



NATIONAL LEVEL

TECHATHON 3.0 2026



AISSMS
INSTITUTE OF INFORMATION TECHNOLOGY
(IIT)



ADDING VALUE TO ENGINEERING
An Autonomous Institute Affiliated to Savitribai Phule Pune University
Approved by AICTE, New Delhi and Recognised by Govt. of Maharashtra
Accredited by NAAC with "A+" Grade | NBA - 5 UG Programmes

Techathon 2026 Rulebook

Sr No	Content	Page No
1	Introduction	2
2	Eligibility Criteria	3
3	Techathon 2K26 Complete Process Details	4
4	Techathon Overview	9
5	Rules and regulation for participants	10
6	Prize Distribution	12
7	Project Rules	13
8	Judging Panel	13
9	Code of Conduct	13
10	Accommodation & Meals	14
11	Miscellaneous	14

1. Introduction:

Welcome to Techathon 2026! This year's Techathon promises to be an exciting, fast-paced, and innovative event, bringing together some of the brightest minds to solve real-world problems through technology. The event will be an opportunity for participants to showcase their creativity, problem-solving abilities, and technical skills while competing in a dynamic, collaborative environment.

Techathon 2026 is organized with the aim to:

- Provide a platform for innovation and technological development.
- Foster teamwork, creativity, and hands-on learning.
- Solve complex challenges across multiple domains.
- Award top teams and individuals for their outstanding contributions.

In this rulebook, you will find all the essential details regarding the event format, rules, guidelines, evaluation criteria, and prizes. It is crucial that all participants adhere to these rules to ensure a smooth and fair experience for everyone involved.

We wish all teams the best of luck, and may the most innovative and well-executed ideas shine!

2. Eligibility Criteria

1. Team Composition:
 - o Teams must have 2 to 4 members.
 - o All members must be current students of an accredited educational institution or startup member.
 - o Each team must have one team lead, who will fill out the registration details.
 - o Participants can only be part of one team.
2. Registration:
 - o Teams must complete the registration online, with the team lead providing the necessary details.
 - o After registration, teams will fill out a Google form with additional details about team members, select Problem Statement and accommodation needs.
 - o Teams will receive a confirmation email after successful registration.
3. Project Eligibility:
 - o Projects must be developed during the hackathon, from scratch. Pre-built solutions are not allowed.
 - o Teams can bring datasets and hardware, but the project must be built within the hackathon timeframe.
4. Accommodation:
 - o Teams arriving the day before the event can request accommodation by indicating it in the Google form.
 - o Accommodation will be provided only for teams traveling in advance from out of Pune.
5. Innovation Track:
 - o Teams working on a unique idea outside the problem statements can participate under the "Student Innovation" track.
6. Disqualification:
 - o Teams that fail to meet eligibility criteria, use copied technology, violate intellectual property rights, or utilize unauthorized pre-built resources will be disqualified.

3. TECHATHON 2K26 COMPLETE PROCESS DETAILS

Techathon Details:

Date: 21th & 22th February 2026

Time: 21th Feb, 08:00 AM to 22th Feb 08:00 PM

Location: AISSMS Institute of Information Technology Kennedy Road, Near RTO, Pune - 411 001, Maharashtra, India.

Google Map Link: <https://maps.app.goo.gl/GHSwdGmRq7wX8PkXA>

Reporting:

Date: 20th & 21th February 2026

Time:

- 20th February: 06:00 PM to 09:00 PM
- 21th February: 08:00 AM to 10:00 AM

Registration with Team:

- Registration Timings: 08:00 AM to 10:00 AM
- Registration Desk Area: Admin Office
- Mandatories for Registering and Entering into the Hackathon:
 - Must Carry College ID card or any Identity proof given by GOVT.
 - Need to Carry Own Laptop(Dongle, power extensions if needed).
- Registration Process:
 - All the Team Members need to show ID Proof and Sign on the registration List.
 - Collect KIT: ID-card, T-Shirt, Scripting Pad, Pen, Folder File, Rules & Schedule Print, food coupons.
 - Head to the changing room first and change into the T-shirt received, followed by a mandatory group photo shoot at the photo booth for all teams.
 - Enjoy breakfast at the Open Air Theatre (OAT) and then proceed to the Multi-Purpose Hall (MPH) for a briefing session before 10:00am.

