



**Pune Vidyarthi Griha's College of
Engineering, Technology & Management**



IGNITION

HACKVERSE

Rulebook



Overview

Pune Vidyarthi Griha's College of Engineering, Technology and Management, Pune, proudly presents Ignition Hackverse - a hackathon competition designed to ignite innovation, fuel collaboration, and challenge the brightest minds in engineering. This is more than just a hackathon; it's an opportunity to push boundaries, connect with like-minded students, and develop solutions to real-world problems—all within the walls of our college. Whether you're here to compete, learn, or make a name for yourself, this is your stage to shine. Are you ready to stand out from the rest? To test your limits, prove your skills, and claim a prize that matches your ambition? Join us at Ignition Hackverse and take your place among the best.

Come Innovate. Code. Conquer.



Eligibility Criteria

1. Team Composition:

1. Teams must have 2 to 4 members.
2. The registration fee is ₹599 per team.
3. Participants can only be part of one team.
4. Teams can be inter-year, inter-branch and inter-college.
5. Once enlisted, teams cannot change.
6. All members must be current students of an accredited educational institution.
7. Participant's identity will be checked at the time of entry. If found that the details are not valid, the team will be immediately disqualified.
8. Registrations will be done strictly online.

2. Project Eligibility:

1. Projects must be developed during the hackathon itself. Pre-built solutions are not allowed.
2. Teams can bring datasets and hardware, but the project must be built within the hackathon timeframe.



Eligibility Criteria

3. Disqualification:

Teams that fail to meet the above eligibility criteria, use copied technology or violate the code of conduct will result in immediate disqualification.

Important Note:-

- Teams have to pay the registration fees online during the submission of Registration Form before 1st round and Registration deadline.
- **Teams not shortlisted for the subsequent round will not be eligible for a refund.**
- The First Round is purely for screening purpose of your Ideas. Your main problem statements for HACKATHON will be different and provided 24 hours before the Event.



Hackathon Flow

Hackathon Flow:

- **Day 1 (03/04/2026):**

- 07.30am to 8.30am – Reporting Time
- 08.30am to 9.30am – Inauguration
- 10.00am – Hackathon Begins
- 12.00pm – Lunch
- 2.30 pm - Mentor talk
- 4.00pm - Snack
- 7.00pm – Dinner
- 11.00pm – Recreational Activities

- **Day 2 (04/04/2026):**

- 01.30 am - Tea Break
- 7.30 am - 9.00 am – Breakfast
- 10.00 am to 12.00 pm - Evaluation Round
- 12.30 pm - Result Declaration
- 12.30 pm to 1.00 pm - Certificate and goodies distribution
- 1.15 pm - 3.00 pm - Lunch (for teams selected for final round)
- 3.15 pm - 5.30 pm - Final Evaluation
- 5.30pm - 6.00 pm - Prize distribution



Detailed Timeline

Day – 1 Event Workflow (3rd April):

- Participant Reporting & Check-in: 8:00 AM – 9:00 AM
 - Registration desk verifies participant details
 - Team verification
- Inauguration Ceremony: 9:00 AM – 10:00 AM
- Hackathon Kick-off: 10:00 AM
 - Teams begin brainstorming
 - Development environment setup
 - Mentor assistance available
- Lunch Break: 12:00 PM-1.00 PM
- Mentor Interaction Session: 2:30 PM
- Evening Snack Break: 4:00 PM
- Dinner: 7:00 PM
- Late Night Development Phase: 7:30 PM – 11:00 PM

Teams must focus on:

- Coding
- Backend logic
- Dataset processing



Detailed Timeline

Day – 2 Event Workflow (4th April):

- Midnight Tea Break: 1:30 AM
- Breakfast: 8:00 AM – 9:00 AM
- Prototype Finalization: 9:00 AM – 10:00 AM
- First Evaluation of Round 2: 10:00 AM – 12:00 PM
- Some Evaluation Criteria:
 - Innovation
 - Technical implementation
 - Impact
 - Feasibility
- Result Declaration: 12:30 PM
- Certificates & Goodies Distribution: 12:30 PM – 1:00 PM
- Final Evaluation of Round 2: 2.00 PM – 4.00 PM
- Prize Distribution & Closing Ceremony: 4:00 PM – 5:00 PM



Problem Statements Policy

The problem statements for Hackathon Ignition Hackverse will be released 24 hours before the offline hackathon starts.

The problem statements for Hackathon Ignition Hackverse will be allocated on a **first-come, first-served basis**.

