Insvaganza
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Virender Bisht - 6205624630 / Aparna Jena - 8597164784

Insvaganza

Get Ready for the Ultimate Extravaganza!
The 10th Annual Socio-Cultural Fest o**f Inspiria Knowledge Campus, Siliguri,** is here, and it's bigger, better, and more electrifying than ever!

INSVAGANZA—where passion meets performance, and creativity knows no bounds! One of the most happening and innovative student fests in the Northeast, this is where talent takes center stage.

By the Students, For the Students, Of the Students!

Performer, dreamer, or trendsetter, **THIS IS YOUR** moment to shine! This festival is a vibrant platform for music, art, and endless imagination.
Ready to be a part of something legendary? The stage is Set!
#INSVAGANZA

GENERAL INSTRUCTIONS :

- Registrations are only valid if participants register through their institution, with each institution considered a team.

- All team members must be from the same college. Participants must carry a valid college ID. If unavailable, a bona fide letter from the Head of the Institution confirming their enrollment (First, Second, or Third Year) is required.

- Guest college faculty must present their identity proof at the entrance for verification.

- Event badges, provided by the host college, must be worn throughout both days.

Event Participation Guidelines:

- Participants can join up to four events, subject to schedule feasibility.
- It is the participant's responsibility to check for event timing clashes.
- The schedule will not be altered—confirm with event coordinators before registering.

General Instructions

The registration fee is

- INR 250 for up to two event
- INR 300 for up to four events (maximum limit)
- Team event participants must register individually with the same fee.
- **Non-participating visitors can attend for INR 200 (both days).**

Key Registration Rules:

- Online registration only – no spot registrations.
- No refunds or changes after registration.
- Registration closes on 31st March 2026.
- Colleges must provide all required details in the form.
- Participants must dress appropriately on the Inspiria, Siliguri campus. College uniform or formal wear is required for Literary events.
- Participants are responsible for their belongings. The organizers will not be liable for any loss or damage.
- Participants bringing props in trucks or heavy vehicles must arrange for their arrival before 01:00 PM on both days. Leaving the venue between event rounds is not allowed.

Judging & Awards:

- The judge's decision is final and binding for all events.
- Colleges excelling in most or all events have a chance to win the Overall Trophy for the fest.

General Instructions

Code of Conduct & Security Rule:

- Any content or behavior offensive to national, religious, linguistic sentiments, or gender will lead to immediate disqualification.
- Any misbehavior by participants or visitors may result in disqualification of the entire college team.
- Outside food and drinks are not allowed, except for personal water bottles/tumblers. Alcoholic beverages are strictly prohibited.
- A mandatory security check will be conducted at the entrance. Refusal to comply will result in denied entry.
- Carrying sharp, flammable, or dangerous objects is forbidden. Selling or possessing narcotics, drugs, cigarettes, or addictive substances is strictly prohibited and will lead to expulsion.
- The college committee reserves the right to take action against rule violators.

HOSPITALITY EVENTS

Taste the Ingredients:

"Blindfold...Eat using your senses"

Smell, taste and identify. When the food flavors are fun, play with the power of your senses. Come let us use our senses to explore!

RULES AND REGULATIONS:

- **Team Size**: 2 members per team
- **Eligibility:** 1 team per college
- All participants will be blindfolded
- It is a two-round contest.
- **Round 1:** The participant identifies the items by smelling or touching.
- **Round 2:** The participant identifies the ingredients of an item by taste. The participant will be given a limited number of chances to name the ingredients
- The team with the most correct answers wins.

Sahil Gurung: 9046737068 & Ayusha Gurung: 9678139938

HOSPITALITY EVENTS

Burger Battle:

“Bringing the sizzle”

The burger is one of the most popular foods for this generation and in Insvaganza we are organizing an individual burger eating competition for the gastro warriors.

RULES AND REGULATIONS:

- **Event Type:** Individual competition with separate categories for Males & Females
- **Registration:** Limited to 8 participants **(Instant Registration)**
- **Eligibility:** 1 participant per category per college
- There will be only one round of competition
- Burgers along with limited water will be provided during the competition
- **Winning Criteria:** First to finish 2 burgers wins
- Judge's decision is final.

Lucky Thapa: 9863502014 & Sourabh Thapa : 7863920034

HOSPITALITY EVENTS

Pakwan - The Gastronomic Battle:

"Innovation through originality!"

Explore the gastronomic delights for the taste buds…. Now it's time to make food for others to relish and cherish… it's time for the best to taste.

