



International Islamic University Islamabad
Faculty of Engineering and Technology
Department of Electrical and Computer Engineering



Rulebook

FETEX-24

Table of Contents

1.	Introduction:.....	3
2.	General Instructions:.....	3
3.	Registration Process:.....	4
4.	Committees:.....	5
5.	Schedule of FETEX-24:.....	7
6.	Responsibilities of Event Supervisors and Organizers:.....	9
7.	Perks for Ambassadors of FETEX-24:.....	10
8.	Speed Wiring Competition:.....	11
9.	Arduino Programming and Interfacing Competition:.....	12
10.	Speed Programming Competition:.....	13
11.	PCB Designing Competition:.....	14
12.	Line Tracking Robotic Competition:.....	15
13.	Math Genius Competition:.....	17
14.	AI Sprint Challenge:.....	18
15.	Content Creation Competition:.....	19
15.1	Photography:.....	19
15.2	Videography:.....	19
16.	Outdoor Competitions:.....	20
16.1	Mini Cricket:.....	20
16.2	Futsal:.....	20
16.3	Tug of War:.....	20
17.	Indoor Competitions:.....	21
17.1	Table Tennis:.....	21
17.2	Arm Wrestling:.....	21
17.3	Luddo:.....	21
17.4	Snooker:.....	21
17.5	E-Gaming (PUBG):.....	22
	Contact Information:.....	23

1. Introduction:

The Faculty of Engineering and Technology Expo (FETEX) has been an annual event organized by the Department of Electrical and Computer Engineering (DECE) under the Faculty of Engineering and Technology (FET) since 2010. This nationwide event is designed to foster critical thinking, enhance intellectual skills, and promote extracurricular engagement among participants. FETEX serves as a unique platform for students from various institutions across Pakistan to collaborate, showcase their talents, and engage with like-minded peers. FETEX-24 promises to be an exciting and dynamic opportunity for emerging talents to demonstrate their technological expertise and extracurricular abilities. The two-day event is set to take place on December 11-12, 2024. A list of events for FETEX-24 is provided below.

Sr. No.	Event's Name
1.	Speed Wiring Competition
2.	Arduino Programming and Interfacing Competition
3.	Speed Programming Competition
4.	PCB Designing Competition
5.	Line Tracking Robotic Competition
6.	Math Genius Competition
7.	AI Sprint Challenge
8.	Content Creation Competitions: Photography and Videography
9.	Outdoor Competitions: Mini Cricket, Futsal and Tug of War
10.	Indoor Competitions: Table Tennis, Arm Wrestling, Luddo, Snooker and E-Gaming (PUBG)

2. General Instructions:

- a. Participants are required to thoroughly review the rules and regulations of the respective competition before completing the entry form for their chosen event.
- b. Only **male students** are eligible to participate in FETEX-24.
- c. Participants must be currently enrolled in a recognized institute in Pakistan, regardless of their field of study.
- d. A student who serves as an event organizer for any FETEX-24 event is not eligible to participate in that specific event. However, they may take part in other events where they are not part of the organizing team.

- e. Once registration is complete, no substitutions will be allowed for team members.
- f. If an individual wishes to participate in multiple events, they must register separately for each event.
- g. The registration fee is non-refundable.
- h. Participants are advised to maintain regular communication with the event organizers.
- i. Participants must bring their CNICs with them on the event day.
- j. Strict discipline must be observed during the competition. Any disruptive behavior or act of violence will lead to immediate disqualification.
- k. Shields and certificates will be awarded to the winning and second-place teams during the FETEX-24 closing ceremony.
- l. The FETEX-24 committee reserves the right to amend these rules if necessary.

3. Registration Process:

Registration for FETEX-24 will begin on December 2, 2024. Please follow the instructions below to complete your registration:

a. For IIUI Students (Male Only):

- Submit your registration fee at the registration desk. Once payment is made, you will receive a registration slip signed by the registration team.
- Next, complete the Registration Form (<https://forms.gle/KnvtVKRi2XqZehYr9>) and upload a scanned copy of your registration slip to finalize your registration.
- For any questions, feel free to contact us on Mobile/WhatsApp at **0320-9831088 / 0327-8563928 / 0315-5350599 / 0301-9558013**.

b. For Students from other Institutions (Male Only):

- Fill out the Registration Form (<https://forms.gle/KnvtVKRi2XqZehYr9>) before the event.
- On the event day, submit your registration fee at the registration desk. After payment, you will receive a registration slip, confirming your final registration for FETEX-24.
- For any questions, feel free to contact us on Mobile/WhatsApp at **0320-9831088 / 0327-8563928 / 0315-5350599 / 0301-9558013**.

