



Hack4Farming Nairobi 2016

Rules & Regulations

Teams

Participants may form their own teams, but organizers may add members or request some team member be reassigned to achieve roughly equal team numbers. Teams may rely, in part, on the expertise of mentors to help them develop their concept, but mentors are not considered members of a team. **Team members are expected to make a significant contribution to the project to be eligible to share the winning prize, including being present for the majority of the event program.**

Level Playing Field

To ensure a fair contest, all non-open source code, design, art, and assets presented to judges must be created during the duration of the hackathon. Teams may not brainstorm or make plans/wireframes prior to the event. Failure to comply with this rule will result in the offending team's disqualification.

APIs, Services, Open Source

You are welcome and encouraged to take advantage of APIs, open source databases, libraries, and frameworks to prepare your project. aWhere's weather data API is available to participants at no cost during the hackathon. The Hack4Farming Resources Page may also be useful in brainstorming – access this at <http://developer.awhere.com/hack4farming>.

Final Presentations

In the final judging round (scheduled for the final day of the event), teams will have 5 minutes to present their project to the judging panel. Teams may choose to submit either a conceptual presentation or a live functioning prototype/proof of concept. The latter type of presentation is generally favored by judges.

Copyright

All submissions as part of this hackathon must be the work of the participating team. Submissions cannot infringe on any copyright or upon any other third party rights of which the participant is aware.

Intellectual Property Ownership

As with any public disclosure of ideas and concepts, the ideas resulting from the hackathon are considered a public disclosure and come with the same intellectual property implications as any public presentation of an idea. Individual organizations may have their own policy and approach to participation. We do encourage this to be an open forum that contributes to the collective knowledge-base of agriculture information. As such, the Hack4Farming organizers plan to make public the presentations from the event, and ask that you considering adding code or other examples of a team's work to the event's [GitHub](#) repository to inform participants at future events.

Code of Conduct

Hack4Farming is dedicated to providing a harassment-free experience for everyone, regardless of gender, gender identity and expression, age, sexual orientation, disability, physical appearance, body size, race, ethnicity, nationality, religion, previous hackathon attendance or computing experience. We do not tolerate harassment of hackathon participants in any form. Participants violating these rules may be sanctioned or expelled from the hackathon at the discretion of the hackathon organizers.

Most Importantly – Have Fun

Hack, meet new people, get creative, and have a good time. Getting something meaningful done within such a short amount of time can be stressful, but we'd like to encourage everyone to take a break every now and then to relax and enjoy the event.

Attendees violating these rules may be asked to leave the Hackathon at the sole discretion of the Hackathon organizers. Thank you for helping make this a welcoming, friendly event for all.