



THE HACKATHON RULEBOOK

Think quantum. Build boldly. Show what works.

29 – 31 October 2026 ■ 1–4 members per team

Hackathon at a Glance

This handbook sets out the participation rules and key information for the QFF 2026 Hackathon, part of the IBM Qiskit Fall Fest at BITS Pilani, Goa Campus.

ITEM	DETAIL
Hackathon window	29 October 2026, 12:00 AM – 31 October 2026, 11:59 PM IST
Problem statements	Released at 12:00 AM on 29 October 2026
Team size	1–4 members; solo participation is permitted
Team restriction	Each participant may belong to only one team
Registration	Every team member must register for QFF
Tracks	Teams may participate in either or both tracks
Physical room	Available only on 31 October, from 9:00 AM until the event ends
Mentor support	Available throughout the hackathon via the Discord server
Submission	Private GitHub repository named <code>qff_bits_<team_name></code> , with AresTheWarGod42 added as a collaborator
Judging	Criteria are sent separately with the problem statements
Prize pool	To be announced

REGISTRATION RULE

Registering for QFF qualifies a participant for the hackathon. Every member of a team must complete their own QFF registration.

1 Event Overview

QFF 2026 brings participants together to explore quantum computing through practical, creative projects. Teams should build a solution that responds to the released problem statement and be able to clearly explain what the quantum-computing component of their project does.

All times in this rulebook are Indian Standard Time (IST, UTC+5:30), unless the organisers explicitly state otherwise.

2 Eligibility and Registration

- Registration for QFF is the prerequisite for participating in the hackathon.
- Every person on a team must complete their own QFF registration.
- A team may have 1, 2, 3, or 4 members. Solo participation is permitted.
- Each participant may belong to only one team.
- Teams must provide the correct names and registration details of all members when submitting their project.

3 Timeline and Venue Access

Milestone	Date / Time (IST)
Hackathon begins	29 October 2026, 12:00 AM
Problem statements released	29 October 2026, 12:00 AM
Physical room opens	31 October 2026, 9:00 AM
Hard deadline / hackathon ends	31 October 2026, 11:59 PM

The physical room is available only on 31 October, from 9:00 AM until the event ends. Participants should plan to work remotely or from another permitted location before the room opens.

HARD DEADLINE

The official hard deadline is **31 October 2026 at 11:59 PM IST**. Problem statements are released at 12:00 AM on 29 October 2026.

4 Problem Statements and Tracks

Problem statements will be released at 12:00 AM on 29 October 2026. The official release link will be shared by the organisers.

Teams may participate in either or both tracks. The problem statements and their judging criteria will be communicated together. Teams should follow the requirements supplied with the problem statement they choose to address.

5 Submission Requirements

Every team submits its project as a **private GitHub repository**. Please follow the naming and access rules below exactly so that your submission can be located and evaluated.

5.1 Repository rules

- 1. Name:** the repository must be named `qff_bits_<team_name>`, where `<team_name>` is your registered team name. Solo participants use their team name as well.
- 2. Visibility:** the repository must be **Private**.
- 3. Access:** add the GitHub user [AresTheWarGod42](#) as a **Collaborator** so the organising team can review your work.
- 4. Timing:** the repository, with access granted, must be ready before the hard deadline of 31 October 2026, 11:59 PM IST.

EXAMPLE

Team *Entangled Owls* → repository `qff_bits_entangled_owls` (Private), with [AresTheWarGod42](#) added as a Collaborator. Using lowercase letters, digits, and underscores in the team name is recommended, as GitHub repository names cannot contain spaces.

5.2 How to add the collaborator

1. Open your repository on GitHub and go to **Settings** → **Collaborators**.
2. Click **Add people** and search for [AresTheWarGod42](#).

3. Select the user and send the invitation. Confirm that it shows as invited or added.

5.3 Submission checklist

BEFORE YOU SUBMIT

- Repository is named `qff_bits_<team_name>` and set to **Private**.
- `AresTheWarGod42` has been added as a **Collaborator**.
- The repository clearly identifies the project and all team members.
- A README includes a project overview, the quantum-computing component, and setup/run instructions.
- Pre-existing code and third-party assets are clearly distinguished from work done during the hackathon.
- Any further submission instructions announced by the organisers have been followed.

6 Judging and Evaluation

Judging criteria depend on the problem statement and will be sent together with the statements. Refer to the criteria provided for your selected problem statement for the official evaluation rubric.

7 Mentor Support

Mentor support will be available throughout the hackathon. Anyone with doubts can raise them on the official Discord server: <https://discord.gg/neH4QKRvR>

8 Code of Conduct

All participants are expected to behave respectfully toward other participants, organisers, mentors, judges, and venue staff.

- Follow organiser instructions and campus safety requirements.
- Use respectful language and keep collaboration constructive.
- Report safety, conduct, or fairness concerns to the organisers.
- Plagiarism, cheating, harassment, deliberate disruption, or serious misconduct may lead to disqualification.

9 Originality and Use of Third-Party Resources

Teams should distinguish pre-existing code or assets from work completed during the hackathon. Third-party code, data, images, and other assets must be used in accordance with their applicable licences. Any specific restrictions on AI tools, external APIs, or other development resources will be communicated by the organisers.

10 Prizes

The hackathon prize pool and further prize details will be announced later. Prize categories, values, eligibility, and distribution details will be communicated by the organisers when available.

11 Official Communication

Official website	https://q-bits.in/
Problem statements	Official release link to be shared by the organisers
Discord support	https://discord.gg/neH4QKRvR
Organiser contact	Available via the website and Discord server

BEFORE YOU PARTICIPATE

Register every team member for QFF, make sure each person belongs to only one team, watch for the problem-statement release at midnight on 29 October, and have your private `qff_bits_<team_name>` repository ready, with [AresTheWarGod42](#) added as a collaborator, by 31 October 2026 at 11:59 PM IST.