

IAHR YPN Hackathon – Official Guidelines

Eligibility & Registration

- Open to **UG, PG students, research scholars, and young professionals.**
- Participation is strictly **team-based (2–3 members per team)** with a **Faculty Mentor** from the parent Institute.
- Each participant must register individually and declare their team at registration.
- **No change of team members** after registration closes.

Prize Money

- **Prize Pool:**
 - 1st Prize – ₹1,00,000
 - 2nd Prize – ₹50,000

*Prizes will be awarded strictly based on evaluation scores.

Hackathon Code of Conduct

Integrity and Fair Play: All participants are expected to uphold the highest standards of honesty and integrity. Misrepresentation of work, data manipulation, or unfair practices will result in disqualification.

Original and Independent Work: Projects must be conceived and developed entirely during the hackathon. Use of pre-existing code, templates, or plagiarized material without proper disclosure is strictly forbidden.

Respectful Conduct: Participants must maintain a professional and respectful attitude toward teammates, mentors, organizers, and judges. Any form of verbal or physical misconduct will not be tolerated.

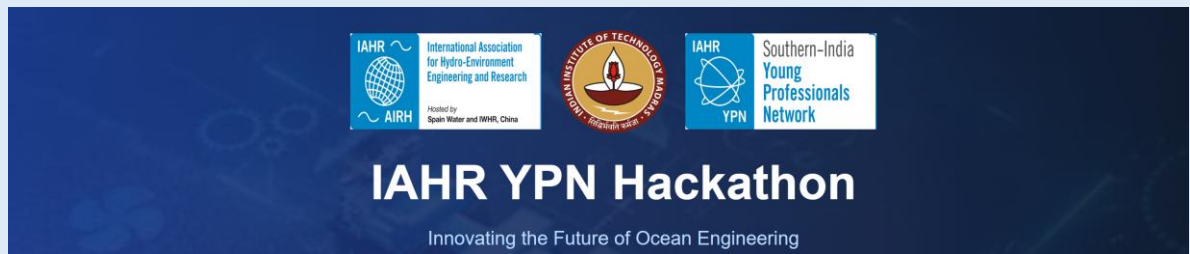
Zero Tolerance for Harassment: Harassment or discrimination based on gender, race, religion, disability, or personal beliefs is strictly prohibited. Violators will be immediately removed from the event.

Team Collaboration Rules: Each participant may contribute only within their registered team. Sharing solutions, collusion with other teams, or unauthorized collaboration is not allowed.

Adherence to Rules and Timelines: Participants must strictly follow the event schedule, submission guidelines, and format requirements. Late or non-compliant submissions will not be evaluated.

Ethical and Responsible Innovation: Solutions must be developed with ethical responsibility. Projects promoting violence, harmful activities, or illegal use of technology will be disqualified.

Finality of Jury Decisions: The decisions of the judging panel and organizing committee are final and binding. No appeals or disputes will be entertained.



Hackathon Format

Release of Problem Statements

The hackathon will begin with the official release of carefully curated problem statements. These will cover real-world challenges relevant to the theme of the event.

All teams will receive the problem statements at the same time, ensuring a fair and equal starting point.

Development of Original Solutions

Once the problem statements are announced, teams are required to conceptualize, design, and develop an original solution strictly within the hackathon duration.

Pre-developed projects, code snippets, or previously published work will not be considered. The emphasis is on creativity, innovation, and execution during the event window.

Deliverables

At the end of the hackathon, each team must submit a comprehensive set of deliverables that demonstrate the strength of their solution. These include:

Working Prototype / Proof-of-Concept: A functional model or demonstration of the solution that validates the idea's technical feasibility.

Documentation: A structured report describing the approach, methodology, tools/technologies used, challenges encountered, and results obtained. (Maximum 5 pages, PDF format).

Final Pitch Presentation: A concise slide deck (PPT/PDF) to communicate the problem addressed, the proposed solution, its uniqueness, feasibility, and potential impact.

Evaluation Process

All deliverables will be reviewed by the judging panel.

Shortlisted teams will be invited to present their pitch before the judges, followed by a Q&A session.

Evaluation will be based on innovation, technical implementation, feasibility, and clarity of presentation.

Evaluation Criteria (100 Marks)

- Problem Understanding & Relevance – 20
- Innovation & Creativity – 25



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- Technical Implementation – 25
- Feasibility & Impact – 20
- Clarity of Presentation – 10

Submission Guidelines

Mode of Submission

- All submissions must be uploaded to the **designated online portal or official email address** provided by the organisers.
- Submissions after the deadline will not be accepted under any circumstances. Participants are strongly advised to plan their upload time carefully to avoid last-minute issues.

