**HACKA-LEAGUE 2K19**

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| **Registration Open** | **27th March 2019** | <http://bmiet.net/hackaleague2k19/> |
| **Last Date of Abstract Submission** | **4th April 2019** |
| **Result of Selected Teams** | **6th April 2019** |
| **Finale** | **10th April 2019** | **BMIET-Seminar Hall** |
| **Participation Fee for Finale: INR 500 Per Team** | | |

**Rules for Finale**

The standard rules for the competition will be followed in the HACKA-LEAGUE 2K19. All the participating teams shall follow these rules.

**## The Spirit of the contest**

Remember that hackathons are like marathons. Some people go to compete but most people take part to enhance themselves and have fun.

**## The Rules of the contest**

1. A Team size of maximum 6 and minimum 2 candidates.
2. Participants from organizers, volunteers, judges, sponsors, or in any other privileged position at the event cannot be the member of any team.

3. All team members should be present at the event.

4. The project work has to be done at the event venue.

5. Institute resources such as library, Labs & workshop etc can be utilized.

6. Participants can utilize Standard Libraries, frameworks, or open-source code in their projects. Working on a project before the event and open-sourcing it for the sole purpose of using the code during the event is against the spirit of the rules and is not allowed.

7. Extra time shall not be given to any team.

8. Team will be disqualified without the presence of a faculty/Mentor during the entire event.

9. Teams can be disqualified from the competition at the organizers' discretion. Reasons might include but are not limited to breaking the Competition Rules, misbehaviour, or any other unsporting behaviour.

**## Demonstration of the project**

A demo of the project is required to be presented before the judges after the formal time given to the teams.

You are required to present your exact work done during the event. Theoretical presentations will be discouraged.

**## Judgement Criteria**

Teams will be judged on the following criterion:-

* **Technology**: The project will be judged on the use of technology creatively
* **Innovation/Novelty:** The project will be assessed based on its novelty and optimised approach towards solution as compared to the conventional approach.
* **Design:** Weightage shall be given to the project having systematic design, easy to handle and interact.
* **Completion:**

Are the problem statements accomplished and the objectives met?

The decision of the judges will be final and all participating teams shall abide by the same.

**## Remember!**

The contest is just a part of the **HACKA-LEAGUE 2K19**

To make the most out of the event, try something new, teach other people, and make new friends!

For Queries Contact

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