

## NEXTGEN TECHFEST 2026

### Rules and Regulations

#### GENERAL RULES

1. All participants must carry a valid College I-Card.
2. Proof of registration and fee receipt (if applicable) must be produced at the registration desk.
3. Participants must report at least 30 minutes before the scheduled time of their event.
4. Late entries will not be entertained.
5. The decision of the judges will be final and binding.
6. Any form of misconduct, malpractice, plagiarism, or unfair means will lead to immediate disqualification.
7. Participants must maintain discipline and decorum throughout the event.
8. Any damage to college property will result in strict disciplinary action.
9. Organizers reserve the right to modify rules if necessary.
10. Certificates will be provided to all participants.
11. In case of insufficient entries for a particular event, the event reserves the right to cancel, and the registration fee will be refunded to the registered candidates.



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## **BUILD IN 60 MINUTES – RULES**

1. The problem statement will be provided on the spot.
2. Participants must build a website strictly based on the given problem statement.
3. All conditions mentioned in the problem statement must be followed.
4. The total time allotted is 60 minutes.
5. Use of AI tools such as ChatGPT, Gemini, Claude, etc., is allowed.
6. Internet usage is allowed only for development purposes.
7. Pre-built templates or pre-coded projects are not allowed.
8. Max 4 Members Allowed
9. Judging Criteria:
  - Completion of required features
  - UI/UX design
  - Code structure and logic
  - Unique features added by the participant
  - Innovation and creativity



## **PROJECT COMPETITION – RULES**

Participants must bring pre-built projects on the day of the event.

### **Project Categories**

Software-Based Projects:

- Website
- Mobile Application
- Desktop Software
- Game
- Any other software innovation

Hardware-Based Projects:

- Electronic Circuits
- Machines
- Equipment
- Working Models
- Any innovative hardware solution

### **Competition Format**

Round 1 – PPT Presentation

- Maximum 10 slides.
- Presentation must clearly explain problem statement, methodology, technology used, and outcomes.
- Printout of the project report must be submitted.

Round 2 – Prototype Demonstration

- Live demonstration of working model/software.
- Participants must explain architecture and implementation.

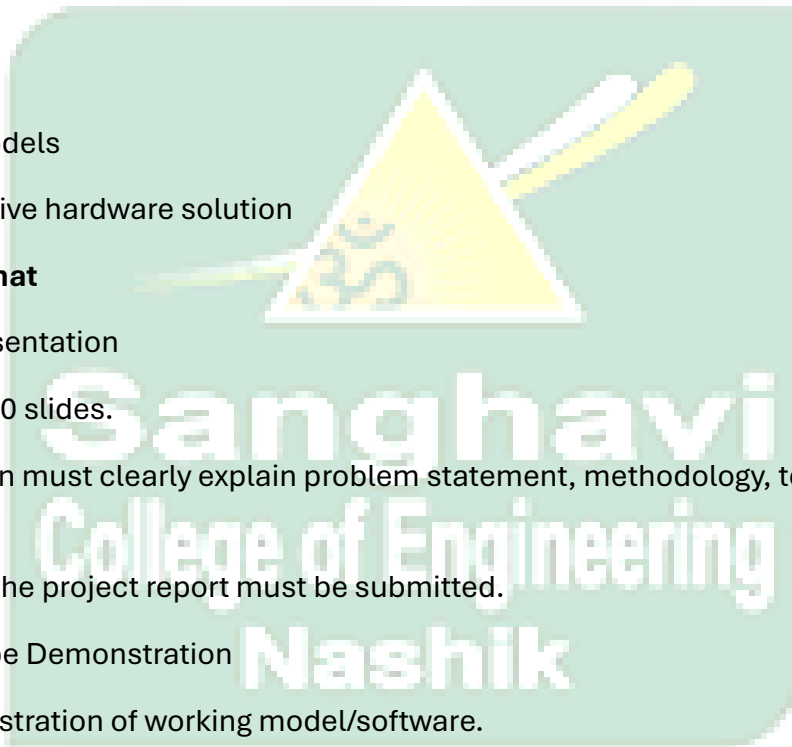
Round 3 – Surprise Round

- On-the-spot challenge to test subject knowledge, practical understanding, and problem-solving skills.