Mandatory Deliverables

Each team is required to submit the following components as part of their final entry:

- **Source Code (if applicable):**
The complete source code developed during the hackathon must be submitted in a structured and readable format. All files should be properly organised and include instructions for running the program.
- **Demo Link / Prototype / Executable:**
Teams must provide either a live demo link, a deployable prototype, or an executable file that demonstrates the functionality of their solution. This will allow the judges to practically evaluate the technical feasibility.
- **Documentation (PDF, maximum 5 pages):**
A concise technical report explaining the project. It should include the problem statement, approach, methodology, tools/technologies used, challenges faced, and results achieved. The report must be submitted in **PDF format** and should not exceed five pages.
- **Final Presentation (PPT/PDF):**
A professional slide deck summarizing the solution. It should highlight the problem addressed, key features, novelty, feasibility, and potential impact of the project. This will be used during the final pitching session.

Completeness of Submission

- Only submissions that include **all the required components** will be considered for evaluation.
- **Incomplete, corrupted, or non-functional submissions** will be automatically disqualified.



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Disqualification Criteria

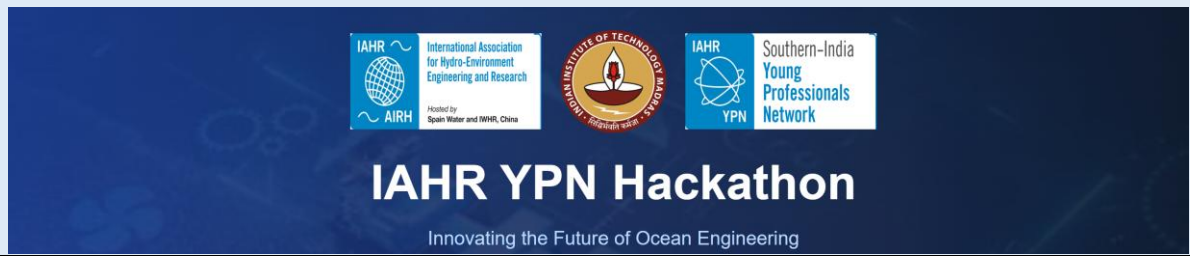
To maintain the fairness and credibility of the hackathon, certain actions will lead to **immediate disqualification** of a participant or team. These include:

1. **Missing Deadlines:** All deliverables must be submitted within the prescribed timeline. Any submission received after the deadline will not be considered, regardless of the reason.
2. **Plagiarism or Copied Solutions:** Any use of pre-developed projects, direct code copying, or plagiarism of ideas without proper credit will result in disqualification. Originality is mandatory.
3. **Submission of Irrelevant or Offensive Work:** Entries that are unrelated to the given problem statements, or projects containing offensive, abusive, or inappropriate content, will not be entertained.
4. **Malpractice or Influence Attempts:** Any unethical activity, such as manipulating results, colluding with other teams, or attempting to influence judges/organizers, will lead to strict action and removal from the competition.

Judging & Results

The evaluation process will be **transparent, rigorous, and unbiased**, conducted by a panel of **eminent experts from academia and industry**.

1. **Expert Jury Evaluation:** Each submission will be assessed on innovation, technical implementation, feasibility, and presentation quality as per predefined criteria.
2. **Final Presentation Round:** Shortlisted teams will pitch their solutions before the jury, followed by a brief Q&A session.
3. **Decision Finality:** The decisions made by the judging panel are **final and binding**. No appeals, negotiations, or disputes will be entertained under any circumstances.
4. **Announcement of Results:** Winners will be declared during the official **award ceremony**. Prizes and certificates will be awarded only to teams that meet all submission and conduct requirements.



General Instructions

To ensure a smooth and professional hackathon experience, all participants must strictly adhere to the following guidelines:

1. **Own Equipment:** Participants must bring their own laptops, chargers, and any additional hardware or tools required for development. Organizers will not provide personal devices.
2. **Limited Resources Provided:** Basic internet access and infrastructure will be made available. However, participants are expected to work within the given resource constraints.
3. **Data Safety and Backup:** Teams are solely responsible for saving and securing their work. Organisers are not liable for any data loss due to system or network failures.
4. **Strict Anti-Cheating Policy:** Any form of cheating, such as code theft, using external help, or violating event policies, will result in immediate disqualification and a **permanent ban from all future hackathons** conducted by the organisers.