RULES AND REGULATIONS:

- **Team Size:** 2 participants per team
- **Eligibility:** Only 1 team per college (First 8 registered teams will be considered)
- **Time Limit:** 120 minutes
- Participants should prepare 1 complete Indian non-vegetarian dish
- All ingredients should be brought by competitors in a soaked and marinated state
- **Cooking Venue:** Campus kitchen
- Basic equipment (knife, chopping board, gas range, oven, bowls, grinder) will be provided. If any special equipment is required, the participant has to bring it
- No proprietary food items allowed
- Competitors should bring 2 kitchen dusters along with them
- Workplace hygiene should be maintained
- **Judging Criteria:** presentation, taste & texture.

Yunesh Rai: 8927412327 & Yuvraj Chhetri: 7718264873

CREATIVE EVENTS

Pot Painting:

“Keep calm and paint the pot.”

RULES AND REGULATIONS:

- **Theme:** “Mandala Magic”
- It is an individual participation event
- Two participants can register from each college
- **Time Allotted:** 1 hour
- Participants will bring their own essential materials for the event like brushes, colors, pots, etc.
- The college will not provide the pots,
- You can bring a base colored pot.

Akshat Mani Pradhan: 7047865066

CREATIVE EVENTS

Face Painting:

“Let’s make it expressive.”

RULES AND REGULATIONS:

- **Theme:** Pop Culture
- Each college can have two teams at maximum with 2 members each
- **Time Allotted:** 1 hour
- Participants must bring their own face paints, brushes, sponges, and accessories.
- Only skin-safe, non-toxic face paints should be used.
- Use of permanent colors, harmful chemicals, or sprays is strictly prohibited.
- Participants may also use light decorative elements (glitter, stones, small props)
- The participants must paint their team members' faces according to the theme.

Pemasang Tamang: 8016406485

CREATIVE EVENTS

Leaf It – Botanical Leaf Impression:

"Turning nature's leftovers into lasting art."
Participants will use botanical impression techniques to transform these discarded natural elements into artistic and functional creations.

RULES AND REGULATIONS:

- **Team Size:** 2 participants in a team
- **Eligibility:** Two teams are allowed from each college
- **Time Limit:** 100 minutes
- Participants must bring their own fallen leaves, botanical waste, base materials (paper/fabric), hammer, and necessary stationery/tools.
- All materials will be checked before the event.
- All crafting must be done entirely at the venue. Pre-prepared compositions, printed designs, or pre-treated surfaces will lead to immediate disqualification.
- **Judging Criteria:** Creativity & originality, Sustainability approach, Aesthetic appeal & composition, Functional or conceptual clarity, Craftsmanship & finishing

Jointi Das: 8918725410 &Chanchala Agarwal: 79088 92615

MEDIA EVENTS

Insta Act:

"Where spontaneity meets performance."
A competition that tests a participant's spontaneity, creativity, expression, and acting ability.

RULES AND REGULATIONS:

- **Event Type:** The competition is strictly individual
- **Time Limit:** 50 seconds - 3 minutes
- Exceeding the time limit may result in deduction of marks.
- The situation/topic for performance will be provided 30 minutes prior to the event.
- The topic will be situational in nature
- Participants must prepare independently. No external assistance will be allowed during preparation time.
- Use of mobile phones or internet during preparation is strictly prohibited unless permitted by organizers.
- Basic props (if allowed by organizers) must be simple and arranged by the participant.
- **Judging Criteria:** Spontaneity, Expression, Acting Skills, Improvisation & creativity.
- Content must not be offensive, vulgar, or disrespectful.

Alankrit Khawas: 8637863482

MEDIA EVENTS

Photography:

RULES AND REGULATIONS:

- **Theme :The Art of Ordinary**
- All entries must be submitted online via the designated contest page (Google Drive link). Late submissions will not be accepted.
- Submitted photos must be in **JPEG** format
- Each contestant can submit a maximum of **3 original photos**
- Photos must be **created by the contestant** and free from copyrighted materials
- By submitting, the contestant ensures the photo does not infringe on any copyright, trademark, moral rights, privacy/publicity rights, or intellectual property rights
- Each photo must have a unique title and description; missing details may lead to disqualification
- **EXIF** metadata must remain intact, and photos must not include borders, logos, or identifying marks
- **Basic editing** (color adjustments, filters, cropping) is allowed, but major alterations (adding/removing elements, creating illusions) are prohibited
- All entries will go through a **moderation process** before being displayed on the contest page
- Organizers reserve the right to reject any submission.