4. Committees:

Sr. No.	Type	Committee Members	Responsibilities
1.	Recruitment Affairs	Engr. Azam Khan (Head) Dr. Muhammad Muzammil Engr. Adeel Khan Jadoon Dr. Hassaan Haider Engr. Muhammad Asad	<ul style="list-style-type: none"> ➤ To recruit suitable candidates for the positions of President, Vice President-I, Vice President-II and organizers.
2.	Registration Affairs	Dr. Tayyab Ali (Head) Mr. Muhammad Naeem President (FETEX-24) Vice President-I (FETEX-24) Vice President-II (FETEX-24) Mr. Talha Haider Mr. Muhammad Noman Mr. Umair Hassan Mr. Shoaib Rasheed Khan	<ul style="list-style-type: none"> ➤ To design a user-friendly registration process that ensures efficient management and tracking of registrations. ➤ To recruit ambassadors from various universities to promote FETEX-24 and oversee their registration process (<i>Vice President-I and II</i>). ➤ To supervise and monitor the registration process within the IIUI premises as directed (<i>President</i>). ➤ To facilitate communication and coordination with registered teams through dedicated WhatsApp groups. ➤ To prepare a comprehensive and well-organized post-event report.
3.	Financial and Technical Affairs	Dr. Tayyab Ali (Head) Mr. Misbah ud Din Mr. Muhammad Wajid	<ul style="list-style-type: none"> ➤ Financial analysis, budget planning, and cash flow management. ➤ Preparation of final adjustments for all FETEX-24 expenditures. ➤ Procuring materials for technical events, stationery, decorations and refreshment items etc.
4.	Purchase and Management of Sports Goods & Miscellaneous Items	Dr. Hassaan Haider (Head) Engr. Rizwan Latif Mr. Atiq Ahmad Mr. Naseeb ur Rahman	<ul style="list-style-type: none"> ➤ Temporary issuance of sports equipment from the IIUI Sports Directorate. ➤ Reservation of sports grounds, courts, activity center, and other facilities. ➤ Procurement and management of sports goods for all events. ➤ Maintaining accurate records of the sports inventory.
5.	Sponsorship Affairs	Engr. Azam Khan (Head) Dr. Sajjad Khan Dr. Shahid Ikram Dr. Adnan Umar Khan Dr. Muhammad Muzammil Engr. Adeel Khan Jadoon Engr. Hammad Shakeel	<ul style="list-style-type: none"> ➤ To identify and engage potential sponsors. ➤ To manage sponsor relationships through regular follow-ups. ➤ To ensure the fulfillment of sponsorship commitments. ➤ To provide sponsors with the necessary protocol and facilities during FETEX-24.
6.	Design and Printing Affairs	Dr. Tayyab Ali (Head) Engr. Muhammad Asad Mr. Hasham Sohail Mr. Usman Ameer	<ul style="list-style-type: none"> ➤ Designing and printing of panaflexes, posters, standees, invitation cards, certificates, and shields.
7.	Publicity Affairs	Dr. Athar Waseem (Head) Engr. Ubaid Umar Engr. Muhammad Asad Mr. Waqar Ahmad President (FETEX-24) Vice President-I (FETEX-24) Vice President-II (FETEX-24)	<ul style="list-style-type: none"> ➤ Promoting FETEX-24 on the IIUI website. ➤ Publicizing FETEX-24 across all faculties at IIUI. ➤ Marketing FETEX-24 on various social media platforms. ➤ Promoting FETEX-24 among universities in the twin cities through formal invitations (both hard and soft copies).
8.	Protocol and Security Affairs	Engr. Nizar Ali (Head) Dr. Athar Waseem Mr. Amir Irfan Khawaja Mr. Shoaib Ahmad	<ul style="list-style-type: none"> ➤ Sending invitations to chief guests and coordinating with them for the opening and closing ceremonies. ➤ Securing approval for the official photographer. ➤ Obtaining approval for the official security staff during FETEX-24. ➤ Securing approval for the use of Block-II auditorium during the closing ceremony.

