

REGULATION FOR PARTICIPATION IN THE "HACK4SDS" CHALLENGE

1. Introduction

1. These regulations ("Regulations") govern the terms and conditions for participating in the online hackathon event, with hybrid awards ceremony (with on-site and live video event), called "Hack4SDS", available at the following link <https://www.opendataplayground.com/challenge/hack4SDS2024-DAY1> ("Challenge").
2. The Challenge is organized and managed by Open Search Tech S.r.l., with registered office in Via G. Nicotera, 7, 00195, Rome, Tax ID, VAT number and Rome Companies Register number 15951221009 ("OST"), as owner of the online platform "Open Data Playground" ("ODP") and in collaboration with the partners listed in Annex A ("Partners") and the sponsorships listed in Annex B ("Sponsorships").
3. *The Challenge was developed with the specialized technical support of the Department of Economic, Business and Statistical Sciences (SEAS) of the University of Palermo [<https://www.unipa.it/dipartimenti/seas/>] and the Patronage of the SDS Group [<https://sis-sds.github.io/>] and the Italian Statistical Society [<https://www.sis-statistica.it/>]*
4. The Challenge is organized by OST and sponsored by:
 - a. Open Search Network Ltd, with registered office at 32 Kilmaine Road, SW67JX, London (GB), VAT number GB163631516, with the Diamond sponsorship level ("Sponsor")
 - b. Banca CF+ S.p.A., with registered office in Via Piemonte 38 00187 Rome, VAT number 16340351002 and Tax ID 00395320583 as Data Provider and with the Diamond sponsorship level ("Sponsor")
5. The purpose of the Sponsor and the Partners - through the Challenge - is to:
 - a. (i) first, identify "players" with specific characteristics and skills, particularly in the field of Data Science, interested in participating in the Challenge
 - b. (ii) on the basis of the results of the solutions provided by the Participants ("Solutions") in response to the tests, "problems" or questions of the Challenge ("Questions"), to recognize one or more participants in the Challenge - that the Sponsor considers "winners" on the basis of the evaluation criteria specified below - the prizes specified below ("Prizes").
6. Target Audience, Phases, Eligibility Requirements, Content of Questions, Participation Methods, Selection and Evaluation Criteria for Solutions and - in general - the terms and conditions of the Challenge are:
 - a. Autonomously established by OST and the SDS Group of SIS
 - b. Present in the following Regulations, accessible at any time in the section of the Platform dedicated to the Challenge
7. Due to the objectives and functioning of the Challenge, the latter does not constitute a prize competition within the meaning of Presidential Decree no. 430/2001, as it falls expressly within the exclusion provided for in art. 6, paragraph 1, letter a) of the same normative source ("Contests and prize operations are not considered to be contests announced for the production of literary, artistic or scientific works, as well as for the presentation of projects or studies in the commercial or industrial field, in which the awarding of the prize to the author of the chosen work has the character of consideration for work performed or represents recognition of personal merit or a title of encouragement in the interest of the community").

2. Subject of the Challenge

1. Develop an algorithm that predicts the default risk of companies to which Banca CF+ has provided financial support and, secondly, to identify the time within which the default occurs. The dataset has been correctly anonymized.
2. The Challenge will be held from 09:00:00 am (CET) on 23/03/24 to 08:59:59 am (CET) on 25/03/24 (48 hours).
3. The Challenge is an analytical competition. The Solution proposed by the Team will be a solution that will be compared to the solution provided by the Sponsor and on the basis of which a real-time ranking will be created and accessible to the Team.

4. The award ceremony will take place on April 11, 2024, during the "Statistics and Data Science Conference", and will be broadcast online on OST's Youtube Channels via a live video on Zoom.
5. Teams will be able to consult the documents uploaded by the Sponsor on the Platform and concerning:
 - a. the methods of carrying out the Challenge
 - b. the methods of uploading the Solutions (both intermediate and final)
 - c. the Privacy Policies of the Partners who have access to the participants' data as indicated in Annex A.