### **Additional Rules (As per Attached Notes)**

1. AI detection may be conducted for reports and documentation.
2. Maximum 4 members per team.

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Education Society's



Judging Criteria:

- Innovation and originality
- Technical implementation
- Practical applicability
- Presentation skills
- Scalability and future scope

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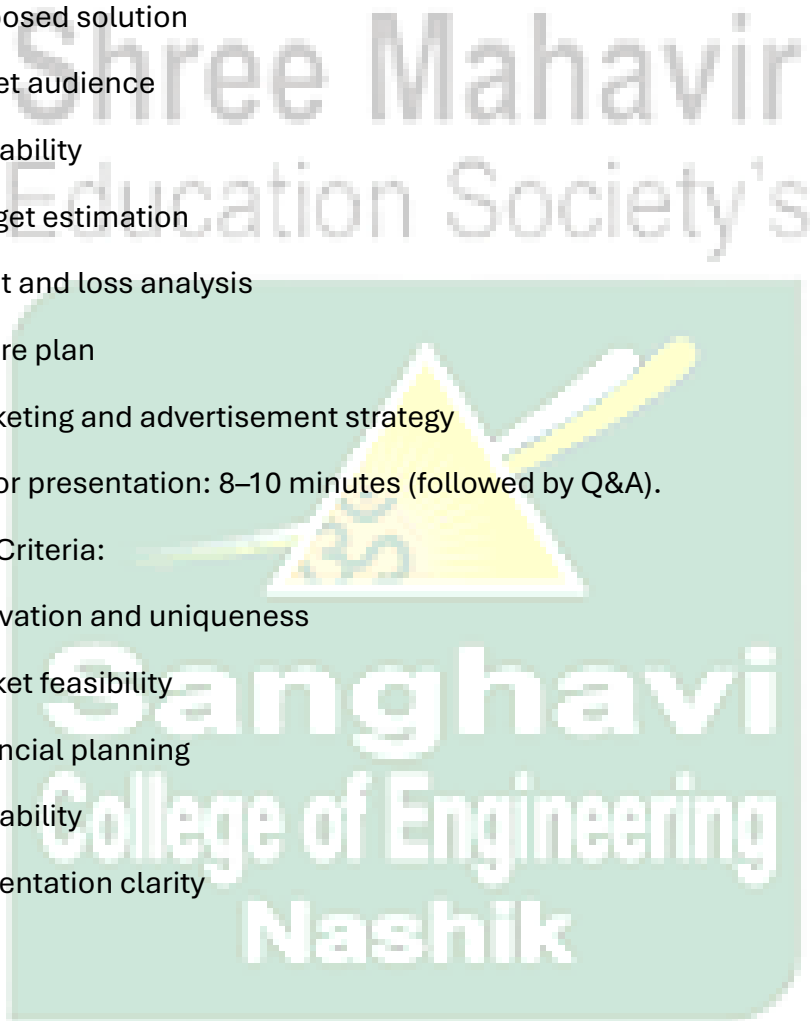
## **POSTER COMPETITION – RULES**

1. I-Card is compulsory.
2. Proof of fee receipt is mandatory (if applicable).
3. Participants must bring their own materials.
4. Only handmade posters are allowed Or print cutouts.
5. Pre-made posters are allowed only if prepared by the participant.
6. Minimum poster size: A3.
7. Maximum two participants per group (individual participation allowed).
8. No use of mobile phones or internet during the presentation.
9. Posters must be submitted within the given time.
10. Judges' decision will be final.
11. Misconduct or unfair practices will lead to disqualification.
12. Any damage to college property will result in strict action.
13. Max 4 Members in a Team will be Allowed.