Shreya Sarkar: 7797369323 & Shreya Saha: 6294195534

MEDIA EVENTS

Short Film:

RULES AND REGULATIONS:

- **Categories:** Fictional, Non-fictional, Animated, Reel.
- **Theme:** Open
- **Genre:** Open
- **Resolution:** Full HD
- Entries must be submitted online before the deadline via the given link Films must be in .mp4 format only
- Total runtime should be between 3 - 7 minutes only, including opening & closing credit
- The competition is only limited to undergraduate students
- Films can be in any language but must have English subtitles
- Each team can have up to 8 members
- Teams must keep an extra backup copy of their film
- Tobacco or alcohol consumption in the video will lead to disqualification
- The film must be original and free from copyrighted content.

Sargam Tamang: 9026878698 & Rugono Seyie: 9863878434

MEDIA EVENTS

Film Quiz:

RULES AND REGULATIONS:

- The medium of communication shall only be in English
- Individual participation is allowed.
- Only teams representing institutions can apply.
- Anyone suspected by an official of cheating will be disqualified.
- Anyone deemed by an official to be purposely disrupting an event or causing upset/annoyance/distress to another player/organizer will be removed.
- You are not permitted to replace a team member after submission of your final entry list
- The Department reserves the right to refuse entry to troublesome individuals

Anushka Dutta: 70016 48389 & Sumit 9932693723

FUN EVENTS

Tug of War:

“Battle of mind and might.”

Tug of war is a fun and competitive team sport. Here are some general rules and regulations for an eight-person team:

RULES AND REGULATIONS:

- 2 teams per college **(1 male & 1 female).**
- Each team should have **8 members.**
- There is no weight limit for the participants.
- The game involves usage of a single equipment i.e. a rope.
- Using abusive language is strictly prohibited.
- Each match will consist of three pulls (rounds). A pull is won when a team successfully pulls the opposing team across the line, thereby securing the round.
- The team that wins two out of the three pulls (rounds) will be declared the winner of the match and will progress to the next round of the competition.
- **Format:** Knockout
- The game will start when the referee blows the whistle, each team can start pulling the rope into their territory along with the members of the opposition team

Passang Lamu Sherpa: 8250880922

FUN EVENTS

Fast & Futsal:

Team Composition:

- Each team can consist of a maximum of 10 players and only registered players are allowed to participate.
- A team must have a minimum of 5 players to start a match.
- Maximum of 2 teams per college (1 male & 1 female).

Game rules & format:

- Matches will be played in accordance with Futsal Laws of the game, with modifications as deemed right by the organizing committee.
- 5 players will be on the turf at a time & 5 will be on the bench as substitutes.
- Match timings will be 20 mins for a match.
- In case of a draw by the end of the Full time, then we will move directly towards penalty shootout.
- All the decisions taken by the officials will be the final.
- Tournament structure: Knockout

FUN EVENTS

Game Conduct:

- Players, coaches, and spectators must adhere to the principles of fair play and sportsmanship.
- Disrespectful behavior towards officials, opponents, or teammates will not be tolerated and may result in ejection from the game or tournament.

Uniform and Equipment:

- Players must wear matching team uniforms with numbers clearly visible.
- Regular sports shoes with rubber soles are only allowed (non-marking shoes + Turf Shoes).
- Studs Shoes are not allowed.
- It is suggested that players wear protective gear while playing (Shin Guards and GK Gloves).
- Tournament Officials Qualified referees will officiate all matches and decisions made by officials are final and binding.

Piyush Sai: 8730843164

LITERARY EVENTS

Eloquence - Slam Poetry:

A platform for students to channel their inner voices through the art of spoken word—where each performance weaves original verses, emotion, and power into a memorable experience

RULES AND REGULATIONS:

- **Time Limit:** 4 minutes per performance. Exceeding the time limit may result in point deductions or disqualification
- All poems must be original and written by the performer. Plagiarism or reciting someone else's work will lead to disqualification.
- **Language:** Hindi, English, Bengali, Nepali
- Vulgarity, hate speech, or offensive content will result in immediate disqualification
- Props, musical instruments, or background music are not allowed (unless permitted by the organizers).
- All performance materials must be submitted in PDF format via the provided drive link by 6th April 2025
- **Judging Criteria:** Content and Originality, Creativity and Message, Delivery Performance, Stage Presence

Kabita Murmu: 7864802607

LITERARY EVENTS

The Great Pretenders:

The Great Pretenders is a unique debate competition where participants must step into the role of a completely different persona and defend arguments from that character's perspective.

