

RULES AND REGULATIONS OF THE HACKLAG LEGAL IMPACT HACKATHON

5-6 JUNE 2018, OSLO, NORWAY

Dear Participant, please read the information below. Your official registration at the Hacklag Legal Impact Hackathon (hereinafter referred to as the Hackathon) means you have read and accepted the following participation terms and conditions.

Registration and event's dates

Registration to participate in the Hackathon is mandatory. All Participants have to register for the event at <https://www.meetup.com/pl-PL/Biafystok-Hacklag-Foundation-Meetup/events/250785038/> prior to the Hackathon. The event starts on 5th June 2018 at 10.00 a.m. and finishes on 6th June 2018 at 6.00 p.m. It is advised to come to the venue earlier in order to sign up the list of attendance (9.00 a.m.). The organizer will send an email to all registered Participants in order to get their final confirmation on 2nd June 2018 at the latest.

Event's venue

The Hackathon will take place at a fully accessible office of Explorer HQ, Torggata 13, Oslo. All registered teams are invited at the venue on 5th June 2018 at 9.00 a.m. sharp to prepare their equipment and bond with the mentors as well as the other teams before the official start of the event (10.00 a.m.).

Filming and photography consent

In consideration of the opportunity to take part in the Hackathon, all Participants give permission and all necessary consent to the organizers, Hacklag Foundation, and those authorised by them to record everybody present at the event by photography and/or video and/or sound recording. Participants also agree that for educational and promotional purposes the organizers may use the recordings (in whole or in part, transcribed or otherwise) throughout the world for the full period of copyright, including all renewals, extensions, and revivals of such period.

Teams

Formed teams should consist of 2-6 persons. In case of not having a team, Participants will be encouraged by the organizers to form one on spot. Each team is supposed to have a distinguishing, original name (e.g. project's name).

Mentors

Participants (teams) will be encouraged to seek help and consultation at mentors' desk. The desk is going to be open and available for the whole time of the Hackathon. Mentors are going to support Participants and help them overcome obstacles or stagnations that may occur.

Used programming languages

Teams are allowed to use any programming language they want. What is equally important, teams can develop their projects on any platform they want, because finding a good and feasible idea and deciding on the best way to develop it is what matters the most. There is no need for the team members to have programming knowledge in order to work on the idea the team comes up with on spot. We will accept also non-programming solutions.

Projects/submissions

As organizers, we want the Participants to come to our Hackathon with ideas for the projects rather than already developed (ongoing) projects. If a team decides to come and work on an ongoing project, a panel of judges will assess only this part of the project that was developed on spot, at our event.

Intellectual property rights

As a Participant, you don't need to worry about the future of your project and who is going to claim rights to it, because all finished submissions remain the intellectual property of the individuals that developed them.

Protection and security of intellectual property

By submitting a project (submission) or accepting any prize, you represent and warrant the following: you/your team will not submit content that is copyrighted, 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. Moreover, the content submitted by you/your team does not contain any viruses, Trojan horses, worms or other disabling devices and harmful codes such as malware and spyware.

Copyright

Participant represents and warrants that he or she is the sole author and copyright owner of the submission (project), and that the submission is an original work of the Participant/Participant's team, or if the submission is a work based on an existing application, that the Participant has acquired sufficient rights to use it and to authorize others. What is more, the submission does not infringe upon any copyright or upon any other third party rights of which the Participant is aware.

Code of Conduct

All attendees, organizers, speakers, Partners, volunteers and 3rd-party staff at Hacklag Legal Impact Hackathon are required to agree to the following code of conduct.

As organizers, we want our guests to feel comfortable and confident that they are in a trustworthy, harassment-free environment, in which they can report any ill-willed activity to the organizers or staff and receive swift resolution.

Any Participants violating this code of conduct may be removed from the Hackathon without refund at the discretion of the event organizers or venue security.

All forms of harassment, misconduct, or disruptive behavior will not be tolerated. Harassment includes any form of physical or verbal forms of misconduct, including but not limited to: offensive comments or actions related to gender, gender identity, sexual orientation, disability, physical appearance, body size, ethnicity, race, or religion.

Misconduct such as intimidation, stalking, harassful photography or recording, sustained disruption of talks or other acts, inappropriate physical contact, and unwelcome sexual attention are grounds for instant removal.

Eligibility

Organizers have the right at their sole discretion to determine whether a Participant is eligible for the Hackathon. Hacklag Foundation may disqualify, at organizers' sole discretion, Hacklag Legal Impact Hackathon teams (including, without limitation, content submitted in connection therewith) that (a) are in violation of third party rights or law or regulations, (b) use inappropriate or explicit language or images, or display content that Hacklag Foundation finds objectionable.

Winners' selection and judging criteria

Winners will be judged based on the following criteria:

- real impact on solving a legal problem – 50%
- approach to the problem and target group analysis – 20%
- completion of the project – 20%
- innovativeness of the solution – 10%.

The Hackathon winners will be selected by a panel of judges (experienced IT/legal entrepreneurs and professionals in other fields) consisting of the organizers and Partners. The list of judges will be announced at least 1 day before the event begins (on 4th June 2018 at the latest) and published on the Hackathon's website.

Categories

There's no technological restriction on what you can use to build your project, however, there are going to be some special categories like:

- best legal document processing - sponsored by 21st and Arktis
- best blockchain-based solution - sponsored by The Kasbah Hub
- best GDPR solution - sponsored by Adall
- best crowd-based solution - sponsored by Explorer HQ
- the craziest idea - sponsored by Hacklag Foundation.

Partners of the event may decide to award a special own prize to a project in which they see great value. Such awards will be announced on spot at the latest.

Prizes

The winners of the 'best legal document processing' category will receive a prize of **5000 NOK** (sent via bank transfer to the winning team representative no later than two weeks after the event ends). Contest prizes are non-transferable by the winners. If you accept the prize, you will be solely responsible for all applicable taxes related to accepting such prize.

Organizer

The event's organizer is Hacklag Foundation (www.hacklag.org , hello@hacklag.org) in partnership with business entities: Arktis Advokatfirmaet, Adall, Syncano, NewMark Capital, 21st, Explorer HQ, The Kasbah Hub, and Folk Oslo.

The organizer reserves the right to modify these Rules and Regulations at any time and without notice to Participants.