3. Target Audience and Requirements for Participation

1. The Challenge organized by the Sponsor is publicly accessible to anyone within the Platform.
2. Participation in the Challenge is open to individuals ("Players") who jointly meet the following requirements:
 - a. They are at least 18 years old.
 - b. They have the capacity to act.
 - c. They have completed the registration procedure on the Platform and operate within it as "Users", using their personal profile ("Profile").
 - d. They are Students of Italian Universities (jointly, "Requirements") of a three-year or specialized course, Italian students enrolled in foreign Universities, students who have graduated by 01/01/2024 at the latest.
3. Players can participate in the Challenge through teams that must be composed of a minimum of 2 and a maximum of 3 Players ("Team").
4. In order to participate in the Challenge, Teams must upload the information and documents required by the Sponsor from time to time in the appropriate section of their Profile, and specifically:
 - a. Linkedin profile
 - b. curriculum vitae
 - c. name and surname
 - d. mobile phone number ("Participation Data").
5. The profiles of the Players who are candidates to participate in the Challenge will be evaluated by the Sponsor autonomously and at its own discretion, and the Sponsor will therefore reserve the right to assign the final prizes to the Teams at its own discretion.
6. The profiles of the best teams in the final ranking will be shared with the Diamond and Platinum sponsors and the Data Provider for recruitment purposes.

4. Methods of Registration and Participation in the Challenge

1. Participation in the Challenge is free.
2. Each Team can submit its application to participate in the Challenge by 08:59:59 am (CET) on 23/03/24, through the dedicated page of the Platform dedicated to the Challenge.
3. In order to submit its application to participate in the Platform, each Player of the Team is required to complete the following registration procedure for the Challenge ("Registration"):
 1. authenticate through their Profile on the Platform;
 2. enter the Participation Data and, in general, the information required by the Sponsor on the Platform;
 3. create a Team;
 4. using the "point and click" technique (i.e. by placing "flags" on unselected boxes or on interactive buttons - "Point and Click")
 - a. accept the present Regulation; expressly accept the following articles of the Regulation, pursuant to and for the purposes of articles 1341 and 1342 of the Italian Civil Code or articles 33 and 34 of the Consumer Code - depending on whether the Player acts as a "professional" or as a "consumer" pursuant to article 3 of Legislative Decree no. 206/2005: 5.3 (Refusal of the Prize), 5.6 (Indemnity), 5.7 (Non-assignment

- of the Prize), 6.3 (Limitation of Liability), 7 (Cancellation, Suspension and Indemnity), 8.4 (Competent Court)
 - b. accept the privacy policy pursuant to articles 13 and 14 of EU Regulation 2016/679 ("GDPR"), drawn up by the Sponsor as the autonomous data controller pursuant to article 24 of the GDPR and concerning personal data - as defined in article 4 of the GDPR ("[Personal Data](#)")
 - c. to optionally give consent to the processing of personal data for purposes not necessary for participation in the Challenge and not provided for in the Challenge Privacy Policy.
4. Following the completion of the Registration, the User receives confirmation from the Sponsor, through the Platform, of the subscription of the Regulation and the possible admission to the Challenge.
 5. At the moment when the Challenge is indicated as "live" on the Platform, the Teams will be able to view, access and possibly download, on the page of the Platform dedicated to the Challenge, the material relating to the Challenge prepared by the Sponsor itself, including, inter alia:
 1. The task;
 2. The *data set* on which to carry out the analysis and tests;
 3. Descriptive text of the rules for evaluating the Solutions
 4. Regulation and Privacy Policy of the Partners who have access to the data of the participants as indicated in Annex A.
 6. In order to participate in the Challenge, the Teams must upload the Solution to the Question on the Platform by 08:59:59 am (CET) on 25/03/24 ("Deadline") and, after uploading, they will be able to view the temporary ranking in real time. The Teams acknowledge that until the Deadline, they will also be able to upload "provisional" Solutions to the Platform, without prejudice to the fact that the solution with the best result in the general ranking will be the only version of the Solution that will be evaluated by the Sponsor for the purposes of the possible recognition of the Prize.
 7. The best teams in the temporary ranking will be invited to present their solution, in person or remotely, during the "Statistic & Data Science" Conference in Palermo on April 11, 2024. For this reason, at the end of the 48 hours of hackathon, the best teams will be asked to submit a presentation in .pdf format by April 10, to be presented during the conference.