RULES AND REGULATIONS:

- **Event Type:** Individual Debate Competition
- **Eligibility:** A maximum of 2 participants from one college.
- Each participant will randomly draw a sealed envelope containing a secret persona. Once assigned, personas cannot be exchanged.
- After personas are assigned, the debate motion will be revealed.
- Participants will receive 20–30 minutes of preparation time.
- Arguments must be presented strictly from the perspective of the assigned persona.
- **Debate Format:** Opening Statement – 3 minutes
  Rebuttal Round – 2 minutes
  Crossfire Round – 3 minutes
  Closing Statement – 1 minute

- Participants will have 30 seconds to reveal their true opinion.
- **Judging Criteria:** Conviction & Confidence, Consistency in portraying the persona, Strength & Clarity of Arguments, Rhetorical & Debating Skills, Creativity & Originality, Audience Engagement
- Language of debate: English only.
- Any offensive, hateful, or discriminatory remarks will lead to disqualification.

Raj Agarwal: 9810362004

CULTURAL EVENTS

Solo Dance Competition:

Categories: Male and Female
Dance Style: Open (Both male and female)
Song: According to the theme
Dance Theme: Nostalgia In Motion - Retro classics

Get ready to travel back in time as you groove through the golden decades of retro music.

RULES AND REGULATIONS:

- **Participation:** Two participants (Per College), one male and one female
- **Time Limit:** 3 minutes. Points will be deducted for exceeding the time limit.
- Participants must choose some evergreen classic songs representing the Retro era.
- **Classic Hook Step:** Participants must include at least one iconic hook step from a retro classic song as part of their choreography to highlight the theme ***Nostalgia in Motion.***
- Props allowed, but must be simple and self-arranged (no fire or sharp objects)

CULTURAL EVENTS

- Vulgarity, inappropriate gestures, or offensive content will lead to immediate disqualification.
- **Song Tracks:** All tracks must be sent in MP3 format to the Event Coordinators by 6th April 2026 i.e. 3 days before the event. The tracks will not be accepted after the deadline.
- **Judgement Criteria:** Expression, Applicability of the theme, Choreography, Creativity, Overall Impact

Aakriti Gupta: 8927584870

CULTURAL EVENTS

Clash Of Bands:

Theme: Sonic Spectrum - where genres collide and music ignites.

Get ready for a musical showdown where innovation meets electrifying energy! Sonic Spectrum is your stage unleash your unique sound and own the spotlight

RULES AND REGULATIONS:

- Introduce the artist(s) that you have selected, before beginning your routine
- Only one band from each college can participate
- Only the first 5 bands to register will be allowed to perform
- Maximum of 7 and minimum of 4 members are allowed to participate from a band
- Bands will be allotted a total of 20 minutes time, which includes time for soundcheck
- Bands must get their own instruments and accessories. Drums will be provided by Inspiria

CULTURAL EVENTS

- Bands can report at 1:30pm on the event day and do their sound check as and when stage is available
- Organizers are not responsible for the loss or damage of the instrument
- Any abusive language or signs, if used, will lead to immediate disqualification
- Bands should have an exclusive name and must be provided at the time of registration
- Vulgar or suggestive lyrics, antics, clothing and inappropriate content is strictly prohibited
- **Judgement Criteria:** Synchronization, vocals, rhythm and overall performance

Muskan Thapa: 8250185338

CULTURAL EVENTS

Solo Singing Competition (Indian and Western):

Unleash your inner star and set the stage ablaze with your mesmerizing voice!

RULES AND REGULATIONS:

- **Time Limit:** 2 to 3 minutes.
- **Participation:** One participant, for each category (Indian & Western)
- Participants must bring their own instruments or a backing track.
- Songs must be decent and respectful, free from any inappropriate, offensive, or derogatory language that could hurt sentiments related to any place, person, religion, community, country, or belief
- If using a track, it must be sent in MP3 format to the Event Coordinators by 6th April 2026 i.e. 3 days before the event.
- The tracks will not be accepted after the deadline.
- **Judging Criteria:** Song selection, Vocal quality, Rhythm, and Stage Presence

Shreya Paul: 8967355580

CULTURAL EVENTS

Rap Royale:

Theme: Open expression

Welcome to the rap battle arena, where words hit harder than punches!

