



Rules & Regulations

UNIVERSITY OF KELANIYA



Organized by

Software Engineering Students' Association
University of Kelaniya

Registration Process

Each team should consist of a maximum of 4 members and a minimum of 2 members and each member name and email should be provided in the registration form.

Programming Languages to be used

Teams are allowed to use any programming language which is supported and submit your code.

Intellectual Property Rights

All submissions remain the intellectual property of the individuals or organizations that developed them.

Protection of Intellectual Property

By submitting an Entry or accepting any prize, you represent and warrant the following: you will not submit copyrighted content, protected by trade secret or otherwise subject to third party intellectual property rights or other proprietary rights, including privacy and publicity rights, unless you are the owner of such rights or have permission from their rightful owner to post the content; and the content submitted by you does not contain any viruses, Trojan horses, worms or other disabling devices or harmful code.

Copyright

Participant represents and warrants that he or she is the sole author and copyright owner of the Submission and that the Submission is an original work of the Participant, or if the Submission is a work based on an existing application, that the Participant has acquired sufficient rights to use and to authorize others; and that the Submission does not infringe upon any copyright or upon any other third- party rights of which the Participant is aware, and that the Submission is free of malware.

Eligibility

RealHack organizers have the right at their sole discretion to determine whether an entrant is eligible for the Contest. RealHack may disqualify, at organizers' sole discretion, RealHack entries (including, without limitation, content submitted in connection therewith) that (a) are in violation of third party rights or law or regulation, (b) use inappropriate or explicit language or images or display content that RealHack or Sponsors otherwise finds objectionable.

Winner Selection/Judging Criteria

Preliminary Hack

- The problems are in a pool and it contains three categories
Easy – 40% Moderate – 40% Difficult – 20%
- The problems are based on Algorithms and Data Structures and Real-Life Scenarios and the contestant are given 3 hours to submit their solutions.
- The quiz contains 7 major challenges and the setup would be according to the above proportions.
- Questions will be added to the contest at regular intervals.
- Marks are reviewed by the judging panel and the decision of selecting the top 15 teams would be on the sole hand of the judging panel.
- The teams will be given three hours to solve the given quiz and the official results will be communicated within two days.
- Selected teams will be contacted by the organizers directly.

Plagiarism Policy

Organizers retain the right to review the contestant's submissions with tools and techniques to detect acts of plagiarism. Organizers reserve the right to disqualify any team that is identified (during or after the competition) for inappropriate collaboration, reuse of material.

Final Hackathon

The Contest winners will be selected by a panel of judges. By submitting any RealHack Entry, entrants release RealHack, Sponsors, their respective subsidiaries, affiliates, directors, officers, employees, representatives, agents, and advisors from any and all liability for any claims, costs, injuries, losses, or damages of any kind arising out of or in connection with the decisions of the Judges.

Awards

Contest prizes are non-transferable by the winner(s). If you accept a prize, you will be solely responsible for all applicable taxes related to accepting such a prize.