			<ul style="list-style-type: none"> ➤ Coordinating with the PD section to obtain approval for the electrical technician to manage power issues during FETEX-24.
9.	Transport and First Aid Assistance Affairs	Dr. Syed Hasan Murtaza (Head) Engr. Hammad Shakeel President (FETEX-24)	<ul style="list-style-type: none"> ➤ Coordinate with the IIUI Transport Unit to arrange transportation for participants during FETEX-24. ➤ Collaborate with the IIUI Medical Center to ensure the availability of first aid and medical support throughout FETEX-24.
10.	Decoration Affairs	Dr. Baber Khan Jadoon (Head) Engr. Muzzammil uz Zaman Engr. Hammad Shakeel Vice President-I (FETEX-24) Vice President-II (FETEX-24)	<ul style="list-style-type: none"> ➤ Developing and designing the theme for the decoration of the DECE Block entrance and Block-II auditorium for the opening and closing ceremonies of FETEX-24. ➤ Ensuring a warm and formal welcome for the chief guests and official sponsors. ➤ Overseeing the installation of the sound system and multimedia setup for the opening and closing ceremonies of FETEX-24.
11.	Stage Affairs	Engr. Azam Khan (Head) Engr. Muhammad Asad Dr. Hassaan Haider Mr. Muneeb Ahmad President (FETEX-24) Vice President-I (FETEX-24) Vice President-II (FETEX-24)	<ul style="list-style-type: none"> ➤ Preparing presentations, materials, and highlights for the opening and closing ceremonies. ➤ Collecting results from various events to identify winners and runners-up. ➤ Distributing shields and certificates to the recipients.
12.	Food Stalls and Refreshment Affairs	Engr. Fahad Munir (Head) Mr. Atiq Ahmad Mr. Ansar Mehmood Vice President-II (FETEX-24)	<ul style="list-style-type: none"> ➤ Securing approval for the installation of food stalls during FETEX-24. ➤ Selecting vendors and negotiating contracts. ➤ Coordinating the installation of food stalls and finalizing the menu. ➤ Providing refreshments for FETEX-24 team members throughout the event.
13.	Disciplinary Affairs	Dr. Khurram Hussain (Head) Dr. Adnan Umar Engr. Tariq Saleem Engr. Muhammad Sohail Engr. Rizwan Latif	<ul style="list-style-type: none"> ➤ Developing policies and enforcing rules during FETEX-24. ➤ Conducting investigations and ensuring fair hearings. ➤ Imposing appropriate sanctions and penalties when necessary. ➤ Promoting positive behavior and maintaining a respectful atmosphere throughout FETEX-24.
14.	Event Supervisors	The FETEX-24 planning document contains a list of designated supervisors for each event.	<ul style="list-style-type: none"> ➤ Coordinating with registered teams. ➤ Supervising the respective technical or sporting events. ➤ Compiling and finalizing the results for each event.

5. Schedule of FETEX-24:

Sr. No.	Event Name	Event Supervisor/Judge	Event Organizers	Registration Fee per Team (PKR)	Date, Time and Venue of Events
1.	Opening Ceremony of FETEX-24	Engr. Muhammad Asad Engr. Azam Khan Mr. Muneeb Ahmad	President (FETEX-24) Vice President-II (FETEX-24)	-NA-	December 11, 2024 10.00AM-11.00AM Entrance of DECE Block, FET
2.	Speed Wiring Competition	Dr. Muhammad Muzammil	Mr. Wahab ul Hassan 0300-9134285 Mr. Usama Ali 0348-6054841	500	December 11, 2024 09.00AM-10.30AM Analog Electronics Lab, DECE Block, FET
3.	Arduino Programming and Interfacing Competition	Engr. Rizwan Latif Engr. Rashid Farid Chishti	Mr. Muhammad Talha Anwar 0317-5648006 Mr. Muhammad Riyan 0348-8269212	500	December 11, 2024 10.30AM-12.00PM Digital Electronics Lab/ Computing Lab-I, DECE Block, FET
4.	Speed Programming Competition	Engr. Rashid Farid Chishti Engr. Zahoor ud Din Sheikh	Mr. Hamza Shoaib 0344-1886535 Mr. Muhammad Talha 0333-5295244	500	December 11, 2024 12.00PM-01.00PM Computing Lab-I, DECE Block, FET
5.	PCB Designing Competition	Dr. Muhammad Bilal Engr. Faraz Qayyum	Mr. Haris Ahmad 0311-9424311 Mr. Muhammad Ali 0319-0807824	500	December 11, 2024 02.00PM-03.00PM Analog Electronics Lab, DECE Block, FET
6.	Line Tracking Robotic Competition	Engr. Muhammad Asad Dr. Muhammad Muzammil Engr. Rizwan Latif	Mr. Aziz ur Rehman 0341-5077858 Mr. Umar Mushtaq 0319-1732694	500	December 11, 2024 03.00PM-05.30PM Control System Lab, DECE Block, FET
7.	Math Genius Competition	Dr. Tayyab Ali	Mr. Touseef Ameer 0349-5401978 Mr. Muhammad Talha 0317-5368169	500	December 11, 2024 01.30PM-02.00PM LR-G3, DECE Block, FET
8.	AI Sprint Challenge	Dr. Athar Waseem	Mr. Hazrat Ameen 0311-4984655	500	December 12, 2024 09.00AM-12.00PM Comm. Systems Lab, DECE Block, FET