RULES AND REGULATIONS:

- **Original Composition -** Any plagiarized material will be disqualified.
- **Individual performance -** Each performer can have one individual to add the extra effects (like beatboxers, other sound textures or singers)
- **Time limit -** 5 Minutes
- **Prop usage -** Musical props are allowed
- **Language usage -** Bilingual. Any indecent or lewd language as well as any personal venting will invite immediate disqualification.
- If using a track, it must be sent in MP3 format to the Event Coordinators by 6th April 2026 i.e. 3 days before the event. The tracks will not be accepted after the deadline.
- **Judgement Criteria:** Originality & Concept, Well-crafted lyrics, rightly interplayed beat and Overall Impact

Tanisha Sarkar: 7427985131

CULTURAL EVENTS

Groove & Move (Group Dance):

"Squad on Beat, Stage on Fire – Turning Rhythm into Power."

RULES AND REGULATIONS:

- **Theme & Style:** Open
- **Time Limit:** 5 to 6 minutes.
- Exceeding the time limit will result in disqualification
- **Participation:** Each group must have 6 to 10 members.
- Vulgar or inappropriate content is strictly prohibited.
- **Props:** Participants must bring their own props (eco-friendly).
- 2 minutes will be given for setup.
- Any type of plagiarism is strictly prohibited.
- **Costume:** Attire must be decent and appropriate.
- All tracks must be sent in MP3 format to the Event Coordinators by 6th April 2026 i.e. 3 days before the event. The tracks will not be accepted after the deadline.
- **Judgement Criteria:** Choreography, Coordination, Attire and Overall performance.

Aditi Pradhan: 9832095184

CULTURAL EVENTS

Fashion Show:

"Create your own style! Be Original, Be Fashionable!!

RULES AND REGULATIONS:

- **Theme:** Decade Remix- mixing iconic styles from 60s - 90s in a playful modern collection.
- **Eligibility:** One team per college.
- Minimum **8** and Maximum **13** members in one team can participate.
- **Time Limit:** 15 minutes
- All the garments, accessories, makeup and props must be arranged by the team itself.
- Only the changing room will be provided by the college.
- Vulgarity and hazardous items (such as crackers, fire torches, etc.) are strictly prohibited.
- College or management won't be responsible for lost or stolen articles.
- All tracks must be sent in MP3 format to the Event Coordinators by 6th April 2026 i.e. 3 days before the event. The tracks will not be accepted after the deadline.
- **Judgement Criteria:** Walk, Theme, Costume, Choreography and Overall Performance.

Aditi Thapa:8617866853

CULTURAL EVENTS

Solo Instrumental:

RULES AND REGULATIONS:

- **Time limit:** 3 minutes (performance) + 1 minute (setup)
- Participants need to bring their own instrument. They will be judged on the use of one instrument only
- The participants can be accompanied by a supporting track or one backing instrumentalist.
- All tracks must be sent in MP3 format to the Event Coordinators by 6th April 2026 i.e. 3 days before the event. The tracks will not be accepted after the deadline.
- Vulgar or suggestive themes, stage antics or clothing will not be accepted and will lead to disqualification.
- An elimination round will be held before the main event if there are a large number of participants.
- **Judging criteria:** Rhythm, Technique, Degree of difficulty

Diya Pradhan: 9832851858

CULTURAL EVENTS

Mr. & Miss Insvaganza - Pageant Competition:

RULES AND REGULATIONS:

Round 1 – Talent Round (Day 1)

- All registered participants must showcase their talent in this round.
- The performance can include dance, singing, poetry, acting, or any other talent.
- Participants are allowed to wear any attire as per their performance.
- **Time limit:** Maximum 3 minutes per participant.
- Participants exceeding the time limit may face point deduction or disqualification.
- Based on the judges' evaluation, selected participants will be shortlisted for the final round.

Round 2 – Final Round (Day 2)

- Only the shortlisted participants from Round 1 will perform in this round.
- This round will consist of:
- Ramp Walk / Personality Walk
- Question & Answer Round conducted by the judges.

CULTURAL EVENTS

Dress Code for Final Round (Day 2)

- Male Participants: Formal attire.
- Female Participants: Evening gown.

Performance Guidelines

- Participants must arrange their own costumes, props, and music for the talent round.
- All tracks must be sent in MP3 format to the Event Coordinators by 6th April 2026 i.e. 3 days before the event. The tracks will not be accepted after the deadline.

Code of Conduct

- Participants must maintain discipline, respect, and professionalism throughout the event.
- No vulgarity, inappropriate gestures, or offensive content will be tolerated in any performance.

Judging Criteria

- Participants will be judged on talent, creativity, confidence, stage presence, personality, communication skills and presence of mind.

