

## Discipline Rules for the Event

To ensure a smooth, safe, and enjoyable event for everyone, all participants are expected to follow these discipline guidelines:

### 1. Punctuality and Attendance

- Students must report to the event venue **on time** as per the schedule.
- Late entry is **not allowed** without prior permission from the event coordinator.
- Attendance will be mandatory for all the participants to get the grand finale certificate.

### 2. Behavior and Conduct

- Maintain **respectful behavior** towards mentors, teachers, judges, and fellow participants.
- Use **polite language** and show **team spirit** at all times.
- **No shouting, arguing, or disrupting** during sessions or competitions.
- **No discussion amongst the teams or with teachers inside the auditorium when a team is presenting their ideas in innovation competition.**
- Avoid Unnecessary walking in Corridors or competition arena.

### 3. Use of Equipment

- Handle all **robotics kits, laptops, and tools carefully**.
- **Do not dismantle or remove** any components without permission.
- **No Power source is given at the time of competition.**
- Any **damage due to carelessness** will have to be compensated by the student/team.

### 4. Safety and Cleanliness

- Follow all **safety instructions** given by trainers and volunteers.
- **No eating or drinking in auditorium, competition arena and** near electronic components or kits.
- Keep your workstation **clean and organized** before leaving.

### 5. Mobile and Electronic Gadgets

- **Mobile phones** should be kept on silent mode during the event.
- Use of personal devices is allowed **only with trainer's permission** for educational purposes.
- Use of Mobile phone is prohibited in Round 1 of senior Student competition.

### 6. Competition Fairness

- **No plagiarism or cheating** in design, coding, or idea presentation.
- Teams must **work independently** and respect others' work.
- Judges' decisions will be **final and binding**.

## 7. Dress Code

- Students must attend in **school uniform** or any dress suitable for them.
- **ID cards** must be worn at all times.

## 8. Respect for Venue and Staff

- Maintain discipline in school premises, corridors, and rest areas.
- Follow instructions from event coordinators and volunteers.

## 9. Consequences of Misconduct

- Violation of rules may lead to **disqualification, removal from the event, or disciplinary action** as decided by the organizers.
- Any Means of Discipline, arguing, misbehave can lead you to **-5, -10 marks** deduction or completely disqualification depending on the misconduct.

**Show enthusiasm, creativity, and teamwork — this is a learning experience for everyone!**