



IPSC IT FEST 2026

Inspection & Safety

Hackathon

Sections 23 and 26 of the Hackathon Rulebook

The Doon School

DEHRADUN

23. Safety & Responsible Technology

23.1 All participants must comply with school safety regulations and instructions issued by the Organising Committee.

23.2 Companies working with electrical, mechanical, electronic or fabrication equipment must use such equipment responsibly.

23.3 Participants must not construct or deploy systems intended to: cause physical harm; damage property; interfere with other teams; disrupt networks; compromise devices without authorisation; or create an unreasonable safety risk.

23.4 Cybersecurity-related features may be developed where they are directly relevant to the Problem Statement, but participants may not attack, compromise or interfere with systems belonging to the school, organisers, judges or other Companies.

23.5 The Organising Committee may stop the operation of any prototype considered unsafe.

23.6 A Company may be required to modify, deactivate or withdraw a component that presents a safety risk.

26. Inspection & Verification

26.1 The Organising Committee and Judging Panel reserve the right to inspect a Company's: prototype; source code; development environment; AI-use declaration; documentation; financial calculations; and other relevant competition materials.

26.2 A Company may be required to demonstrate that it understands a particular portion of its submission.

26.3 Inspection may take place: during development; immediately before the Corporate Pitch; during the Q&A; or after the conclusion of judging where necessary to investigate a suspected violation.

26.4 A Company refusing a legitimate inspection may be subject to penalty or disqualification.