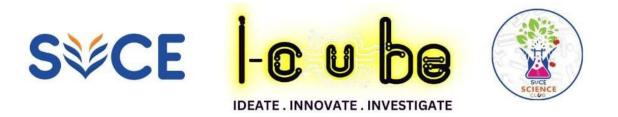# RULEBOOK

How it works:

- Students can form a team of **2 to 4 members**, with participants pursuing all streams and studying in any year.
- A participant **cannot be a part of more than one team** and each team can work **only on one problem statement.**
- All solutions including hardware, software, hypothesis, and prototype are **allowed**.
- **Teams are requested to start working on the implementation after their abstract gets shortlisted for the final round.**
- Participants who are shortlisted for the final round should be ready to stay at the campus for **two days and one night**. A nominal fee will be collected from each participant for food and refreshments.
- Submissions and Presentations of each phase will be reviewed and assessed by a diverse **panel of judges** (experts) from different streams.
- All information regarding this event will be intimated to the **team leader** through their **registered Email or message (WhatsApp)**. So, kindly provide the **correct information** in the **registration forms**.

Phase 1 - Abstract submission

1. For abstract submission, download and edit the template provided, retaining the format.
2. For InnoWel participants: A team can work only on the problem chosen at the time of registration and **it can't be altered** for any cause later.
3. For Idea-o-lite participants: Teams must ensure that the problem they will be addressing is in-line with the given theme.
4. Post Abstraction Submission, the abstracts will be audited and the teams will be promoted to the final round respectively.

Phase 2 - Final presentation

1. Participants are expected to report to the college campus with their respective PowerPoint presentations along with their **working models, posters, prototypes, static models, and other relevant materials** required **pertaining to the project.**
2. The projects under the **development stage** are also **accepted.**

3. A total time of **15 minutes** will be allotted for each team. **10 minutes** for **presenting your solution** for the chosen problem. **3-5 minutes** for responding to the **questions from the Judging panel.**

4. All team members are expected to be present during the entire presentation. (Active involvement of the entire team will be a good brownie point)

If your implementation involves **coding**, the following rules must be adhered to:

1. Teams can use open-source libraries, frameworks, etc in their projects. Working on a project must be started after your respective abstract gets shortlisted for the event.

2. Completely open-sourcing the code from the internet and using it in your project is against the spirit of the rules and is prohibited.

3. Team Leader should create a GitHub account with their team name and upload the final working code in a new repository. This submission should be functional to be reviewed by the judges.

4. The developers of the solution will own all the rights to their ideas and solutions. However, all the codes need to be in Github (as mentioned above) so that they can be evaluated by the judges.

If your implementation involves a working model, then the following prerequisites must be accompanied:

1. The working model should be designed to operate reliably whenever it is summoned or utilized.
2. Make sure all the necessary equipment for the working model is available.