

# UniHack 6 Terms and Conditions

## Section 1. Contest organizer

UniHack (further referred to as the "Hackathon" or the "Event") is organized by Liga Studenților din Facultatea de Automatică și Calculatoare (further referred to as Liga AC or the "Organizer").

## Section 2. Legal basis. Goal

The Hackathon will unfold in accordance with the following Terms and Conditions which will have to be followed by every Participant of the Event. The Terms and Conditions will be available for consultation at any time to any interested parties, free of charge, on [unihack.eu](http://unihack.eu).

The Organizer reserves the right to modify the Terms and Conditions, informing the public of this fact by publishing it on the [unihack.eu](http://unihack.eu) website.

The Organizer reserves the right to modify the details of the Hackathon or cancel it, if necessary. The Organizer will not be held liable if, for unforeseen reasons, which do not depend or are not related to it, the promises made during the hackathon will not be fulfilled exactly.

By registering for the Hackathon, the Participants agree to comply with the Terms and Conditions and declare that they meet all eligibility requirements presented below.

## Section 3. Goals and duration of the competition

The Event will take place from November 7th to November 10th, 2024 as it follows: on November 7th, the UniHack Conference will take place, and from Friday, November 8th until Sunday, November 10th, the Hackathon will take place, according to the schedule available on [unihack.eu](http://unihack.eu).

The Hackathon will take place in Timișoara, CRAFT(Centrul Regional de Afaceri Timișoara).

This year's edition will focus on 5 civic themes (further referred to as "Tracks") organized with the help of non-governmental organizations, institutions and companies. In order to achieve solutions in line with the vision and principles of the tracks, participants will receive support from mentors working in the respective field, as well as from specialized mentors in the technical field.

## Section 4. Rules of conduct inside the location

Maintaining healthy and secure conditions in the working space obliges participants to comply with the following requirements:

- Participants should maintain a clean space in the working area;
- Participants should not use forbidden substances, alcohol or cigarettes (including electronic cigarettes, vapes or tobacco-heating devices) inside the location;
- Participants are encouraged to promptly report any potential risks or concerns regarding safety or damage to a member of the organizing team.
- Participants should follow the instructions of use for the office equipment and accessories provided;
- Participants are expected to refrain from causing any damage to the available equipment within the location.
- Participants may refrain from bringing individuals who are not participating in the event inside the venue at any time during the Hackathon.
- Participants should not present obscene, drug-enticing, racist, violent or sexual behavior or any other behavior that may cause moral prejudice to other participants;
- Participants who do not comply with the rules listed above will be automatically excluded from the Hackathon and will pay for the damages caused.

Any illegal activity will be sanctioned by exclusion from the event and will result in contacting the competent authorities.

## Section 5. Eligibility for participation

The Hackathon is open for any student (bachelor, master, doctoral student) or high school student. In order to participate in the Hackathon, each Participant will have to provide a valid proof of their educational status, such as a Student ID. The following categories are not eligible to participate:

- Those who are members of the UniHack Organizing Team;
- Those involved in any activities related to the organization of UniHack;
- Those who are banned from participating in any Liga AC events;

- Any other person that would, in the opinion of the Liga AC board members, create a real or apparent conflict of interest;

Participants who do not comply with these Terms and Conditions or the official decisions of the jury, the Organizer and, as the case may be, the partners, will be automatically excluded from the Hackathon.

## Section 6. Registration and selection of participants

Participants will be able to register between 1st of October and 21st of October 2024 (the "Registration Period"). After this date, no further entries will be accepted.

The registration of participants will be done as follows: participants will register individually, and after the Registration Period is over, before or during the event, at their choice: (a) create a team of 2 to 5 people, (b) enter in an already created team.

A Participant will only be able to participate in one team. After declaring the structure and members of the team, the Participants will not be able to request a change of team structure.

All team members/individual participants must meet the eligibility criteria outlined in the Terms and Conditions.

