

Comprehensive Hackathon Rules Document

Remember that hackathons are like marathons. Some people go to compete but most people take part to better themselves and have fun. Whatever the reason is you're at a hackathon, make sure you're upholding the hacker spirit by collaborating with other teams, helping beginners, and having fun.

1. General Information

- All participants must act respectfully and wear school uniforms.
- Professional conduct is mandatory; violations result in disqualification or removal.
- Open to all backgrounds and skill levels; exclusionary behaviour results in immediate disqualification.
- Violations can be reported anonymously; organizers will investigate all reports.
- By participating, you agree to follow the hackathon’s rules and guidelines. Failure to comply may lead to disqualification.
- Contact the organizers with any questions or concerns.

2. Participation Rules

a) Team Formation

- Maximum of 3 members per team.
- All team members must confirm their participation before the start date.
- Ensure all teammates understand rules and expectations.

b) Attendance

- All team members must attend both competition days; absence may result in disqualification from prizes.
- All team members should be present at the event. Leaving the venue for some time to hack elsewhere is fine as long as it is within campus and under supervision.

c) Working on Projects

- Teams can gain advice and support from organizers, volunteers, sponsors, and others.
- Teams can work on ideas that have already been done. Hacks do not have to be “innovative”.
- Teams must stop hacking once the time is up. However, teams are allowed to debug and make small fixes to their programs after time is up.
- All code must be written during the hackathon; pre-existing libraries can be used unless prohibited.
- Reusing up to 60% of prior work is permitted with clear documentation.
- Required deliverables: Source code with documentation, README file, and presentation slides (if applicable).

d) Conduct

- Respectful behavior towards all participants.
- No exclusionary behavior.
- Teams can be disqualified from the competition at the organizers’ discretion.

3. Tools and Technology

- Any language, framework, or tool is allowed unless prohibited; organizers may restrict certain tools for security reasons.
- Must declare hardware before the event, Declare first day when signing in with the volunteers.
- Internet allowed for research, not external assistance; no communication with people outside the competition.
- AI may assist but cannot dominate the project; teams must state AI usage in the README.
- Block-Based coding or Hybrid-Based coding is not allowed; only pure scripting languages are allowed.

4. Intellectual Property

- All the Prizes and the Prize categories are decided at the sole discretion of Wes:Hack and can be modified at any time under requisite circumstances.
- After hacking finishes, teams will show their projects to each other and to the judges.
- You are encouraged to present what you have done even if your hack is broken, or if you weren’t able to finish.
- Photography is encouraged, Participants must give a reasonable chance to opt out from being photographed.

5. Judging Criterion

a) Innovation

- Novelty and originality of the idea; differentiation from existing solutions.
- Creativity in problem-solving and approach.
- Uniqueness of the concept compared to other submissions.

b) Functionality

- Does the project meet its objectives? Are there bugs or limitations?
- Reliability and stability of the application.
- Completeness of the features and functionalities.

c) Design

- User interface design and usability; accessibility for users of all skill levels.
- Aesthetic appeal and visual design.
- Consistency in design elements and user experience.

d) Impact

- Addressing real-world problems; potential reach and influence.
- Social, economic, or environmental benefits.
- Potential for scalability and future development.

e) Technical Merit

- Quality of the project’s architecture; technical innovation or achievements.
- Efficient use of resources and optimization.
- Complexity and sophistication of the technical implementation.

f) Documentation

- Thoroughness of the documentation; ease of understanding for external users.
- Clarity and completeness of the README file.
- Availability of usage instructions and examples.

g) Additional Criteria

- Judges may apply extra criteria at their discretion.
- Consideration of teamwork and collaboration.
- Presentation and demonstration quality.

6. Code of Conduct

- Respectful behavior towards all participants.
- No exclusionary behavior.
- Violations can be reported anonymously.
- Teams must be present on both competition days.
- All team members must follow the rules.
- Runner-ups may receive recognition in the closing ceremony.
- Winners may be asked to participate in promotional activities, including but not limited to video's and afterword.
- Only students who are enrolled in school may join, even without being under the name of their school, you must be 18 or under – College students are not allowed.

Good luck and happy programming!