9.	Photography (Content Creation Competition)	Engr. Ubaid Umar	Mr. Talha Haider 0301-9558013 Mr. Hashir Mahmood 0305-5773792	300	December 12, 2024 09.00AM-10.30AM LR-G2, DECE Block, FET
10.	Videography (Content Creation Competition)	Engr. Ubaid Umar	Mr. Abdul Moiz Qaiser 0314-1819769	300	December 12, 2024 10.30AM-12.00PM LR-G2, DECE Block, FET
11.	Mini Cricket (Outdoor Competition)	Dr. Abdul Basit Mr. Zulfiqar Hussain Mr. Rasalat Hussain Mr. Adil Mehmood	Mr. Ehtisham ul Haq 0312-5128232 Mr. Raja Hammad Ali 0343-5363797 Mr. Abdul Rafay 0309-9168949 Mr. Muhammad Abdullah 0334-1075044 Mr. Raja Shaheer Qayyum 0305-5190244	500	December 11, 2024 @9.00AM Badminton Court, Infront of DECE Block, FET
12.	Futsal (Outdoor Competition)	Dr. Sajjad Khan Engr. Muzzammil uz Zaman Mr. Waqar Ahmad Mr. Shoaib Ahmad	Mr. Mushtaq Ahmad 0347-7356502 Mr. Shehyar Khan 0333-9766691 Mr. Ahmad Masood 0319-0742378 Mr. Tabarik Gul 0311-8401591	500	December 11, 2024 @9.00AM DECE's Parking, Near DECE Block, FET
13.	Tug of War (Outdoor Competition)	Dr. Wasim Khan Mr. Ansar Mehmood	Mr. Mushaf Khan Jadoon 0317-9561801	500	December 12, 2024 12.00PM-01.00PM In front of the Central Library, behind the DME Block, FET
14.	Table Tennis (Indoor Competition)	Dr. Hassaan Haider Mr. Muneeb Ahmad	Mr. Umair Hassan 0333-1784888 Mr. Syed Shaheer Abdullah	300	December 11, 2024 @09.00AM Student Activities Centre
15.	Arm Wrestling (Indoor Competition)	Dr. Hassaan Haider Engr. Hammad Shakeel	Mr. Ahtisham Abrar 0342-5170871 Mr. Umer Amjad 0316-6756291	300	December 11, 2024 03.00PM-5.00PM LR-G3, DECE Block, FET

16.	Luddo (Indoor Competition)	Dr. Syed Hasan Murtaza Mr. Muhammad Naeem	Mr. Aarish Afaq 0332-5668067 Mr. Mansoor ul Moiz 0349-4653716	300	December 11, 2024 @11.30AM, LR-G4 DECE Block, FET
17.	Snooker (Indoor Competition)	Dr. Baber Khan Jadoon Mr. Naseeb ur Rahman	Mr. Shoaib Rasheed Khan 0305-8560569 Mr. Khawar Zubair 0311-5856715	300	December 11, 2024 @11.30AM, Student Activities Centre
18.	E-Gaming (PUBG) (Indoor Competition)	Engr. Muhammad Asad Mr. Atiq Ahmad	Mr. Mohammad Hussain 0340-5368077 Mr. Abdul Rafay 0343-6564634 Mr. Mohaz Zulfiqar 0314-5955317	500	December 12, 2024 @9.30AM, LR-G1 DECE Block, FET
19.	Seminar on Freelancing and Emerging Skills	Engr. Abdul Shakoor Sujra CEO, Fazal-e-Rabbi Digital Hub Mr. Hammad Shakeel Mr. Waqar Ahmad	Vice President-II (FETEX-24) Mr. Muhammad Ali 0319-0807824 Mr. Aziz ur Rehman 0341-5077858 Mr. Umar Mushtaq 0319-1732694	-NA-	December 12, 2024 @11AM, DECE Seminar Room DECE Block, FET
20.	Closing Ceremony of FETEX-24	Dr. Hassaan Haider Engr. Muhammad Asad Engr. Azam Khan Mr. Muneeb Ahmad	President (FETEX-24) Vice President-I (FETEX-24)	-NA-	December 12, 2024 02.30PM-04.30PM Auditorium, Block-II

6. Responsibilities of Event Supervisors and Organizers:

- Event supervisors are the primary contacts responsible for ensuring the smooth organization and evaluation of their respective events.
- The President, Vice President-I, and Vice President-II are responsible for overseeing the overall management of FETEX-24, as assigned by the Incharge FETEX-24, and coordinating with all organizers and participants.
- Organizers are responsible for providing comprehensive support to event supervisors and participants, including assistance with registration and the overall management of the event.
- Participants can reach out to the respective event organizers for assistance at any time. In case of scheduling conflicts between multiple events, participants should contact the Incharge FETEX-24.