Luggage Area:

Time: 08:00 AM to 10:00 AM

Venue: Workshop Classroom Basement (if needed)

Dress Changing Rooms:

Girls: Ground Floor Washroom and 1st Floor Washroom (if needed)

Boys: Ground Floor Washroom and 1st Floor Library Washroom (if needed)

Mandatory Group Photo:

Attire: Participants are required to wear the provided T-Shirts.

Group Photo: A mandatory group photo will be taken at the Photo booth arranged by the Techathon Team. Participants will receive a hard copy of the photo at the end of the Hackathon.

Breakfast & Hackathon Instructions:

Venue: OAT (Open Air Theatre)

Participants will receive essential instructions from the Techathon Team.

Room and Bench Allotment:

Instructions will be given at the registration desk based on your team number.

Briefing Sessions:

Session 1: 10:00 AM - 11:00 AM

Session 2: 11:00 AM - 12:00 PM

Venue: Multi Purpose Hall

Meals:

Day 1:

Lunch:

- Time: 02:00 PM - 04:00 PM
- Venue: Pharmacy Parking

Snacks:

- Time: 06:00 PM - 06:30 PM
- Venue: OAT Open Air Theatre

Dinner:

- Time: 08:30 PM - 10:00 PM
- Venue: Pharmacy Parking

Day 2:

Camp Fire:

- Time: 12:00 AM - 02:00 AM (followed by coffee and beverages)
- Venue: In Front of OAT Open Air Theatre

Fresh Up and Breakfast:

- Time: 06:00 AM - 08:00 AM
- Venue: OAT Open Air Theatre

Lunch:

- Time: 12:00 PM - 01:00 PM
- Venue: Pharmacy Parking

Note: Meals are followed by slots and that time will be counted in the 24 hours of hackathon. So you have to plan your meals according to your schedule in that respective break time.

Minute-to-Minute Program of 24 Hours:

DATE	TIME	ACTIVITY
21 Feb	08:00 AM - 10:00 AM	BREAKFAST & REGISTRATIONS
	10:00 AM - 12:00 PM	HACKATHON INSTRUCTIONS
	12:15 PM - 01:00 PM	INAUGURATION
	01:00 PM - 02:00 PM	HACKATHON STARTS - IDEATION & VALIDATION
	02:00 PM - 04:00 PM	LUNCH BREAK
	03:00 PM - 06:00 PM	INFORMATION ARCHITECTURE
	06:00 PM - 06:30 PM	SNACKS & GAMES (Optional)
	06:30 PM - 08:30 PM	DESIGN
	08:30 PM - 10:00 PM	DINNER BREAK
	10:00 PM - 11:59 PM	DEVELOPMENT
22 Feb	00:00 AM - 02:00 AM	JAMMING SESSION
	02:00 AM - 06:00 AM	TESTING
	06:00 AM - 08:00 AM	FRESH UP & BREAKFAST
	08:00 AM - 10:00 AM	BUG FIXING
	10:00 AM - 12:00 PM	DOC/ PRESENTATION PREPARATION
	12:00 PM - 01:00 PM	LUNCH BREAK
	01:00 PM - 03:30 PM	PRESENTATIONS & EVALUATION
	03:30 PM - 05:00 PM	FINALIZATIONS
	05:00 PM - 07:00 PM	VALEDICTORY

Day 1

1:00 PM – 2:00 PM | Ideation & Validation

- Participants brainstorm and generate ideas for their projects.
- Ideas are validated for feasibility and alignment with hackathon themes.

3:00 PM – 6:00 PM | Information Architecture

- Teams design the structure and organization of their projects.
- Focus on data flow and user interface considerations.

6:00 PM – 6:30 PM | Snacks & Games (Optional)

- A short break for refreshments and recreational activities.

6:30 PM – 8:30 PM | Design

- Teams create prototypes and wireframes to illustrate their concepts.

8:30 PM – 10:00 PM | Dinner Break

- Participants refuel before the next phase.

10:00 PM – 11:59 PM | Development

- Teams start coding and implementing their project ideas.
- Focus on core functionality and feature development.

12:00 AM – 2:00 AM | JAMMING SESSION

- A time to unwind, socialize, and enjoy fun activities organized by the Techathon team.

