

AMIHACKS 1.0

Official Rules, Evaluation Framework & Judging Process

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Event Overview

AMIHACKS 1.0 is a 24-hour national-level hackathon organized by Amity School of Engineering & Technology (ASET), Amity University Rajasthan. Teams will solve real-world challenges presented by partner NGOs and social impact organizations through innovative technology solutions.

1. Team Formation & Eligibility

- Team size: 1–4 members.
 - Participants must be enrolled in a recognized college or university.
 - Cross-branch and cross-year teams are permitted.
 - Cross-college teams are permitted.
 - A participant can be a member of only one team.
 - Team composition cannot be changed after registration closes unless approved by organizers under exceptional circumstances.
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2. Hackathon Format

- Problem statements will be revealed during the opening ceremony.
 - Teams will have 24 hours to ideate, design, develop, test, and present their solution.
 - Participants may use any technology stack, framework, language, platform, cloud provider, or hardware.
 - AI tools, LLMs, GitHub Copilot, ChatGPT, Claude, Gemini, Cursor, and similar tools are permitted.
 - Open-source libraries and APIs may be used with proper attribution.
 - Mentors may guide teams but cannot contribute code or directly build the solution. Similar mentor-assisted but participant-built models are common in major hackathons.
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3. Attendance & Participation Rules

Continuous Team Presence Rule

- At least one team member must remain physically present at the venue at all times throughout the hackathon.
- Teams leaving their workstations unattended for prolonged periods without informing organizers may receive penalties.

Mandatory Checkpoints

All teams must attend:

- Opening Ceremony
- Problem Statement Briefing

- Mid-Evaluation Round
- Final Submission
- Final Presentation Round
- Closing Ceremony

Failure to attend mandatory checkpoints may result in penalties or disqualification.

Progress Verification

Organizers reserve the right to conduct surprise inspections or progress reviews to verify that development is occurring during the event.

4. Project Development Rules

Allowed

- Use of public APIs.
- Open-source libraries and frameworks.
- AI-assisted development.
- Cloud platforms and third-party services.
- Pre-existing knowledge and prior research.

Not Allowed

- Reusing previously built projects.
- Reusing significant portions of pre-written proprietary code.
- Purchasing code or solutions during the event.
- Outsourcing development to non-participants.
- Receiving technical implementation assistance from individuals outside the registered team.

All substantial work must be completed during the hackathon period, which aligns with common hackathon standards used by MLH and Devpost events.

5. Mandatory Submission Requirements

Every team must submit:

Technical Deliverables

- GitHub Repository Link
- Source Code
- Architecture Diagram
- Deployment Link (if applicable)
- README Documentation
- Team Contribution Details

Presentation Deliverables

- PPT/PDF Deck (Maximum 8–10 Slides)
- Problem Statement
- Proposed Solution
- System Architecture
- Demo Screenshots

- Impact Assessment
- Future Scope

Demo Deliverables

Teams must demonstrate:

- Core functionality
- Key features
- End-to-end user journey
- Technical implementation

Projects must include a working prototype or demonstrable MVP similar to requirements commonly used in major hackathons.

6. Multi-Round Evaluation Process

The evaluation process is percentage-based to ensure scalability irrespective of participation volume.

Round 1 – Concept Screening

Top 40% Teams Advance

Evaluation Based On:

- Problem Understanding
- NGO Need Alignment
- Solution Clarity
- Feasibility
- Initial Architecture

Round 2 – Prototype Review

Top 15% Teams Advance

Evaluation Based On:

- Working Prototype
- Feature Completion
- Technical Progress
- Mentor Feedback
- Demonstrated Development

Round 3 – Jury Evaluation

Top 5% Teams Advance

Evaluation Based On:

- Product Quality
- Technical Depth
- Impact Potential
- Scalability
- Demo Performance

Grand Finale

Finalists present before a jury panel consisting of:

- NGO Representatives
 - Industry Experts
 - Academic Experts
 - Technology Professionals
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7. Evaluation Criteria

Total Score: 100 Marks

A. NGO Impact & Business Evaluation – 40 Marks

Parameter	Marks
Problem Understanding & Root Cause Analysis	10
NGO Requirement Fulfilment	15
Real-World Feasibility & Adoption Potential	10
Social Impact & Beneficiary Reach	5

NGO Judges Will Evaluate:

- Does the team understand the actual problem?
- Does the solution solve the stated challenge?
- Can the NGO realistically use it?
- Will it create measurable impact?
- Is the solution practical beyond the hackathon?

B. Technical Evaluation – 55 Marks

1. Technical Complexity & Engineering Excellence – 10 Marks

Evaluation Areas:

- System Architecture
- AI/ML Integration
- Backend Engineering
- API Design
- Database Design
- Cloud Infrastructure
- Security Considerations

2. Functional Completeness – 9 Marks

Evaluation Areas:

- Working Features
- Stability
- End-to-End Workflow
- Error Handling
- Reliability

3. Scalability & Future Readiness – 6 Marks

Evaluation Areas:

- Ability to handle growth
- Maintainability
- Modular Design
- Future Expansion Possibilities

4. Deployment & Production Readiness – 10 Marks

Evaluation Areas:

- Successful Live Deployment
- Environment Configuration
- Uptime & Stability Under Load
- Monitoring & Logging

5. UI/UX & Accessibility – 5 Marks

Evaluation Areas:

- User Experience
- Ease of Navigation
- Accessibility
- Visual Design

6. Code Quality & Maintainability – 7 Marks

Evaluation Areas:

- Code Structure
- Modularity
- Naming Conventions
- Documentation
- Git Practices

7. Innovation & Creativity – 5 Marks

Evaluation Areas:

- Novel Approach
- Unique Technical Decisions
- Innovative Problem Solving

Innovation, impact, technical implementation, usability, and feasibility are among the most commonly used judging dimensions across leading hackathons.

8. Presentation & Technical Defense – 3 Marks

Evaluation Areas:

- Clarity of Communication
- Technical Understanding
- Ability to Answer Jury Questions

C. Diversity Bonus – 5 Marks

Women in Technology Bonus

A team containing at least one female participant receives:

+5 Bonus Marks

Maximum Achievable Score = 100 Marks

8. Disqualification Criteria

Immediate disqualification may occur if any of the following are observed:

Academic Integrity Violations

- Plagiarism of code or design.
- Copying another team's project.
- Submitting previously built projects.
- Misrepresentation of work completed during the hackathon.

Technical Violations

- Fake demos.
- Hardcoded outputs disguised as functionality.
- Non-functional submissions falsely claimed as complete.
- Fabricated AI/ML results.

Participation Violations

- Team member substitution after registration.
- External individuals contributing to development.
- Hiring freelancers or external developers.
- Using another team's repository or assets.

Event Conduct Violations

- Harassment or discrimination.
- Destruction of university property.
- Unauthorized access to systems or networks.
- Offensive, illegal, or unethical content.

Submission Violations

- Missing final submission deadline.
- Failure to submit source code.
- Failure to present when called by judges.
- Failure to explain the implementation when questioned.

Jury Integrity Violations

- Attempting to influence judges.
- Misleading claims regarding functionality.
- Falsified metrics, datasets, or impact reports.

9. Tie-Breaking Rules

In case of a tie:

1. Higher NGO Impact Score wins.
2. Higher Technical Complexity Score wins.

3. Higher Functional Completeness Score wins.
4. Final decision by Jury Panel.

10. Final Authority

The decisions of the Organizing Committee and Jury Panel shall be final and binding in all matters related to evaluation, scoring, eligibility, penalties, and awards.