5. Delivery methods for solutions

1. Teams acknowledge and agree to the following rules for the conduct of the hackathon:
 - a. The output file, delivered in .zip format on the platform, must contain:
 - (i) .csv file of predictions
 - (ii) the reproducible code used to solve the problem
 - (iii) commented Jupyter notebook to verify the reproducibility of the code
 - b. You are not tied to a specific programming language for model development
 - c. The zip file must contain only the team name and special characters and punctuation cannot be used [i.e. teamname.zip]
 - d. The .zip file must not contain any folders inside it, otherwise it will not be accepted by the platform.
 - e. The .csv files delivered must adhere to the following format:
 - (i) DAY1: file with a single column composed of the predicted values and a column header named "label".
 - (ii) DAY2: file with a single column composed of the predicted values and no column header.
 - f. The teams that will be invited to present their solutions will have to submit a presentation in .pdf format following the template that will be made available by the organizers once the hackathon is over.

6. Evaluation procedure for the Solutions, selection of the Winners and recognition of the Prizes

1. The Teams acknowledge and accept that - following the Deadline - the Sponsor, autonomously and possibly with the support of the Partners, will evaluate the Solutions submitted by the Teams and - at its discretion - will identify the Teams that are the winners of the Challenge ("Winners") and to which the Prizes referred to in the following article 5.2 will be recognized, taking into account the following main criteria (but not only):
 - 5.1.1. the greater or lesser adherence of the Solutions to the Task;
 - 5.1.2. the completeness and correctness of the documentation uploaded by the Team on the Platform and which constitutes the Solution.
2. At the end of this evaluation, the Sponsor will publish, on the page of the Platform dedicated to the Challenge, the final ranking of the Teams participating in the Challenge in which the Winners will be indicated ("Ranking").
3. The Sponsor undertakes to recognize the following Prizes to the Winners:
 - a. possibility of accessing a dedicated recruitment process organized by the Sponsors
 - b. Perks List
 - i. For the first 3 teams, a [zeroCO2](#) tree for each team member
 - ii. For everyone, [Fastweb Digital Academy](#), dedicated page with training courses to prepare for the hackathon.
4. The Sponsor also undertakes to personally communicate to the Winners - also through the Platform - the success of the Challenge, providing the Winners with more information and/or instructions on how to collect the Prize itself, within and no later than 60 days from the publication of the Ranking. In case of refusal of the Prize expressed in writing by the Winner, by means of communication to the Sponsor by e-mail, the Prize will be assigned, in order of extraction, to the Team classified immediately after the Winner.
5. The Winners acknowledge that, for the delivery of the Prizes, the Sponsor may at its discretion use the Partners, and therefore eventually agree to be able to use the Prizes only against the Partners themselves.
6. The Prize is to be considered inseparable, therefore, in the event that the Winner is a Team, the individual Players of the Team will not be able to make individual claims in relation to the Prize.
7. It is understood that, if the Prize consists of sums of money paid by the Sponsor to the Winner, all tax and fiscal obligations eventually related to the receipt of such income will remain the responsibility of the Winner, such as, by way of example and not exhaustive, the payment of taxes and/or taxes and/or duties. The Team, by accepting these Regulations, undertakes to indemnify and hold harmless the Sponsor, OST and the Partners for any damage or prejudicial consequence that may occur as a result of the fulfillment of the tax obligations related to the Prize.
8. The Team acknowledges and accepts that the Sponsor, at any time and at its own discretion, may:
 - a. (i) not proceed with the assignment of the Prize if it believes that no Solution is suitable or appropriate with respect to the evaluation criteria
 - b. (ii) not proceed with the assignment of the Prize in the presence of only one Team and one proposed Solution. In such cases, the Team, by accepting these Regulations, expressly waives - now for then - to raise any dispute and/or claim against the Sponsor, OST and/or the Partners

7. Rules of conduct for the Teams

1. The Challenge pursues the aims and objectives described in the previous articles 1.1 and 2.2, each Player is therefore required to respect the mission of the Challenge by avoiding incorrect and/or aimed at hindering any other Player and/or Team or preventing the regular running of the Challenge and hindering its success.
2. The Teams, by accepting these Regulations, also possibly on behalf of the other members of the Team pursuant to art. 1381 of the Italian Civil Code, undertake in particular to:
 1. act in compliance with these Regulations;
 2. enter correct, complete and truthful Participation Data;

