



## Rules and Regulations

- Undergraduates of any University or Higher Educational Institute are eligible to participate in this competition.
- All teams must comprise of **3 to 5** members. One person can represent only one team.
- Participants in a team should represent the same University or the Higher Educational Institute.
- All ideas should be **novel** and **innovative**.
- Ideas should be presented in a proposal, following the **sample proposal structure** and the guidelines given.
- Proposed idea **cannot be changed**. Final product may have added features.
- Selections will be conducted in 3 stages;
  - Stage 1 – the submitted proposals will be shortlisted into **30 teams**.
  - Stage 2 – **13 Final teams** will be selected; **10 teams** based on their Initial idea pitch (*ideaX*) and **03 MIT teams** selected from the Intra Department Ideasprint at the Department of Industrial Management.
  - Stage 3 – **3 winners** will be rewarded at the hackX Final event.
- Final 13 Teams will be given 01-month long idea implementation period (*codex*) to develop their ideas into products. Codex will consist of a **Technical Workshop**, a **Business Workshop** and a **technical webinar series** in the aim of providing industrial guidance for the implementations.
- **A mentor** will be allocated for each team during the idea implementation period (*codex*)
- An interactive web platform will be introduced at the commencement of the event. Teams are requested to communicate with their mentors and submit **02 progress report forms** through the web platform.



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- All participants are required to attend the **Technical Workshop** and the **Business Workshop**. Participants can virtually attend **webinar sessions**.
- Note that the **attendance for workshops** and **submission of progress reports** on or before the deadline are **compulsory**. Inability to do so can cause in disqualification or deductions in the final marks.
- Teams should come up with a **prototype of their idea** for the final product demonstration. Resources for development **will not be provided** during the Idea Implementation Period(*codex*) or prior.
- **Note that judges' decision will be final and irrevocable.**
- Participants are required to be present at the event premises at least 15 minutes before the acknowledged time. **Minimize bringing backpacks and other additional materials** to the premises due to security measures.
- It is compulsory for all the participants to bring their **NIC/DL or University ID card** for all events. Anyone incapable of proving their Identity will not be allowed into the premises under any circumstance.
- Participants are advised to bring their laptops, chargers, power cables and other peripheral devices required for product demonstration.
- Internet facilities will be provided at the **hackX Final Event** (Participants can bring their own internet connections in case provided internet slows down).
- Damaging any property at the venue is strictly prohibited and the accused team will immediately be disqualified from the hackathon.
- The ownership of the idea and the product will be held by the developing team.