7. Perks for Ambassadors of FETEX-24:

- If an ambassador brings three (3) teams to FETEX-24, the registration fee for one event of their choice will be fully waived.
- If an ambassador brings five (5) teams to FETEX-24, the registration fee for two events of their choice will be fully waived.
- Appreciation certificates will be awarded to all ambassadors in recognition of their efforts.
- The ambassador who brings the highest number of teams to FETEX-24 will receive the **Best Ambassador Award**.

8. Speed Wiring Competition:

Think you're a circuit expert? Put your skills to the ultimate test in the speed wiring competition, where teams race against the clock to complete intricate wiring tasks with accuracy and speed!

Rules and Regulations:

- a.** Each team may consist of a maximum of two (2) participants.
- b.** If more than 10 teams register, the event will be conducted in two rounds. Otherwise, a single round will take place.
- c.** Round 1 will last 25 minutes, while Round 2 will be extended to 40 minutes.
- d.** In Round 1, participants will respond to 20 multiple-choice questions (MCQs) covering fundamental concepts in electronics and electrical engineering. The top 10 teams will proceed to Round 2.
- e.** In Round 2, the top 10 teams will compete in a speed-wiring challenge.
- f.** Teams will be judged based on work cleanliness, operational condition of the circuit, and completion time.
- g.** Use of irrelevant materials or violation of competition rules will result in immediate disqualification.
- h.** Mobile phones are strictly prohibited during the competition.
- i.** The decision of the judges is final and binding.
- j.** The winning team will receive a cash prize, a shield, and certificates, while the runner-up team will be awarded a shield and certificates.

9. Arduino Programming and Interfacing Competition:

Think you're logical and ready to program? Step into the digital age and join the Arduino programming and interfacing competition, where you'll tackle real-world problems using Arduino and compete against fellow students!

Rules and Regulations:

- a.** Each team may consist of a maximum of two (2) participants.
- b.** PCs with necessary software (e.g., Proteus) will be available. Teams are encouraged to bring their own laptops, but they should not contain any relevant support materials.
- c.** All programs must be written specifically for the Arduino microcontroller, and simulations should be done using Proteus.
- d.** Hardware kits will be provided for implementation, and specific register details will be shared in advance.
- e.** If more than 10 teams register, the competition will be conducted in two rounds. If fewer than 10 teams register, only one round will be held.
- f.** Round 1 will last 30 minutes, and Round 2 will last 40 minutes.
- g.** In Round 1, 30 multiple-choice questions (MCQs) will be asked based on Arduino microcontroller theory. The top 10 teams will advance to Round 2.
- h.** In Round 2, teams will tackle two tasks: a basic programming task (15 minutes) and an advanced programming task (25 minutes).
- i.** Points will be awarded based on coding logic, task completion, and speed of execution.
- j.** Use of irrelevant materials or violation of competition rules will result in immediate disqualification.
- k.** Mobile phones are strictly prohibited during the competition.
- l.** The decision of the judges is final and binding.
- m.** The winning team will receive a cash prize, a shield, and certificates, while the runner-up team will be awarded a shield and certificates.

10. Speed Programming Competition:

Speed programming is a competition that challenges students with strong IT skills to showcase their problem-solving abilities by writing efficient and optimized code within a limited time frame.

Rules and Regulations:

- a.** Each team may consist of a maximum of two (2) participants.
- b.** All teams will be provided with computers, so there is no need to bring your own laptops.
- c.** Internet access on computers is strictly prohibited during the event.
- d.** Teams will be provided with a set of tasks to complete. Tasks must be solved, compiled, and executed as per the given requirements.
- e.** Time limits for each task must be strictly followed.
- f.** Programming can be done using either C or C++.
- g.** Use of irrelevant materials or violation of competition rules will result in immediate disqualification.
- h.** Mobile phones are strictly prohibited during the competition.
- i.** The decision of the judges is final and binding.
- j.** The winning team will receive a cash prize, a shield, and certificates, while the runner-up team will be awarded a shield and certificates.

