



Contest Rules

1. FRESH CODE

Only code that was written after the official start of the 'hacking phase' is valid. Teams can work on existing projects but during the demo the team must clearly outline the part that was written during the hackathon and it shall be only judged on this part. Additionally open-source frameworks and code that is available to everyone may be used. Judges and organizers have to be granted a look at the source code on request.

2. TEAM SIZE

Teams of up to 4 humans are allowed.

3. BADGES

As we are hacking on a university campus, we need to be able to clearly identify participants and non-participants. That's why we ask everyone to wear the badges we hand out and clearly display the badge with their name. It is also not permitted to pass them on to non-participants.

4. TEAM REGISTRATION

In order to participate in the actual competition and present your hack your team must be registered on the official project submission platform of the event before the submission deadline.

5. SUBMISSION

Until submission deadline all teams must be registered, and their submission must include **all team members** and a link to the repository. Video submissions showing a demo of your project are optional.

6. OWNERSHIP AND IP

The ownership for everything built at the event remains with the team and the team is free to do with it what it wants, with respect to disclaimers for company challenges that indicate otherwise.

7. DEMO YOUR HACK

In order to participate in the competition it is necessary that you demo your hack. Slides are not allowed. Don't be scared to present unfinished hacks. You can still have a chance to win :)

8. JUDGING

The judging of the hackathon will have two phases. In the first phase every team has the chance to present to some judges. Afterwards the best teams will be chosen to present on stage in front of all participants and the final jury. Everyone who presents in front of the final jury starts with a blank slate. Previous scores will not be counted for the final decision. In both cases the decisions of the jury members and organizers are final and shall not be reconsidered.

9. DISQUALIFICATION

We want a fair competition and are not planning to disqualify anyone however if any of the following things is violated we sadly have to disqualify you (and in cases your team):

- There are commits done, or modifications made to your git history after Sunday 12:00.
- We see you working on your code after the deadline in order to fix your Demo.
- You give the drinks/food provided at the hackathon to non-participants.
- You pass on your badge during the event to non-participants.
- You violate the Directive on the Use of EPFL Electronic Infrastructure
- You violate the [MLH Code of Conduct](#)