Each tracks will have a maximum team limit. Once the specified number of teams selects a problem statements in a particular track, that track will be closed (frozen).

After a track is frozen, no further teams will be allowed to select that track or any problem within that track. The option will no longer be visible/available for selection.

Participants are therefore advised to choose their preferred problem statements at the earliest to avoid unavailability.

Note: The maximum number of teams allowed per problem statement will be specified alongside each problem statement.



General Rules

- The projects must be developed during the hackathon. Prebuilt solutions or components are not allowed.
- Problem Statements will be displayed 24 hours before the start of the hackathon.
- Teams can use any programming languages, frameworks and tools, ensuring that they adhere to the rules.
- All work must be original and created during the event.
- The use of AI is allowed, if done in a controlled manner. Innovation and creativity must come from the team, not from AI.
- Participants will not be allowed to leave the campus until the end of the Hackathon Prize Distribution Ceremony. Resting area will be provided and will be inside the college.
- Any damage to college property should be compensated by the responsible participant.
- Participants must strictly adhere to campus restrictions.
- Medical expenses and services except First Aid (if any) will not be provided by the organizers.
- Participants must bring their own laptops, chargers, other required gadgets and water bottles.
- Coupons will be provided for meals. Kindly hold onto them carefully as no new coupons will be given if lost.
- The following meals will be provided by the organizers:
 - Day 1: Lunch and Dinner
 - Day 2: Breakfast
 - Tea (in specific time periods only)



Project Evaluation

- Projects/solutions of the participating teams will be evaluated by Industry Experts after the 24 hour hackathon period.
- The decision of the judges will be final.
- Time to pitch your presentation and demo to the judge in the **Final Round** would be as follows:
 - 5–7 min presentation
 - 3 min Q&A

Prize Distribution

- The hackathon will consist of 4 tracks.
- The winners of each track will be awarded the following prizes:
 - **1st prize: Rs. 20,000 /-**
 - **2nd prize: Rs. 15,000 /-**
 - **3rd prize: Rs. 10,000 /-**
- Goodies and Certificates will be given to all the participants.
- Prize money may vary according to number of registrations.



Accomodation and Meals

- Accommodation will be provided only on the night of Hackathon.
- Meals will be provided during the event, including breakfast, lunch, dinner, and snacks during breaks.
- Coupons will be provided to all the participants for meals and refreshments. The responsibility lies with the participant. Meals will not be provided after or before the designated hours.
- Kindly note that the lunch hours are included in the 24 hours of the hackathon.



Code of Conduct

- **Respect and Inclusivity:** Treat all participants, organizers, and staff with respect, maintaining a positive and inclusive atmosphere throughout the event.
- **Plagiarism:** All work presented must be original; plagiarism or the use of unauthorized resources will lead to disqualification.
- **Harassment and Profanity:** Harassment, the use of profanity, or disruptive behavior will result in immediate disqualification and removal from the premises.
- **Safety Protocols:** Follow all safety guidelines and event instructions to ensure a safe environment.
- **Compliance:** Participants must comply with all event instructions from organizers and staff. Failure to comply may result in disqualification.
- **Professionalism:** Maintain professionalism and sportsmanship at all times, during the event and in interactions with other teams.



Miscellaneous

- College Property: Any harm caused to college property during the event will result in a fine.
- Internet Backup: Participants should bring a dongle or mobile hotspot as a backup for internet connectivity.
- Essential Items:
 - Bring necessary personal hygiene items (toiletries, medications), technical equipment (laptop, charger, power banks, extensions), and comfort items if you need (blankets, jackets).
- College ID card (hardcopy only) and Government-issued photo ID is required for identification.
- Hardware Solutions: Teams working on hardware projects must develop supporting software solutions during the event.
- Team Responsibilities: Participants are responsible for their belongings, and organizers are not liable for any lost or stolen items.



Miscellaneous

- **Personal Safety:** Follow all safety protocols during the event and report any safety concerns to organizers immediately.
- **ID card Mandatory:** All participants must wear the provided ID cards for identification throughout the event.
- **Campus Stay Requirement:** As Ignition Hackverse is a 24-hour hackathon, all participants must remain within the college premises for the entire duration of the event. Leaving the campus before the event concludes is strictly prohibited unless explicitly permitted by the organizers.
- **NOTE:** *The Organizers and Judges reserve the right to modify the rules, registration deadline, evaluation criteria, and event structure as necessary.*

All the best!

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