Virender Bisht: 6205624630 & Aparna Jena - 8597164784

TECHNICAL EVENTS

BGMI:

RULES AND REGULATIONS:

- **Platform:** Mobile Only.
- **Mode:** Squads (4 Players+1 Substitute)

This tournament follows a high-stakes 10-point system where every kill counts toward the final standing.

Placements	Points
1st (WWCD)	10 points
2nd	6 points
3rd	5 points
4th	4 points
5th	3 points
6th	2 points
7th-8th	1 point
9th-16th	0 point
Every Finish (Kill)	1 point

TECHNICAL EVENTS

1. Registration & Eligibility

- Account Requirements: Players must be at least Level 20.
- Roster Lock: Teams must play with the 4 players registered. No "mercenary" or unregistered players allowed.
- Multiple teams from the same college can register.
- We will accept a total of 15 registrations on a first-come, & first-serve basis.

2. Device & Technical Constraints

- Only smartphones are permitted. (Banned Gear: iPads, Tablets, Emulators, Triggers, and Controllers are strictly prohibited.)
- Players must ensure the Erangel & Rondo Maps and required resource packs are fully downloaded before the match starts.
- Failure to load into a map due to missing files will result in the team playing with a partial roster or receiving 0 points for that match.
- Each player is responsible for their own data/Wi-Fi. Matches will not be paused for "ping" issues.

3. In-Game Appearance & Conduct

- All players must have their characters fully clothed (outfits/skins) in the lobby and during the match. "Naked" or default-only characters (without basic clothing) are discouraged to maintain a professional appearance for spectators and streams.

- No hateful speech, vulgar language, or harassment (in-game or on social media).

4. Fair Play & Anti-Cheat

- Use of GFX tools, scripts, wall-hacks, or auto-aim will result in an immediate lifetime ban.
- Any agreement between teams to not fight or share loot will result in immediate disqualification for both squads.
- Watching the official stream during a match is strictly forbidden.

5. Match Day Protocol

- Room credentials will be shared 15 minutes before start. The match starts exactly at the scheduled time.
- Teams must sit in their assigned slot numbers. Failure to do so may lead to point penalties.
- If total points are tied, winners are decided by Total WWCDs, followed by Total Placement Points, then Total Finish Points.

6. Room Type & In-Game Features

- This tournament will be conducted using Normal Room Cards in Battlegrounds Mobile India (BGMI).
- All official features available in the selected maps are allowed.
- Recall Towers are allowed (if available in map).
- Self-AED (Self Revive) is allowed (if available).
- Emergency Pickup, Flare Guns, Shops, Special items, and map-specific features are allowed.
- Any standard in-game mechanism provided by BGMI developers is permitted.
- Only third-party tools or illegal modifications are banned.
- Players are free to use all in-game mechanics that are naturally available within the map during the match

7. Proof & Disputes

- Team Captains must submit a screenshot of the "Match Results" and "Kills" screen immediately after the match.
- The Tournament Organizer's decision is final and binding in all matters.

Rajeev Ranjan Sharma: 7407179627 & Aman Gupta: 8617085139

TECHNICAL EVENTS

MOBILE LEGENDS:

RULES AND REGULATIONS:

Registration Policy:

- A participant is allowed to represent only one team during the entire event.
- Multiple registrations can be done from one particular college.
- The tournament will accept a total of 6 team registrations on a first-come, first-serve basis.

Player Account Rules:

- Every player must compete using their personal Mobile Legends account.
- Using another player's account, shared accounts, or temporary/guest accounts is strictly prohibited and may lead to disqualification.

Tournament Format & Schedule:

- Qualifier Round: Single Elimination – Best of 1 (Bo1).
- Playoff Stage: Structure may vary depending on the number of registered teams.
- Final Round: Best of 3 (Bo3) series to determine the champion.

TECHNICAL EVENTS

Check-in Procedure:

- Teams are required to report for their match at least 10 minutes before the scheduled start time.
- If a team fails to appear within 5 minutes after the official match start time, the match may be awarded to the opposing team.

Match Policy:

- Delays caused by teams may result in warnings, penalties, or forfeiture.
- Matches will take place in Custom Mode using Draft Pick settings.

Disconnection & Remake Policy:

1. Early Game Disconnection (0–2 Minutes)

A match may be eligible for a remake only if all of the following conditions are met:

- A player disconnects within the first 2 minutes of game time.
- No First Blood has occurred.
- No turret has been destroyed.
- If all conditions are satisfied, the match may be restarted (remake allowed).
- The decision will be made by the tournament referee after verifying the match situation.
- If approved, the match will be restarted with the same teams.

