

LauzHack Rules

Objective

1. LauzHack aims to let students and recent graduates from all over the world unleash their imagination, meet new friends, discover new technologies, and network with industry representatives.
2. LauzHack participants develop an idea in the form of code, optionally participate in challenges set by sponsors, and are judged at the end of the event with prizes for the top projects.

Participation

Eligibility

3. Participants must be full-time students, or have obtained a degree in the last 12 months.
4. Participants must be at least 18 years old on the date of the contest.

Travel reimbursement

5. Participants may be reimbursed for travel expenses, up to an amount set by the organizers.
6. To be eligible for reimbursement, participants must submit proof of their expenses to the organizers.
7. Participants who leave the event before its official end forfeit their reimbursement, except for emergencies.

Registration

8. Participants must register on the contest website, either individually or in teams.
9. Registering as a team guarantees that either all or none of the members will be accepted.
10. Participants who registered as a team may change the team's composition during the event.

Confirmation

11. If there are more registered participants than the event venue can hold, the organizers will choose who to accept and reject, keeping in mind the contest objectives.

Conduct of the event

Participant conduct

12. Participants must arrive on time, as specified in the schedule set by the organizers.
13. Participants may use existing resources, such as code libraries or image assets, but their work must be clearly novel compared to the resources they use, and they must make the novelty explicit during judging.
14. Participants may not:
 - Interfere in any way with the event organization;
 - Cause psychological or physical harm to other participants;
 - Attempt to obtain more than a fair share of resources such as food, goodies, or servers provided by sponsors for their challenges.
15. Participants violating these rules may be expelled from the event, with or without warning.

Facilities and catering

16. Participants are encouraged to use specific locations set by the organizers. Other locations may be used, provided it does not interfere with the event or with external use such as university research.
17. Participants are provided with “quiet rooms” to relax in, subject to restricted rules.
18. Participants are provided with a place to sleep and shower, but must bring their sleeping bag and toiletries.
19. Participants are provided with meals and snacks during the event.
20. The organizers will attempt to honor food restrictions; if they cannot, specific participants may be asked to bring their own food, and will be reimbursed for such expenses up to an amount set by the organizers.

Mini-events

21. The organizers may define mini-events during the event, such as board games, coding or poetry.
22. Select sponsors may also organize mini-events.
23. Mini-events may optionally award prizes.

Judging and prizes

24. Participants must submit and present a project at the end of the event, in teams of at most 4 people.
25. Projects are presented to judges selected by the organizers, in two rounds.
26. Projects that participated in a sponsor’s challenge are judged by that sponsor, in a single round.
27. Projects may participate in any number of challenges, and are eligible for multiple prizes.
28. Prizes are awarded for:
 - The top three projects overall;
 - Projects fulfilling criteria decided by the organizers, such as “organizers’ favorite”;
 - Projects selected by sponsors based on their challenge, at least one winning project per challenge.

Liability

29. The organizers, and any other people involved in the event organization, do not take any responsibility for accidents, losses or theft occurring before, during or after the event.

Recordings

30. Participants consent to being photographed and filmed by people authorized to do so by the organizers.
31. Participants authorize the publication of the resulting recordings on any media considered appropriate by the organizers, such as university websites, organizers' websites or sponsor-owned media.
32. Third parties are forbidden to record participants unless explicitly authorized to do so by the organizers.
33. Participants may not be individually named in publications without their explicit consent.

Final provisions

34. The organizers may exempt specific participants from specific rules, except those listed in "Participant conduct", if the exemption is justified by the event objectives and applied fairly to all participants.
35. All decisions from the organizers or sponsors are final once announced. Participants trying to dispute such decisions may be expelled from the event and blacklisted from future events.
36. These rules may be updated until 7 days before the event.
37. Updates to these rules will be communicated to all registered participants.
38. Participants must agree to these rules, and any other rules communicated by the organizers.