11. PCB Designing Competition:

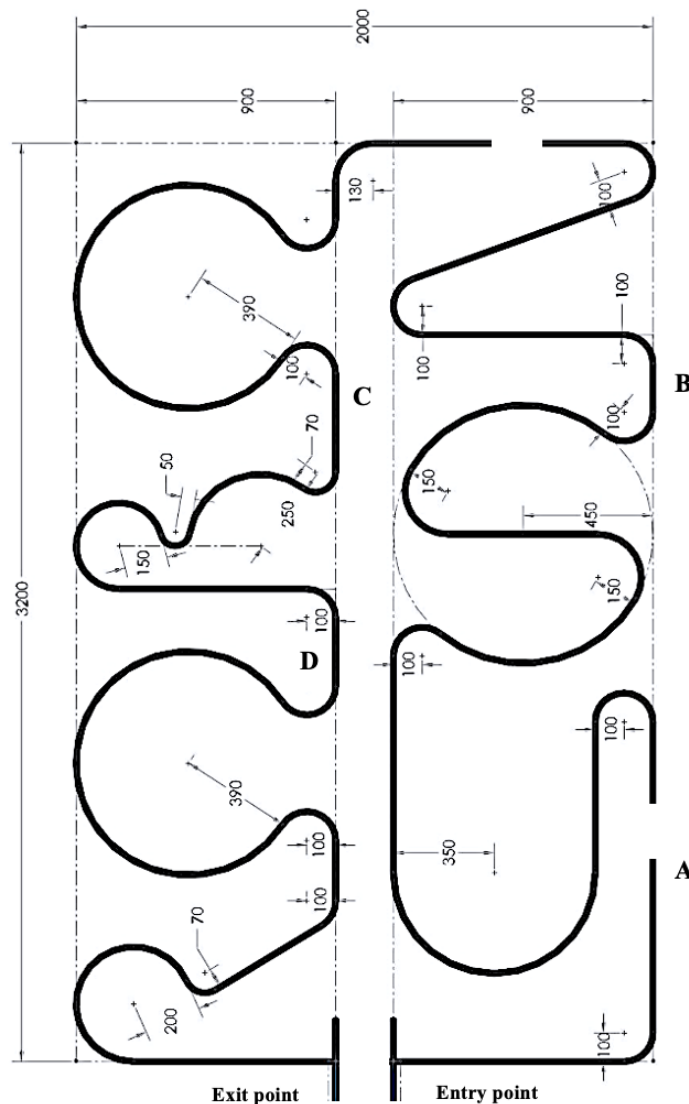
Do you have a unique approach to designing printed circuit board (PCB) layouts? Join the challenge and showcase your skills as teams race against the clock

Rules and Regulations:

- a.** Each team may consist of a maximum of two (2) participants.
- b.** Participants must bring their own laptops with schematic and PCB layout design software of their choice, such as Proteus Professional.
- c.** The competition consists of 2 rounds.
- d.** In Round 1, participants will be tasked with drawing a schematic. This round lasts 25 minutes. The top teams will be selected by the judges based on the established criteria.
- e.** In Round 2, teams will convert the schematic into a PCB layout. The round duration is 25 minutes.
- f.** Use of irrelevant materials or violation of competition rules will result in immediate disqualification.
- g.** Mobile phones are strictly prohibited during the competition.
- h.** The decision of the judges is final and binding.
- i.** The winning team will receive a cash prize, a shield, and certificates, while the runner-up team will be awarded a shield and certificates.

12. Line Tracking Robotic Competition:

Contestants must design and build a high-speed line-tracking robot capable of accurately following the path from the start line to the finish line, in compliance with the contest rules.



Game Field

Measurements are in mm, Line thickness is 20mm.

Robot Specifications:

- i.** The robot must operate autonomously and be started using a push button; wireless or wired remote control is prohibited.
- ii.** The robot's dimensions must not exceed 30 cm in length, 25 cm in width, and 25 cm in height.
- iii.** The total weight of the robot, including the power source and all components, must not exceed 3 kg.
- iv.** The use of integrated image sensors, such as cameras, is not allowed.
- v.** All robots must be designed and constructed professionally to ensure no harm to

individuals or damage to the playing field.

- vi. Robots that do not comply with the design and construction guidelines will be disqualified from participation.

Rules and Regulations:

- a. A maximum of three (3) team members may register for the event.
- b. Teams are encouraged to decorate their robots to represent the culture, aesthetics, and style of their respective educational institutions.
- c. Team members must be present on the field at least 5 minutes before each scheduled match.
- d. The robot must start behind the starting line and follow the designated route until it crosses the finish line.
- e. Each team is allowed 3 attempts to achieve the fastest time. The best time from the three attempts will be recorded as the team's final time.
- f. If the robot goes off track, it may be restarted up to three times, but the timer will continue running. The robot must be placed behind the starting line for each restart.
- g. All decisions regarding gameplay and timing are at the discretion of the judges.
- h. The judges may introduce new rules or make decisions on issues not specifically covered in the regulations.
- i. The organizer reserves the right to modify the rules and regulations as needed.
- j. A team that fails to appear for robot inspection at least five minutes before the start of the game will be disqualified.
- k. If a team's robot does not meet the required specifications, or if the team engages in cheating, obstructs others, or causes damage to the playing field, the team will be disqualified.
- l. Team rankings will be determined based on each team's final (fastest) time.
- m. In the event of a tie, the team's next best time from the three attempts will be used to break the tie.
- n. If no team successfully completes the task, the winner will be determined based on the following criteria:
 - Maximum number of points scored by the team ($A = 10$, $B = 2.5A$, $C = 5A$, $D = 7.5A$).
 - Number of attempts (5 points will be deducted for each retry).
 - Line tracking ability and stability of the robot.
- o. The winning team will receive a cash prize, a shield, and certificates, while the runner-up team will be awarded a shield and certificates.

