined process for appealing decisions or reporting issues is in place.
- Participants are responsible for their actions, and organisers are not liable for any potential issues arising from the competition.
- Challenges and solutions are thoroughly reviewed to ensure quality, relevance, and alignment with the intended difficulty level.
- Teams must not share their solutions with other teams before the end of the event. This is strictly prohibited.
- Any help taken by any team from anyone outside its members is prohibited, and the whole team will be disqualified..

Judging Criteria:
- Submissions will be evaluated based on correctness efficiency. Timely submission will also be considered.
- Points will be awarded for each correctly solved problem.
- A panel of judges will evaluate submissions.
- In case of any dispute, the decision of the Hackathon Organizing Committee and the Officials will be final and binding.
- The SHORE'24 Organizing Committee has the right to alter/postpone/cancel the Hackathon in case of unavoidable circumstances. All Universities and Participants are requested to cooperate in such cases.
- The winners will be determined based on the total points earned during the hackathon.
- In case of a tie, the efficiency of solutions and completion time will be considered.
- Edits to the code are not allowed after the time ends; any changes made after the time will be considered a foul, and the whole team will be disqualified on the spot.

NOTE: FURTHER COMMUNICATION AND GUIDELINES REGARDING ROUND 2 WILL BE DONE THROUGH SHORE_TECH@GITAM.IN FOR ANY QUERIES REGARDING THE HACKATHON EVENTS, KINDLY MAIL THEM TO THE SAME.

AIML

AIML Hackathon

Requirements:
Team limit:- Each team can have 4 members.
Time limit:- Round 1 - 24 Hours (Online)
                  Round 2 - 48 Hours (Offline)

Each participant must carry the following:
1. NOC Form signed by their parents.
2. Endorsement letter from their respective Universities signed by (Head of the Institution / Head of the Department).
3. Proof of Identity (University ID along with a Government Identification Card).

For Round 2 only:
1. Each participant must carry an NOC certificate signed by their parents to participate.

Guidelines:
- Collaboration is only allowed among registered team members during the competition, but each submission must be individual.
- Cheating, sabotaging, or malicious activity against other participants or systems is strictly prohibited.
- Participants must adhere to the specified coding standards and submission guidelines.
- Participants must not have access to insider information or confidential resources.
- Organisers have the final say on any disputes or rule interpretations. A defined process for appealing decisions or reporting issues is in place.
- Participants are responsible for their actions, and organisers are not liable for any potential issues arising from the competition.
- Challenges and solutions are thoroughly reviewed to ensure quality, relevance, and alignment with the intended difficulty level.
- Teams must not share their solutions with other teams before the end of the event. This is strictly prohibited.
- The rules and regulations mentioned are binding on every participant. Participants must adhere to ethical guidelines in AI/ML development, including bias, fairness, and privacy considerations.

Judging Criteria:
- In case of any dispute, the decision of the Hackathon Organizing Committee and the Officials will be final and binding.
- The SHORE'24 Organizing Committee has the right to alter/postpone/cancel the Hackathon in case of unavoidable circumstances. All Universities and Participants are requested to cooperate in such cases.
- Criteria for judging can include the technical quality of the models, the creativity of the solutions, the clarity of presentation, and the potential scalability of the applications.
- Challenges and solutions undergo a thorough review to ensure quality, relevance, and alignment with the intended difficulty level.
- Judges will evaluate projects based on code quality, usability, and the potential impact of the solution. Timely submission will also be considered.
- Edits to the code are not allowed after the time ends, any changes made after the time will be considered as a foul and the whole team will be disqualified on the spot.

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Web

Web Hackathon

Requirements:
Team limit:- Each team can have 4 members.
Time limit:- Round 1 - 24 Hours (Online)
          Round 2 - 48 Hours (Offline)

Each participant must carry the following:
- 1. NOC Form signed by their parents.
- 2. Endorsement letter from their respective Universities signed by (Head of the Institution / Head of the Department).
- 3. Proof of Identity (University ID along with a Government Identification Card).
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For Round 2 only:
1. Each participant must carry an NOC certificate signed by their parents to participate.

Guidelines:
- Collaboration and knowledge sharing among participants are encouraged, but each submission should represent original work.
- Cheating, sabotaging, or malicious activity against other participants or systems is strictly prohibited.
- Participants must not have access to insider information or confidential resources.
- Organisers have the final say on any disputes or rule interpretations. A defined process for appealing decisions or reporting issues is in place.
- Participants are responsible for their actions, and organisers are not liable for any potential issues arising from the competition.
- Teams must not share their developments with other teams before the end of the event. This is strictly prohibited.

Judging Criteria:
- In case of any dispute, the decision of the Hackathon Organizing Committee and the Officials will be final and binding.
- The SHORE'24 Organizing Committee has the right to alter/postpone/cancel the Hackathon in case of unavoidable circumstances. All Universities and Participants are requested to cooperate in such cases.
- Participants will be screened based on the quality of their submissions.
- Criteria for screening can include the design's creativity, the web application's functionality, and adherence to best practices.
- Challenges and solutions are thoroughly reviewed to ensure quality, relevance, and alignment with the intended difficulty level.
- Judges will evaluate projects based on code quality, usability, and the solution's potential impact. Timely submission will also be considered.
- Edits to the code are not allowed after the time ends; any changes made after the time will be considered a foul, and the whole team will be disqualified on the spot.

NOTE: FURTHER COMMUNICATION AND GUIDELINES REGARDING ROUND 2 WILL BE DONE THROUGH SHORE_TECH@GITAM.IN FOR ANY QUERIES REGARDING THE HACKATHON EVENTS, KINDLY MAIL THEM TO THE SAME.

WE ARE LOOKING FORWARD TO HAVE
YOU HERE!

@shore.gitam