2.Disconnection After 2 Minutes

- If a player disconnects after 2 minutes, the match will continue.
- No remake will be granted after the 2-minute mark.

Each team is allowed:

- One official pause per match.
- Maximum total pause duration: 5 minutes.

During the pause period:

- If the disconnected player reconnects within 5 minutes → the match continues normally.
- If the player does not reconnect within 5 minutes → the team must continue the match 4v5.

3. Full Team Disconnection

If an entire team disconnects due to:

- Internet failure
- Power outage
- Device malfunction
- Then the affected team will be given a maximum of 5 minutes to restore connection.
- If the team fails to reconnect within 5 minutes → the match will be awarded to the opposing team.

Exception:

- If the issue is confirmed to be a server-wide problem affecting multiple players, tournament officials may decide to restart the match.

4. Intentional Disconnection

Any deliberate disconnection to gain an unfair competitive advantage will result in:

- Immediate match loss.
- Possible disqualification from the tournament.

Final Authority:

- All decisions regarding remakes, pauses, and disconnections will be made by the tournament referee.
- The referee's decision will be final and binding.

Server or Connection Problems:

- If players experience unusual lag or unstable server performance, they must inform the tournament referee immediately.
- Officials will determine whether the match should continue or be replayed.

Hero Selection:

- Any hero available in the current version of the game can be used.
- In later stages of the tournament, organizers may introduce a hero banning phase (for example, three bans per team).

Natasha Pradhan: 859748893 & Leher Dangal: 9679370867

TECHNICAL EVENTS

BUG HUNTER:

RULES AND REGULATIONS:

1. **Eligibility:**
   - Participants must register as a team.
   - Each participant can be part of only one team.
   - All teams must complete online registration before the event begins.
   - Each team may consist of a maximum of 2 members.
   - Duplicate or inappropriate team names may be rejected by organizers.

2. System Allocation:
   - Registered teams will be assigned college-provided systems during the competition.
   - Teams must use only the assigned system.
   - Switching systems or tampering with configurations is prohibited.

3. **Event Structure:**
   - All tasks will be accessible through the official event portal.
   - Submissions after the timer expires will not be accepted.

6. Scoring System:

- Each task carries predefined points.
- Points are awarded only upon successful validation.
- No partial scoring is provided.
- In case of a tie, earlier completion time will determine ranking.

7. Allowed & Prohibited Actions:

- Allowed: Logical analysis, use of browser developer tools, pattern observation, debugging client-side logic.
- Prohibited: SQL injection, brute-force attacks, server exploitation, database tampering, automated spam submissions, or sharing solutions.

8. Fair Play Policy:

- Platform manipulation or exploitation attempts will result in immediate disqualification.

9. Time Regulations:

- The official timer will be strictly followed.
- No time extensions will be provided unless officially announced.

10. Disqualification Criteria:

- Exploiting vulnerabilities.
- Sharing answers.
- Server manipulation attempts.
- Misconduct during the event.

11. Technical Preparation Guidelines:

- Practice logical debugging.
- Understand browser developer tools.
- Improve pattern recognition and analytical reasoning.
- Stay calm and think systematically.

12. Organizer Authority:

- The organizing committee reserves the right to modify rules if necessary.
- All decisions made by the organizing committee will be final and binding.

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TECHNICAL EVENTS

DATA VISUALIZATION:

RULES AND REGULATIONS:

1. Game Duration

- The total duration of the game is 90 minutes.
- The event is divided into two main phases:
  Auction Phase – 60 Minutes
  Teams participate in a live auction to acquire characters.
- Battle Phase – 30 Minutes
  Teams deploy their characters on the battlefield

2. Pre-Event Preparation

the complete list of available characters and their attributes will be shared with all teams two days prior to the event.
The character data will include:

- Character Name
- Health Points (HP)
- Damage
- Attack Range
- Movement Speed
- Special Ability
- Base Auction Price
- Character Role (Tank, Mage, Assassin, Support, etc.)

3. Team Registration:

Each participating team must register before the event begins.
Each team will receive:

- A unique team name
- A starting balance of game coins
- Access to the auction system

The starting coin balance will be equal for all teams to ensure fairness

Teams will use these coins to bid for characters during the auction.

5. Character Auction Phase:

During the auction phase, characters will be auctioned one at a time. Teams compete by placing bids using their available coins.
Auction rules include:

- Each character starts with a base price.
- Teams must place bids higher than the current highest bid.
- A minimum bid increment will be enforced.
- Each auction will have a limited time window.
- The highest bidder when the timer ends wins the character.

