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CATALYST 2K26

IN-CAMPUS

AI HACKATHON

RULEBOOK

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1. OVERVIEW

CATALYST 2K26 is a **24-hour In-campus AI hackathon** designed to bring together innovators, developers, and problem-solvers to build impactful solutions using Artificial Intelligence. Unlike traditional hackathons, this event is **track-based**, allowing participants to innovate within predefined AI domains

2. ELIGIBILITY

- Open to all students currently enrolled in a college or university.
- Participants must carry a valid college ID.
- Each participant can be part of only one team.
- Multiple teams from the same college are allowed.

3. TEAM FORMATION

- Each team must consist of 2 to 5 members.
- Every team must designate a Team Leader.
- The Team Leader will act as the primary point of contact.
- Team composition cannot be changed after registration

4. REGISTRATION RULES

- All participants must register through the official platform before the deadline.
- Registration will be valid only after all team members are registered.

- Providing false or incomplete information may lead to disqualification.
- No registrations will be accepted after the deadline.

5. HACKATHON FORMAT

- This is a 24-hour offline hackathon.
- Participants will choose one track at the beginning of the event.
- Teams must develop their solution within the given time.
- The hackathon includes:
 1. Opening briefing
 2. Development phase
 3. Mid-evaluation checkpoint(s)
 4. Final presentation and judging

6. HACKATHON TRACKS (AI DOMAINS)

Participants must choose one of the following tracks:

- **AI for Healthcare**

Solutions focused on diagnosis, prediction, medical assistance, or healthcare accessibility, etc.

- **AI for Education**

Smart learning systems, personalized education, automation in teaching, etc.

- **AI for Sustainability**

Climate solutions, energy optimization, waste management, environmental monitoring, etc.

- **AI for FinTech Fraud**

detection, smart finance tools, trading systems, financial inclusion, etc..

- **Open Innovation in AI**

Any innovative AI-based solution beyond the defined tracks.

7. DEVELOPMENT RULES

- All work must be completed during the hackathon duration only.
- Use of pre-built projects, templates, or prior codebases is strictly prohibited.
- Participants are free to use any technology stack.
- Use of open-source libraries/tools is allowed, but must be properly credited.
- Teams must maintain a GitHub repository:
 1. No commits before the official start time
 2. Regular commits are encouraged
- Any form of plagiarism (code or idea) will lead to immediate disqualification.

8. AI USAGE POLICY

- AI tools (e.g., ChatGPT, Copilot) are allowed for assistance.
- However:
 1. Core logic must be original
 2. Teams must understand and explain their implementation
- Excessive reliance on AI without understanding may lead to penalties.

9. SUBMISSION REQUIREMENTS

Each team must submit:

- A working prototype / Proof of Concept PoC
- Source code GitHub repository preferred)
- A project description
- README/documentation
- A demo or presentation

10. JUDGING CRITERIA

Projects will be evaluated based on:

- Innovation & Originality
- Functionality & Completion
- Technical Implementation
- User Experience & Design
- Real-World Impact
- Presentation & Clarity

11. TRACK-WISE EVALUATION & WINNERS

- Projects will be evaluated within their selected track.
- Each track will have its own independent winner.
- Judges will compare projects only within the same domain.
- This ensures fair evaluation across different problem spaces.

12. PRESENTATION & EVALUATION

- Each team will present their solution to the judges.
- All team members must be present.

- Teams must:
 1. Demonstrate working prototype
 2. Explain architecture and decisions
- A Q&A round will follow.
- Judges' decisions are final

13. CODE OF CONDUCT

- Maintain professional and respectful behavior.
- No harassment, discrimination, or misconduct.
- Follow instructions from organizers.
- Violations may lead to disqualification

14. DISQUALIFICATION CRITERIA

A team may be disqualified for:

- Plagiarism or copied work
- Pre-built solutions
- Rule violations
- False information
- Unauthorized external help
- Missing mandatory submissions

15. INTELLECTUAL PROPERTY

- Teams retain ownership of their projects.
- Organizers may showcase projects with proper credit.
- All external tools/resources must be credited

16. RESOURCES & RESPONSIBILITIES

- Participants must bring their own laptops/devices.
- Basic facilities (power, internet, workspace) will be provided.
- Participants are responsible for their setup and data.

17. GENERAL RULES

- Organizers may modify rules if necessary.
- Participants must follow the schedule strictly.
- Judges' decisions are final.
- Participation implies acceptance of all rules.

18. FAQs

- **Is there any registration fee?**

Yes, the registration fee is ₹500 per team.

- **Can we change our track after selecting it?**

Yes, teams can change their track even on the day of the event.

- **Will basic facilities like internet, power, and food be provided?**

Yes, internet access, charging points, and food will be provided throughout the event. Detailed information will be shared with team leaders via email.

- **Are participants required to stay at the venue for the full duration?**

Yes, participants must remain at the venue for the entire duration of the hackathon.

- **Will certificates be provided to all team members?**

Yes, certificates will be issued to all registered team members.

- **What happens if a team cancels or does not show up? Will there be a refund?**

No refunds will be provided. Refunds will only be issued if decided by the organizing team.

- **Will mentors or support be available during the hackathon?**

Yes, support will be available to guide participants during the event