

Rules and Guidelines

Organized by:
Software Engineering students' Association
In collaboration with IEEE Student Branch
University of Kelaniya





HACKATHON -RULES-

1. About the RealHack

RealHack is the utmost venture initiated by the Software Engineering Students' Association of the University of Kelaniya in 2018, collaborating with the IEEE Student Branch of the University of Kelaniya. RealHack is open to all university students in Sri Lanka.

RealHack 4.0 will be conducted in two rounds: Pre-Hack and Final Hackathon.

The Pre-Hack will be conducted online via the HackerRank platform: <https://www.hackerrank.com/>. The top 15 teams from the Pre-Hack will be selected for the Final Hackathon. The Final Hackathon will be conducted as a 24-hour hackathon event.

2. 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,

1. are in violation of third-party rights or law or regulation,
2. use inappropriate or explicit language or images or display content that RealHack or Sponsors otherwise finds objectionable.



HACKATHON -RULES-

3. Registration Process

- Each team should consist of a **maximum of 4 members and a minimum of 2 members**.
- Each team should have one separate email for the team to complete the registration process. All the information will be communicated through the email address the team has provided.
- The team leader needs to register his/her team using the email address for the team with the team name and team members with their names and email addresses in the registration form.
- Contestants are eligible to reach the Organizing Committee of RealHack 4.0 through email or phone for any corrections and queries related to registration.

4. Programming Languages to be used

Teams are allowed to use the programming languages which are provided through the HackerRank platform: <https://www.hackerrank.com/> to submit their code.

5. Intellectual Property

5.1 Intellectual Property Rights

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



HACKATHON -RULES-

5.2 Protection of Intellectual Property

By submitting an Entry or accepting any prize, you represent and warrant the following:

1. 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.
2. The content submitted by you does not contain any viruses, Trojan horses, worms, or other disabling devices or harmful code.

5.3 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.

Participant represents and warrants that the Submission does not infringe upon any copyright or upon any other third-party rights of which the Participant is aware.

Participant represents and warrants that the Submission is free of malware.



HACKATHON -RULES-

6. Health Guidelines

All the participants should strictly adhere to the standard health guidelines and regulations announced by any authorized person/government body in Sri Lanka or the Organizing Committee of RealHack 4.0 to make the event a tremendous success.

7. Winner Selection/ Judging Criteria

7.1 Preliminary Hack

Pre-Hack will be divided into two sections.

1. The first half will be conducted online via HackerRank. Each team should have one account in HackerRank and compete through that. The **HackerRank account username should match the team name** which they have used to register to the RealHack. All teammates should use the same account to submit solutions. Any other answers submitted will not be accountable. The problems are based on Data Structures and Algorithms and Real-Life Scenarios. The contestants are given 3 hours to submit their solutions.



HACKATHON -RULES-

The second half will consist of a system design-based problem. You will be given a set of use cases and asked to design an architectural report consisting of

- A High-Level Architecture Diagram
- Key areas addressed
- Architectural decisions made
- Assumptions

The report should be submitted as a pdf document, which can contain a maximum of 2 - 3 pages.

The system design-based question will be provided after one hour after the beginning of the pre-hack. Along with the problem statement, the email address for submission will also be provided. The answers for the system design should be submitted via email with the team name as the subject.

The marks are generated according to the judicial board, and the marking criteria would include

1. Predefined marking methodology for the question
2. Bonus marks would be added if the problems were solved creatively, other teams would have failed, and only one survived to achieve.
3. Marks are reviewed by the judging panel and the decision of selecting the top 15 teams would be in the sole hand of the judging panel.

The final marks of the Pre-Hack will be allocated according to the following percentages.

- HackerRank - 75%
- System Design - 25%



HACKATHON -RULES-

Participants have to solve a predefined set of problems for a duration of 3 hours. The top 15 teams from the Pre-Hack will be selected for the Final Hackathon. The winning teams would be announced within two days.

7.2 Final Hackathon

The final Hackathon will be conducted as a 24-hour hackathon event. The Code of Conduct and the problem statement will be given to the finalist by the organizers, and the teams are expected to code a solution. 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.

8. Awards

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