



Nehru Institute of Information Technology and Management
in association with



Nehru College of Management
Organized by
PG Department of Computer Applications

HACKSPARK '26

24-Hours Hackathon — Rule Book

Innovate • Build • Impact

Date	: 8th & 9th October 2026 10 AM
Venue	: NIITM Campus, Nehru Garderns, Thirumalayampalayam, Coimbatore.
Mode	: Offline 24 Hours
Registration Fee	: ₹500 per team
Total Prize Pool	: ₹20,000

1. About HackSpark '26

HackSpark '26 is a 24-hour national-level hackathon focused on Sustainable AI and innovative technology. Participants are invited to develop impactful, creative, and technology-driven solutions for real-world challenges.

The hackathon encourage participants to think beyond limits, build innovative ideas, and create solutions for a smarter and greener future.

2. Eligibility

1. Hack Spark '26 is open to undergraduate college students.
2. Students from any college, course, or discipline can participate, including Arts & Science, Engineering, and other streams.
3. Team members should belong to same institution

4. All participants must carry a valid college ID card for verification.

3. Team Formation

1. Each team must comprises of a minimum of 2 members and a maximum of 4 members.
2. Solo participation is not permitted.
3. A participant must be a member of only one team.
4. Team composition must be finalized before the registration deadline. Changes are permitted only with prior approval from the organizing committee.

4. Registration and Shortlisting

Step 1 - Process

1. Teams must complete the registration and submit PPT on or before 25 September 2026.
2. Shortlisted teams will be informed on or before 27 September .

Step 2 - Process

3. Shortlisted teams must complete the payment of ₹500 per team within 30 September 2026 to confirm their participation.
4. Fees once paid is not-refundable.

5. Development Rules

1. All projects must be developed specifically for HackSpark '26.
2. Teams may use open-source libraries, APIs, datasets, frameworks, and publicly available tools, provided proper credits are given.
3. Pre-existing code may be used only where it is openly licensed or clearly declared during submission.
4. Copying another team's project, submitting a previously completed project, or presenting work created by others is strictly prohibited.
5. Projects must not promote hate, harassment, illegal activities, violence, discrimination, or misuse of technology.

6. Mentorship

1. Mentors will visit teams during the scheduled mentorship rounds.

2. Mentors will provide technical guidance, feedback, and clarification.
3. Mentors will not build the project on behalf of a team.
4. Teams should be prepared to explain their problem statement, solution, progress, technology stack, and expected impact.

7.Judging Criteria

Projects will be evaluated by the jury based on the following:

- Innovation and originality
- Relevance to the selected problem statement
- Technical implementation
- Functionality and quality of prototype
- Practicality and scalability
- Sustainable or social impact
- Design and user experience
- Quality of presentation and demonstration

The decision of the judging panel shall be final and binding..

8. Important Conditions

1. The organizing committee may modify the schedule, rules, or event format if necessary.
2. Participants must be present during check-in, presentations, and prize distribution.
3. Any intellectual property created by teams remains with the respective teams; however, organizers may showcase project names, photos, videos, and summaries for event promotion.
4. By participating, all team members agree to these rules and to the decisions of the organizing committee.

9. Contact

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