## **BUSINESS IDEA COMPETITION – RULES**

1. Maximum 4 members per team.
2. PPT must contain maximum 10 slides.
3. Prototype must be at least 50% ready (for software projects).
4. For hardware ideas, CAD models or design images must be presented.
5. Business plan must clearly include:
  - Problem statement
  - Proposed solution
  - Target audience
  - Scalability
  - Budget estimation
  - Profit and loss analysis
  - Future plan
  - Marketing and advertisement strategy
6. Time limit for presentation: 8–10 minutes (followed by Q&A).
7. Evaluation Criteria:
  - Innovation and uniqueness
  - Market feasibility
  - Financial planning
  - Scalability
  - Presentation clarity



## REEL AND SHORT FILM COMPETITION – RULES

Themes:

1. Environment
2. Women Safety
3. Prevention of Digital Fraud / Cyber Security

Team Size:

- Maximum 4 members.

Time Limit:

- Reel: Maximum 3 minutes
- Short Film: Maximum 5–8 minutes

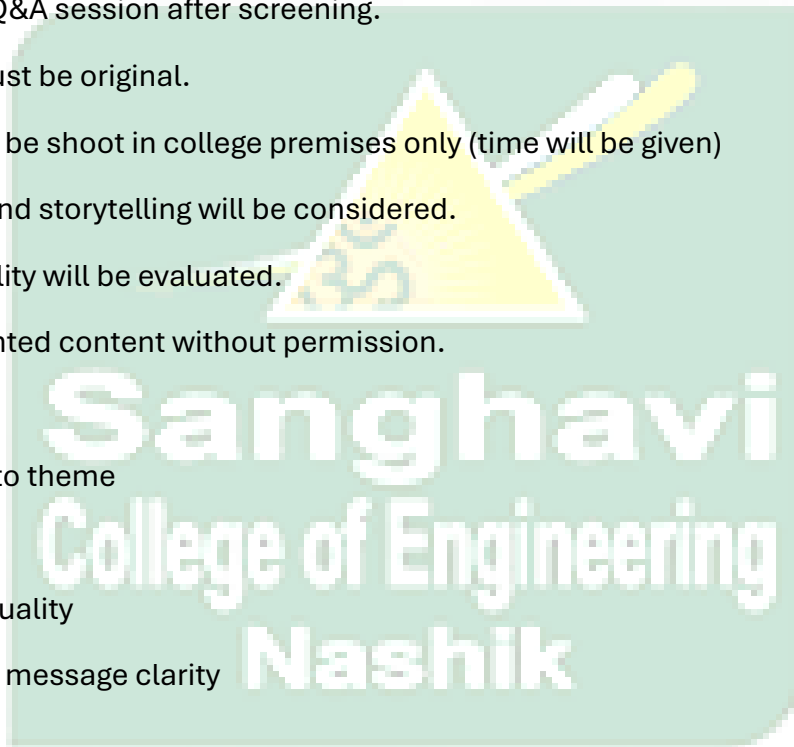
Additional Rules:

1. 2 minutes Q&A session after screening.
2. Content must be original.
3. Video must be shoot in college premises only (time will be given)
4. Creativity and storytelling will be considered.
5. Editing quality will be evaluated.
6. No copyrighted content without permission.

Judging Criteria:

- Relevance to theme
- Creativity
- Technical quality
- Impact and message clarity

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## **GAMING COMPETITION – RULES**

1. No cheats or hacks allowed. Strict ban if found.
2. Maximum 4 players per team.
3. Competition can be played from any location (no restriction to come to college)
4. Players must play using the UID provided during registration.
5. Use of unfair means will lead to immediate disqualification.
6. Tournament format and match rules will be explained before the event.
7. Organizers' and referees' decisions will be final.

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## PAPER PRESENTATION – RULES

1. The research paper must be prepared strictly in IEEE format.
2. Maximum length of the paper is 5 pages. Papers exceeding the limit will not be accepted.
3. The final paper must be submitted in PDF format to the event coordinator at least one day prior to the competition.
4. Participants must present their work using a PPT (PDF or PowerPoint) on the day of the competition.
5. A printed hard copy of the final paper must be submitted at the registration desk on the competition day.
6. Max 4 Members
7. If the paper is already published, participants must submit a valid publication certificate or proof.
8. The content must be original. Plagiarism or misconduct will result in disqualification.
9. The decision of the judges will be final and binding.

Participants are advised to carefully follow all formatting and submission guidelines to avoid rejection.