3. not use inconvenient, discriminatory and/or defamatory expressions against other Players and/or Teams;
 4. not publish offensive, violent, defamatory or in any way illegal content, or which has advertising/political/ideological or religious content;
 5. not upload Solutions that are contrary to or not related to the objectives and purpose of the Challenge;
 6. in any case, not to put in place any behavior that, even potentially, could: (i) jeopardize the success of the Challenge and/or the operation of the Platform; (ii) violate the law in force, the rights of third parties (including, but not limited to, any intellectual or industrial property rights) and/or the commercial reputation of the Sponsor, OST and the Partners
3. In any case, each Team will be exclusively responsible for the content of the Solution uploaded on the Platform, therefore any liability of OST as the owner of the Platform for any claims for damages and/or compensation made by third parties in relation to the behavior of the Players and the contents published by them within the Platform is excluded.

7. Cancellation, suspension and indemnity

1. The Sponsor reserves the right to cancel, modify or suspend - in whole or in part and at any time - the Challenge, at its sole discretion, upon notice of the changes on the Platform.
2. The Sponsor also reserves the right, at its sole discretion and at any time, to refuse participation, or to subsequently disqualify and expel a Team, in case of actual or suspected:
 - a. (a) lack of the Requirements
 - b. (b) breach of the commitments set out in the previous article 6.2.
3. Without prejudice to any other remedy, the Team undertakes to indemnify and hold harmless the Sponsor, OST and the Partners from any damage, prejudice, loss, cost, expense (including legal fees), sanction in which they may incur as a result of the claim or action of a third party based on the Team's violation of any of the conditions of these Regulations due to its negligent or willful conduct.

8. Miscellaneous

1. (Amendments) These Regulations may be amended at any time by the Sponsor and such amendment will be publicly communicated on the Platform. In the event of conflict between a previous version of the Regulations and subsequent amendments, the latter shall prevail.
2. (Survival) If one or more provisions, or portions thereof, of the Regulations are declared invalid, illegal or otherwise unenforceable, in whole or in part, by applicable law or judicial order, the remaining provisions, or portions thereof, shall remain, however, binding and enforceable.
3. (Tolerance) Any tolerance of behavior in violation of the provisions contained in the Regulations does not constitute a waiver of the rights arising from the violated provisions, nor the right to demand exact compliance with all the terms and conditions contained herein.
4. *(Applicable Law and Jurisdiction) These Regulations are governed exclusively by Italian law. For any dispute concerning these General Conditions, including its execution, interpretation and/or termination for any reason, the judicial authority of the Court of Milan shall have exclusive jurisdiction, to the exclusion of any other potentially competent court.*

Attachments

1. Attachment 1: Event Partner List
2. Attachment 2: Sponsor & Data Provider List
3. Attachment 3: Sponsor & Data Provider Privacy Policy List

Attachment 1 – Partner

Partner	Ruolo	Website
Gruppo Statistic & Data Science della Società Italiana di Statistica	Organizer	https://sis-sds.github.io/
Società Italiana di Statistica	Organizer	https://www.sis-statistica.it/
Dipartimento di Scienze Economiche, Aziendali e Statistiche (SEAS) dell'Università degli Studi di Palermo	Technical Specialist Partner	https://www.unipa.it/dipartimenti/seas
ZeroCO2	Technical Partner ECG	https://zeroco2.eco/en/
Fastweb Digital Academy	Perks	https://www.fastwebdigital.academy/

Attachment 2 – Sponsor

Sponsor	Sponsor Level	Website
Open Search Network	Diamond	https://opensearchnetwork.com/
Banca CF+	Data Provider	https://www.bancacfplus.it/

Attachment 3 – Privacy policy sponsor Diamond & Platinum and Data Provider

Sponsor	Sponsor Level	Privacy Policy
Open Search Network	Diamond	https://opensearchgroup.com/privacy-policy/
Banca CF+	Data provider	https://www.bancacfplus.it/privacy-policy/