Day 2

2:00 AM – 6:00 AM | Testing

- Teams rigorously test their projects.
- Identify and resolve bugs to ensure smooth functionality.

6:00 AM – 8:00 AM | Fresh Up & Breakfast

- Participants refresh and have breakfast before the final coding stretch.

8:00 AM – 10:00 AM | Bug Fixing

- Final debugging and optimizations for a smooth project presentation.

10:00 AM – 12:00 PM | Documentation & Presentation Preparation

- Teams prepare documentation and presentations to showcase their work.

12:00 PM – 1:00 PM | Lunch Break

- A break to refuel before the final stage.

1:00 PM – 3:30 PM | Presentations & Evaluation

- Each team presents their project to a panel of judges.
- Demonstrations highlight features, functionalities, and impact.

3:30 PM – 5:00 PM | Finalizations

- Judges deliberate and finalize the winners based on innovation, execution, and impact.

5:00 PM – 7:00 PM | Valedictory Ceremony

- Award ceremony to recognize participants' achievements.
- Closing remarks and acknowledgments.

These instructions outline the step-by-step process of the Hackathon, guiding participants through each stage of the event to maximize their productivity and creativity.

4. Techathon Overview

1. Team Composition:
 - o Each team must consist of 1 to 4 members.
2. Round 1: Project Ideation and Development
 - o The first round involves the complete creation of the project, from ideation to development. Teams will work to design, build, and refine their projects, ensuring they meet the hackathon's themes and problem statements.

Sub-segments in Round 1:

- o Ideation: Participants brainstorm and finalize their project ideas, ensuring alignment with the chosen domain or problem statement.
 - o Validation: Teams validate their project idea, ensuring feasibility, practicality, and addressing the problem effectively.
 - o Information Architecture: Teams design the structure and flow of their project, including database design, data flow, and user interface.
 - o Design: Teams work on the visual and interactive design of their project, developing prototypes and wireframes.
 - o Development: Teams focus on coding and implementation of their project, ensuring its functionality and integrating desired features.
 - o Testing: Teams rigorously test their project, identifying and resolving any bugs or issues.
 - o Bug Fixing: Teams dedicate time to fixing any remaining bugs after initial testing.
 - o Prepare Presentation: Teams will prepare a final presentation to demonstrate their project, its functionality, and innovations.
3. Round 2: Final Presentation
 - o Shortlisting: From Round 1, one team from each problem statement will be shortlisted for the final round based on their project submission and performance, where they will compete for the top 5 prizes.
 - o Presentation: In the final round, shortlisted teams will present their projects to the judges. The presentation should cover the following:
 - Problem Statement and Solution
 - Project Demonstration
 - Technical Aspects
 - Innovations and Unique Features
 - o Evaluation: Teams will be judged based on their presentation, functionality, innovation, and overall project quality.
 - o After selecting the top 5 teams, the next highest-scoring teams in each domain will be eligible for the Problem-Specific Prizes.

Important Points about Student Innovation:

- **Eligibility for Prizes:** Teams in the Student Innovation section are not eligible for the top 2 prizes. However, they are still eligible for the 3rd prize which is ₹75,000 and Best Innovation Using AI and Ratan Tata Innovative Minds Award.
- These teams will be judged separately and evaluated on creativity, feasibility, and the impact of their innovation.
- The ideas must be unique and should not duplicate existing solutions or concepts.

5. Rules and regulation for participants

- The college gate will be closed at 10:00 PM.
- After 10:00 PM, no student is allowed to leave the campus.
- Smoking, drinking, or any other prohibited activities are strictly forbidden on the college campus.
- Late-night roaming on campus is not allowed; students are permitted to move only within 50 meters of the college premises.
- Late-night gatherings on campus are strictly prohibited for both boys and girls.
- All students must maintain discipline and exhibit clear and respectful behaviour at all times within the campus.
- Students must carry a valid Bonafide Certificate issued by the college or startup and present it to authorities when requested.
- If any pre-built or previously developed solution is found, negative marking will be applied.
- All projects must be developed during the event days only.
- Student Innovation category projects will not be eligible for First and Second prizes.
- Participation certificates will be provided via email to all participants after the event.
- Participants must carry a laptop with an Ethernet port. If the laptop does not have an Ethernet port, they must bring a suitable adaptor or connector.

