2016 HUJI Hackathon Rules

Participants

The HUJI Hackathon is open for students only and participants will be asked to show a student id on the day of the event.
Teams can be anywhere from one to six members. You can sign up with an organized group in advance or find one using our website.

Working Before The Hackathon

All code, design, art, music, SFX, and assets must be created during the Hackathon and not before. We want to ensure that all participants start off on the same point. You are, however, free to make plans, brainstorm and study relevant technology prior to the event.
The only exception to this rule would include using material that is freely available to the public, such as public domain images and open source libraries. We take this rule very seriously for the sake of all members attending the event. Failure to comply may result in the offending team's disqualification. If your team qualifies for prizes or is in the finals, the team will be subject to a code review to verify that there was no foul play.

Ownership

All teams retain full ownership of what they have created during the Hackathon. HUJI hackathon is here to help entrepreneurs realize their dreams, not destroy them.

Logistics

Since we have limited resources we can only provide food, drinks and other swag to the Hackathon contestants. In order to identify you, you will be asked to wear you HUJI Hackathon T-shirt the whole time.

We are guests in the Hebrew University's CS building, please keep your envoirment clean. Food and drinks are not allowed inside the computers lab and will be served and consumed in the designated area only.

Computers & IT

Contestants may use their own laptops or the university's computers. In any case, you are not allowed to disconnect or connect any cables from or to the university's computers or screens. You are not allowed to download any software or change any settings of the university's computers. Doing so will result in immediate disqualification.

Be Awesome & 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 your cooperation.