13. Math Genius Competition:

The math genius competition provides students with a great opportunity to showcase and enhance their mathematical skills.

Rules and Regulations:

- a.** Each team may consist of a maximum of two (2) participants.
- b.** There will be 25 multiple-choice questions (MCQs) based on mathematics. Each team will have a maximum of 30 minutes to complete the questions.
- c.** Each correct answer will be awarded 4 Marks. Incorrect answers will incur a penalty of 2 Marks, while un-attempted questions will receive zero Marks.
- d.** Teams must bring their own calculators; sharing calculators with other teams is not allowed.
- e.** Use of irrelevant materials or violation of competition rules will result in immediate disqualification.
- f.** Mobile phones are strictly prohibited during the competition.
- g.** The decision of the judges is final and binding.
- h.** The winning team will receive a cash prize, a shield, and certificates, while the runner-up team will be awarded a shield and certificates.

14. AI Sprint Challenge:

The AI sprint challenge is an exciting event has been designed for undergraduate students to showcase your creativity and problem-solving skills using Artificial Intelligence. You need to tackle real-world challenges by developing innovative AI solutions within a limited time frame. It's a fantastic opportunity to learn, collaborate, and compete with peers in the rapidly growing field of AI.

Competition Scenarios:

- a. Smart Assistant Design: Build a simple AI-powered virtual assistant capable of answering questions or performing basic tasks.
- b. Image Classifier: Create an AI model to classify images into categories like animals, objects, or landmarks using a given dataset.
- c. Chatbot Development: Develop a chatbot that can handle a specific scenario, such as answering FAQs for a university or helping users order food.
- d. AI for Social Good: Propose and prototype an AI solution to address a pressing issue such as recycling, health awareness, or traffic management.
- e. Game AI: Design a simple AI player for a classic game like Tic-Tac-Toe or Snake.

Rules and Regulation:

- a. This event is open to undergraduate students only.
- b. Each team may consist of a maximum of three (3) participants.
- c. The competition will last for 3 hours.
- d. The problem statement will be revealed at the start of the competition.
- e. **Tools and Resources:**
 - Participants may use any programming language or platform.
 - Pre-trained AI models and open-source datasets are allowed.
- f. **Submission:**
 - Submit a working solution along with a brief explanation of your approach.
 - Ensure the submission is within the given timeframe.
- g. Solutions will be judged based on innovation, accuracy, scalability, and presentation.
- h. The plagiarism is strictly prohibited. Any instance will lead to disqualification.
- i. A help desk will be available for technical clarifications.
- j. The decision of the judges will be final and binding.
- k. The winning team will receive a cash prize, a shield, and certificates, while the runner-up team will be awarded a shield and certificates.

15. Content Creation Competition:

15.1 Photography:

Rules and Regulations:

- a. The contest is open to individual participants only.
- b. All photos must be taken on the day of the event.
- c. Each participant is responsible for bringing their own equipment for both capturing and editing the photos.
- d. Photos must be submitted in their original and digital formats.
- e. Photos must be appropriate for a general audience and should not contain any obscene or offensive content.
- f. All photos must be submitted by the specified deadline.
- g. The decision of the jury is final and binding.
- h. The winning team will receive a cash prize, a shield, and certificates, while the runner-up team will be awarded a shield and certificates.

15.2 Videography:

Rules and Regulations:

- a. The contest is open to individual participants only.
- b. Each participant is responsible for providing their own equipment to record and edit the video.
- c. Entries must be submitted in video format, with a maximum length of 2 minutes.
- d. Videos must be submitted by the given deadline through the link provided by the organizers.
- e. Entries will be judged based on creativity, originality, and technical skills.
- f. The decision of the jury is final and binding.
- g. The winning team will receive a cash prize, a shield, and certificates, while the runner-up team will be awarded a shield and certificates.

16. Outdoor Competitions:

16.1 Mini Cricket:

Rules and Regulations:

- a. Each team may consist of a maximum of five (5) members.
- b. The tournament will follow a knockout format.
- c. Each team will play 3 overs per innings, except for the final match, which will consist of 5 overs per innings.
- d. The over limit is 1 over per player.
- e. A no ball, wide ball, or fast bowling will incur a penalty of 1 run each.
- f. Penalty runs for no balls, wide balls, and fast bowling will be added to the scorecard.
- g. In the event of a tie, a super over will be played to determine the winner.
- h. The umpires' decision is final, and no disputes will be entertained.
- i. The winning team will receive a cash prize, a shield, and certificates, while the runner-up team will be awarded a shield and certificates.