6. Prize Distribution

The Techathon offers a range of prizes to recognize outstanding teams for their innovative solutions.

Prize Categories:

1. Top 3 Prizes:

- o 1st Prize: ₹2,00,000
 - o 2nd Prize: ₹1,00,000
 - o 3rd Prize: ₹75,000
 - o Eligibility: Awarded to the top 3 teams across domains (Agritech Solutions, Traffic Safety, Environment, Disaster Management, Edutech, Healthcare, Student Innovation). Selection Criteria: Judged on feasibility, creativity, implementation, presentation, and the impact of solutions.
2. Best Innovation Using AI:
 - o Prize: ₹25,000
 - o Eligibility: Awarded to the team showcasing the most innovative use of AI.
 - o Selection Criteria: Novel and impactful integration of AI, demonstrating technical proficiency and creativity.
 3. Ratan Tata Innovative Minds Award:
 - o Prize: ₹25,000
 - o Eligibility: Awarded to the team with the most innovative solution across all domains.
 - o Selection Criteria: Solution must be groundbreaking, creative, and exhibit unique problem-solving potential.
 4. Problem-Specific Prizes:
 - o Prize: ₹10,000 per problem statement (up to 30 prizes).
 - o Eligibility: Awarded to the top-performing team for each problem statement across the 6 domains.
 - o Selection Criteria: Based on how effectively the specific problem statement is addressed, including quality of solution, presentation, and execution.
 5. Student Innovation Prizes:
 - o Prize: ₹10,000 each to 5 selected teams in the Student Innovation category.
 - o Eligibility: Open to teams presenting original ideas outside the predefined problem statements.
 - o Selection Criteria: Focus on creativity, novelty, feasibility, and impact.

General Prize Distribution Rules:

- One Prize per Team: A team is eligible to win only one prize in the entire competition. This ensures that multiple teams can be recognized for their efforts, and no single team can win multiple awards.
- Prize Distribution: Prizes will be distributed at the closing ceremony of the Techathon, with winners being announced for each prize category.

Note: The total prize pool may be subject to change, depending on sponsors and additional contributions. Any modifications to the prize pool will be communicated in advance.

7. Project Rules

1. Build From Scratch: Projects must be developed during the hackathon. Prebuilt solutions or fully prebuilt components are not allowed.
2. Datasets and Hardware: Teams can bring their own datasets and hardware, but all development must occur during the event.
3. Development Tools: Teams can use any programming languages, frameworks, and tools, but the core development should happen during the hackathon.

4. **Prebuilt Components:** Using prebuilt libraries, tools, or frameworks is allowed if they are incorporated during the hackathon, but the main project must be built during the event.
 5. **Original Work:** All work must be original and created during the event, adhering to ethical standards
 6. **Use of AI:** The use of AI in a controlled manner is allowed. However, using AI to determine the logic of technology or generate ideas is not permitted. Innovation and creativity must come from the team, not from AI. Our volunteers will anonymously monitor this.
 7. **Preparation Status (20% Marks):**
 - o Projects built entirely from scratch will receive higher marks.
 - o Projects with partially pre-built components will receive comparatively lower marks.
-

8. Judging Panel

- The judging panel will consist of industry experts, professionals, and experienced mentors from the Govt. Affiliated Institutions.
 - Judges will evaluate teams based on creativity, technical execution, feasibility, innovation, and presentation.
 - The decisions of the judging panel will be final, and no appeals will be entertained.
-

9. 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.

10. Accommodation & Meals

- **Accommodation:**
 - o Teams arriving the day before the event will be provided with accommodation. Specific requirements must be submitted through the registration process.
- **Meals:**
 - o Meals will be provided during the event, including breakfast, lunch, dinner, and snacks during breaks.

11. Miscellaneous

- **College Property:** Any harm caused to college property during the event will result in fines.
- **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 (blankets, jackets, bedsheets).
 - College ID card (hardcopy only) or 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.
- **Personal Safety:** Follow all safety protocols during the event and report any safety concerns to organizers immediately.
- **Campus Stay Requirement:** As Techathon 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.
- **T-shirt and Id card Mandatory:** All participants must wear the provided T-shirt and ID cards for identification throughout the event.

Note : The organizers and judges reserve the right to modify the rules, evaluation criteria, and event structure as necessary.