If any team member is not eligible or does not comply with the provisions of the Terms and Conditions, the Organizer may disqualify the entire team.

Participants are obliged to provide accurate and complete information in the registration form for the Hackathon.

The maximum number of Participants who can register for this edition of the Hackathon is 300 ("Number of slots"), with the Organizer reserving the right to modify this number up to 3 days before the Event date. In case, at a certain point, all slots made available by the Organizer have been filled during the Registration Period, Participants will be placed on a waiting list, and to the extent that spots become available, they will be notified by the Organizer (at least 24 hours before the Event date) for participation in the Hackathon.

Upon registration and team formation, all participating teams are required to select a specific track in which they will compete and must adhere to the theme and guidelines associated with that track. Failure to comply with the chosen track's requirements may result in the Project being considered as ineligible for judging.

## Section 7. General conditions



Participation in the Event is free of charge for people who have registered by filling in the registration form and who have received confirmation of registration.

Participants are responsible for bringing the equipment they need for the development of their project. The Organizer will provide a suitable environment for the Hackathon, including access to internet, workstations for teams, access to electricity, and other facilities (restrooms, relaxation areas, sleeping areas, bathrooms) meals and accommodation from November 7th to November 10th.

All Participants must start coding at the same time, according to the official schedule. The time provided for developing the projects is 48 hours. After that period, no further changes of the projects will be accepted. Participants should submit their projects on the designated platform before the 48 hours deadline. .

Participants will not be able to develop the Project outside the designated area provided for the hackathon.

In order to be valid, all Hackathon Applications must meet the following conditions:

- The project must comply with the subject of the selected Track;
- All members of the team agree with the Terms and Conditions of the Event;
- The Project must be created within the time allocated to the development of the solution during the Event (i.e. the 48 hours allocated to the implementation of the Application)
- The Project must cover at least the mandatory requirements communicated on Day 1 of the Event;
- The Project must not contain malware and must not interfere with the development of projects carried out by other participants;
- The Project must not include offensive elements, messages with indecent, illicit or immoral content, deflection (e.g. obscene gestures, instigation to drug use, incitement to violence or sexual innuendo).

If the above-mentioned rules are not respected, the Organizer reserves the right to exclude the project and to disqualify the team.

By participating in the Hackathon, the Participants, as well as any person who will be present during the Hackathon, agree not to provide the public with information that may damage the image of the Organizer, under the sanction of support of all consequences arising from failure to comply with this obligation. This obligation must be respected during the Hackathon as well as after its completion.

Each Team is responsible for its own cooperation and teamwork. The Organizer shall not engage in any disputes between members regarding their conduct, participation, cooperation, contribution, or exchange of earnings or intellectual property.

The Organizer reserves the right, at its sole discretion, to disqualify any Participant it deems ineligible or presents the appearance of falsification of the registration process or of the performance of the Hackathon, or acting in violation of these Terms and Conditions or in an inappropriate, non-fair play manner, which is not in the interest of the Organizer or which acts violation of any applicable law or regulation.

### **Section 8. Judging**

Participants have the right to be judged fairly, under the same conditions and according to the same criteria. The main criteria are the following:

- Understanding the theme and adherence to the theme.
- Creativity of the idea and the value created for potential future users and clients.
- Originality of the approach and the result.
- Quality and usefulness of the presented information.
- Quality of the technical implementation.

The members of the jury will be carefully selected by the Organizer to represent a qualified group of evaluators with relevant experience and expertise in both the technology and business areas, as well as the civic area. The Organizer will present the exact composition of the jury during the Event.

### **Section 9. Intellectual Property**

The participants declare that the application, idea, concept and prototype (the 'Project') are the creation of their team and therefore no intellectual property rights are infringed.