16.2 Futsal:

Rules and Regulations:

- a. Each team may consist of a maximum of five (5) members.
- b. The tournament will follow a knockout format.
- c. The total duration of each game is 20 minutes, with 10 minutes allocated for halftime.
- d. Long shots are not permitted during the game.
- e. Any misconduct towards officials or players will result in the issuance of disciplinary cards.
- f. In the event of a tie, the game will be decided by five penalty kicks.
- g. The referees' decisions are final, and disputes will not be entertained.
- h. The winning team will receive a cash prize, a shield, and certificates, while the runner-up team will be awarded a shield and certificates.

16.3 Tug of War:

Rules and Regulations:

- a. Each team may consist of a maximum of five (5) members.
- b. The tournament will follow a knockout format.
- c. The referees' decisions are final, and no disputes will be entertained.
- d. The winning team will receive a cash prize, a shield, and certificates, while the runner-up team will be awarded a shield and certificates.

17. Indoor Competitions:

17.1 Table Tennis:

Rules and Regulations:

- a. Single matches will be played in the tournament.
- b. The tournament follows a knockout format.
- c. Matches will be played under standard rules (best of 3 games, with 10 points awarded per game).
- d. The referee's decision is final, and disputes will not be entertained.
- e. The winning team will receive a cash prize, a shield, and certificates, while the runner-up team will be awarded a shield and certificates.

17.2 Arm Wrestling:

Rules and Regulations:

- a. The tournament will follow a knockout format.
- b. Matches will be played under standard rules (best of 3 games, with 10 points per game).
- c. The referee's decision is final, and disputes will not be allowed.
- d. The winning team will receive a cash prize, a shield, and certificates, while the runner-up team will be awarded a shield and certificates.

17.3 Luddo:

Rules and Regulations:

- a. Only individual participants are allowed in the contest.
- b. The tournament will follow a knockout format.
- c. The first player to move all 4 pieces into their home triangle will be declared the winner.
- d. The referees' decisions are final, and disputes will not be entertained.
- e. The winning team will receive a cash prize, a shield, and certificates, while the runner-up team will be awarded a shield and certificates.

17.4 Snooker:

Rules and Regulations:

- a. Each team is allowed a maximum of two (2) members.
- b. The tournament will follow a knockout format.

- c. Each match will include 3 red balls along with all other coloured balls.
- d. **Cue ball in hand:** If the cue ball is potted or goes off the table, the opponent may place the cue ball anywhere on the table for their next shot.
- e. **Ball in hand:** If a player commits a foul, their opponent may place the cue ball anywhere on the table for their next shot.
- f. **Conceding:** A player may concede the game at any time, awarding the win to their opponent.
- g. The referee's decision is final, and no disputes will be entertained.
- h. The winning team will receive a cash prize, a shield, and certificates, while the runner-up team will be awarded a shield and certificates.

17.5 E-Gaming (PUBG):

Rules and Regulations:

- a. Participants must be students of any institution.
- b. A valid student ID must be provided during registration.
- c. The competition will be played in a squad mode (4 players per team).
- d. Maps will include Erangel, Miramar, and Sanhok, selected at random for each round.
- e. Matches will follow a point-based system: kills and placement points will determine rankings.
- f. Points Allocation:
 - 1st place: 15 points
 - 2nd place: 12 points
 - 3rd place: 10 points
 - Kills: 1 point each
- g. Participants must bring their own devices (mobile, tablet, or laptop).
- h. Devices must meet PUBG's minimum performance requirements.
- i. Players are responsible for ensuring their device is charged and functional. Charging stations will be available.
- j. No cheating, hacking, or use of unauthorized tools. Offenders will be immediately disqualified.
- k. Exploiting bugs or glitches for an unfair advantage is prohibited.
- l. Toxic behavior, harassment, or abusive language will not be tolerated.

- m.** All participants must join the custom lobby with the provided ID and password before the start time.
- n.** A maximum wait time of 10 minutes will be allowed for all players to join the game lobby.
- o.** Teams will be disqualified if found teaming with other squads.
- p.** Intentional team killing will result in disqualification.
- q.** If two teams have the same score, placement in the final match will determine the winner.
- r.** The winning team will receive a cash prize, a shield, and certificates, while the runner-up team will be awarded a shield and certificates.

Contact Information:

Department of Electrical and Computer Engineering (DECE)

Jabir Bin Hayyan Block, Faculty of Engineering and Technology (FET),

International Islamic University (IIUI), Sector H-10, Islamabad, Pakistan

- **Mr. Atif Mukhtar** (President, 0320-9831088)
- **Mr. Ramish Rauf** (Vice President-I, 0327-8563928)
- **Mr. Muhammad Yaseen** (Vice President-II, 0315-5350599)