Once a team wins a character:

- The bid amount is deducted from the team's coins.
- The character is added to the team's roster.
- The team can use the character in the battle phase.

Teams must manage their coins carefully throughout the auction.

6. Deck Finalization:

After the auction phase ends, teams will finalize the characters they will deploy during the battle phase.

Rules for deck selection:

- Each team may deploy a maximum of 8 characters.
- Characters must be selected from those acquired during the auction.
- Once the battle phase begins, decks cannot be changed.

Teams must choose characters strategically based on their abilities and battlefield roles.

7. Battlefield Setup:

- Battles take place on a 10 × 10 grid battlefield, consisting of 100 cells.
- Each character occupies one grid cell.
- The battlefield is divided into deployment zones for each team..
- Teams must place their characters within their assigned deployment zones.
- Before the battle begins, teams will place their selected characters on the grid.

Rules:

- Each character occupies a single grid cell.
- Characters cannot overlap.
- Characters must be deployed within the assigned team deployment area.
- Once placement is confirmed, positions cannot be changed.

8. Battle Simulation:

The battle phase is automated.

After both teams deploy their characters, the system runs a simulation where characters:

- Move toward enemies
- Attack opponents within range
- Activate special abilities
- Take and deal damage

Each character operates according to its attributes and role.

Characters remain in combat until their health points reach zero, at which point they are removed from the battlefield.

9. Victory Conditions:

A team wins the battle if:

- All opposing characters are eliminated.

If the battle timer ends and both teams still have surviving characters, the winner will be determined based on:

- The number of remaining characters
- Total remaining health across surviving characters

10. Fair Play and Conduct:

All participants are expected to maintain fair play and respectful conduct throughout the event.

The following actions are prohibited:

- Exploiting technical issues or bugs
- Attempting to manipulate the auction system
- Disrupting other teams during gameplay

The moderator reserves the right to make final decisions in case of disputes.

11. Moderator Authority:

The moderator oversees the entire game and ensures that rules are followed.

Moderator responsibilities include:

- Managing the auction process
- Starting and ending phases
- Initiating battles
- Resolving disputes
- Declaring final results

The moderator's decisions are considered final.

12. Tournament Completion

The team that successfully defeats its opponent or achieves the highest performance according to the victory rules will be declared the winner of the match.

13. Strategic Tips for Teams:

Although the game involves automation during battle, strategy plays a major role in determining the outcome.

Teams should consider:

- Budget management during auctions
- Balanced team composition
- Character synergy
- Smart grid positioning

Sujan Chandra Das: 8597049624 & Piyush: 9939176395

SCHEDULE

DAY 1- 10.04.2026

10.00 AM	10.30 AM	12.00 PM	12.30 PM	01.00 PM	02.00 PM	03.00 PM	04.00 PM	04.30 PM	06.30 PM
Inaugration (INSPIRE 75)	**Data Viz** Lab 1 (Ground floor)	**Taste The Ingredients** Lab Kitchen (Second Floor)	**Mr. & Ms. Insvaganza** Round1 (INSPIRE 75)	**Short Film** Seminar Hall 1 (Ground Floor)	**Bug Hunter** Lab 1 (Ground floor)	**Solo dance** (Main Stage)	**Burger Battle** (Main Stage)	**Clash of Bands** (Main stage)	**Prize Distribution** (Main Stage)
	Eloquence- Slam Poetry (INSPIRE 75)	**Insta Act** (INSPIRE 75, Seminar hall)		**Pot Painting** C-107 (First Floor)	**Film Quiz** (INSPIRE 75 Seminar)		**Tug of War** (Ground)		

DAY 2- 11.04.2026

10.30 AM	12.00 PM	12.30 PM	01.00 PM	02.00 PM	03.00 PM	04.00 PM	05.00 PM	06.00 PM	07.00 PM
Mobile Legends Lab 1 (Ground floor)	**Leaf It** C-301 (Third Floor)	**Solo instru- mental** (INSPIRE 75)	**Photo- graphy** C-104 (First Floor)	**BGMI** Lab 1 (Ground floor)	**Solo Singing** (INSPIRE 75)	**Mr & Ms Insvaganza** Round 2 (Main Stage)	**Groove & Move Group Dance** (Main Stage)	**Fashion Show** (Main Stage)	**Prize Distribution** (Main Stage)
Futsal InTurf	**Pakwan Lab-** Kitchen (Second Floor)		**The Great Pretenders** (INSPIRE 75, Seminar Hall)	**Face Painting** C- 107 (First Floor)	**Rap Royale** (Main Stage)				