By participating in the Hackathon, the Participants declare that:

- They are the owners of intellectual property rights over the Application/ Project and it does not violate/will not violate any rights, including intellectual property rights of a third party;

- The Application/Project has not been made available to the public in any other way outside the Hackathon and will not be made public before the end of the Hackathon;
- In the event that the Application will include open-source software or hardware, the Participant warrants that it will comply with any applicable open-source licenses and that the application will contain software created that will not exist and rely on the features and functions included in open source software;

Following the creation, development and presentation of the Application within the Hackathon, the Organizer, sponsors or partners do not acquire any intellectual property rights over the Application, ideas, concept or prototype created. Any moral or material rights deriving from copyright on the Application/Project belong exclusively to the team members who created and conceived the Application/Project, according to the requirements presented by the Organizer in order to participate in the Hackathon.

The Organizer, Sponsors or Partners may not be involved in any dispute if such dispute involves the intellectual property rights of the Participants/Team or the contribution of each team member to the implementation of the Application/Project. Participants have the obligation to establish at team level how to distribute/exploit intellectual property rights in respect of the Application/Project.

Participants/team members confirm through this Regulation that by creating and presenting the Project at the Hackathon, they will grant the Organizer, free of charge, an unlimited, irrevocable, and applicable right in any territory to use the data provided in the Application and throughout the Hackathon for the promotion of the Event, the Application, the promotion of the Organizer, and/or other events that may be organized by the Organizer. In this sense, Participants acknowledge that the Organizer may use images/video recordings from the Event, programming sessions, pitches, the name and functionalities of the Applications, details regarding the structure and functionality of the Application.

Participants declare and warrant that the Application and the transfer/granting of associated usage rights will not violate any industrial or intellectual property rights owned by a third party.

Participants agree to protect Liga AC, its Partners, Representatives, volunteers, and any other entities associated with Liga AC from any liability or costs that may arise due to claims or complaints filed by intellectual property rights holders whose rights have been infringed as a result of any actions or inactions stemming from the Participants'



involvement in the Hackathon and/or the presentation of the Application during the Hackathon.

**Liability Limitation:** The Organizer will not, under any circumstances, be responsible for any financial loss, data loss, or any damages related to missed opportunities (*lucrum cessans*), indirect, or punitive damages resulting from your participation in the Hackathon. This includes situations where such damages may be associated with contractual obligations, torts, warranties, regardless of whether the potential for such losses or damages was foreseeable or not.

### **Section 10. Duties and taxes**

The Organizer commits to calculate, withhold, and remit the taxes owed on the income received by the winners in accordance with Law 227/2015, the Fiscal Code, as well as any other tax obligations or obligations of any other nature. Once the winners accept their prize, the Organizer's responsibilities commence.

### **Section 11. Suspend tracks**

A track may be canceled before the date of the event in case of unexpected events, force majeure events, or if the Organizer is unable to continue the event due to external, independent reasons unrelated to the Organizer.

A track may be canceled before the date of the event if the number of eligible/selected teams to participate is insufficient.

### **Section 12. Data privacy**

The Organizer respects and protects the confidentiality of personal data in the registration forms. Any personal information is processed and used in accordance with the personal data privacy policy and will not be used in any way that contradicts this policy. For more information regarding data processing and privacy check [unihack.eu/privacy-policy](https://unihack.eu/privacy-policy).

The names of teams and the names of their members may be made public on the [unihack.eu](https://unihack.eu) website and in promotional materials created and distributed by UniHack.

### Section 13. Litigation

Any disputes between the organizer and the competition will be settled amicably. If a competitor has to report an incident in connection with the tour of the event, he will address the Organizer with a written notification in this regard sent to the [madalin.pothora@unihack.eu](mailto:madalin.pothora@unihack.eu) address within maximum 15 days from the date of the incident, the Organizer being obliged to provide a response within 30 days.

If the participant is not satisfied with the response received or with the manner of solving the incident, they have the right to address the competent courts in Romania.

**Date and location**

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**Participant First and Last Name**

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**Participant Signature**

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