PayPal Developer Days Hackathon 2025
Official Rules

NO PURCHASE OR PAYMENT NECESSARY TO ENTER OR WIN. A PURCHASE OR PAYMENT WILL NOT INCREASE YOUR CHANCES OF WINNING.

SUBMISSION OF ANY ENTRY CONSTITUTES AGREEMENT TO THESE OFFICIAL RULES AS A CONTRACT BETWEEN PARTICIPANT (AND EACH INDIVIDUAL MEMBER OF PARTICIPANT) AND THE HACKATHON SPONSOR.

Overview

Let's build, code, collaborate, and hack! Put your skills to the test as you work with other developer attendees and PayPal experts to demonstrate your creativity and problem-solving skills.

But this is not just another hackathon. You'll have access to our advanced code automation tools to design, build, and experiment. Get hands-on with how we are using adaptive technology to streamline your development process.

Showcase your team's final project during a lightning round of demos at the closing reception with awards, recognition (and bragging rights) for creativity and innovation. We can't wait to see what you build.

1. **Dates and Timing**
   <u>Registration Window</u>: Before April 29, 2025 at 5:00 pm.
   <u>Begin Build</u> : Tuesday, April 29, 2025, from 5:15 pm to 7:00 pm pacific.
   <u>Build Period</u>: Wednesday, April 30, 2025 from 9:00 am to 5:00 pm pacific.
   <u>Build Submission Deadline</u>: Wednesday, April 30, 2025, at 5:00 pm pacific.
   <u>Judging Window</u>: Wednesday, April 30, 2025, starting after 5:00 pm pacific.
   <u>Presentation of Finalist Submissions and Announcing Winners</u>: Thursday, May 1, 2025 starting at 10:00 am pacific.

2. **Sponsor and Administration**
   PayPal, Inc., 2211 N. First Street, San Jose, CA 95131 (the "Sponsor").

3. **Eligibility**
   This Hackathon is open to individuals who are registered attendees of Developer Days 2025, and are United States residents at the time of entry ("Participants"). You must have a badge and have checked-in on-site, and attend the Developer Days 2025 hackathon ("Hackathon") welcome kick off presentation on Tuesday. This Hackathon is for new projects that haven't raised outside capital. It is not intended for established projects who have been building the same product for years and have already raised venture funding. Submission projects cannot have started development before the

commencement of the Hackathon. Submissions will only be judged on the code and work produced between the start and end dates of the Hackathon. Participants must be on-site during the demo presentations and must work in teams of 2 – 5 people (Teams"). No individually submitted projects will be able to be reviewed.

The Hackathon is not open to individuals who are not residents of the United States at the time of entry; any individual who is a PayPal employee, representatives or agent and all members of their immediate family or household; and any other individual or organization whose participation in the Hackathon would create, in the sole discretion of the Sponsor, a real or apparent conflict of interest.

4. **How to Enter**
   At the welcome kick off presentation, participants will be briefed on the Hackathon challenges and be provided with resources and guidance on how to submit your project, technical resources to help you build your project and support from PayPal engineering mentors if you run into any issues on-site.

   Participants will be given a link to a page outlining everything they'll need to know to be successful including hackathon timeline, submission deadline and information, technical resources and links.

   Attendees will be encouraged to meet other participants and form teams based on common challenge interests. There will be some time at the end of the welcome presentation to help facilitate team matchmaking but ultimately this is up to the individual attendees to form teams.

5. **Challenge Descriptions**
   Teams must base their project submissions on one of the following three themes ("Submissions"):
   A. Agentic Integrations: Develop an agent that addresses a common business challenge leveraging PayPal's MCP Server, Agentic Toolkit (aka "Agent Tooklit") or APIs. A few ideas are:
      a. Complete a checkout process using PayPal agentic processes,
      b. Post purchase agentic flows,
      c. Refund and dispute management, or
      d. Subscription management

   B. Vibe Coding with Replit: Build an application on Replit using PayPal integrations.

   C. Upgrade your legacy integration: Bring your existing use case and work with the PayPal team to upgrade using our latest SDKs and beta products.

6. **Judges & Criteria**

Hackathon will be judged by a panel of 3 to 4 PayPal executives and employees. The criteria on which the Submissions will be judged are:

A. **Business Relevance**
   - Does the solution address a specific, real-world business challenge or opportunity?
   - <u>Presentation:</u> How clearly is the project communicated? Was the demo effective?

B. **Innovation/ Creativity / Potential Impact**
   - Is the solution unique or does it introduce a novel approach to an existing problem?
   - How effectively does the project deliver measurable value (e.g. increased efficiency, cost savings, revenue growth)?

C. **Technical Implementation**
   - <u>End-to-End Functionality</u>: Does the submission present a fully working demo or proof of concept from start to finish (e.g., user flow, payment flow, confirmation)?
   - How effectively is PayPal integrated into the project's workflow?

D. **Technical Quality**
   - Does the solution demonstrate quality software development?
   - <u>Production Readiness</u>**:** If expanded, could the project go live with minimal additional effort?
   - <u>Use of Features</u>**:** Does the solution go beyond basic payment acceptance to utilize PayPal's other capabilities where applicable?
   - How effectively is PayPal integrated into the project's workflow?

7. **Code of Conduct**
   We intend to create an environment that values engineering, collaboration, creativity, competition, and impact. Accordingly, Hackathon Participants are expected to adhere to the Code of Conduct outlined below for the duration of the Hackathon. Sponsor will enforce this code and have the sole right to disqualify any individual or team that breaks the code.

   ● Be Respectful: Be kind and respect all participants in the event. Do not insult or put down other participants.

   ● Be Professional: Remember that harassment, racism, sexism, or exclusionary jokes are not appropriate during the hackathon or when using the platform. Harassment includes offensive verbal comments related to gender, sexual orientation, disability, physical appearance, race, and/or religion. Sexual images in

public forums, deliberate intimidation, online stalking, sustained disruption of virtual presentations, or any other inappropriate action is strictly prohibited.

● Be Thoughtful: Act and communicate in the spirit of openness and inclusiveness with all Participants, administrators and judges in the hackathon.

● Be Open: We welcome Participants from all backgrounds. This event is about increasing awareness for agentic AI and PayPal platforms and opportunities. Please be welcoming to all who register for the event and help us foster a positive and productive environment for all.

● Believe in Yourself: Dream big and use PayPal's powerful technology to create products that will change the world for the better.

8. **Intellectual Property Rights**
All Submissions remain the intellectual property of the Participants that developed them. By submitting an entry, Participants agree that the Sponsor will have an irrevocable, royalty-free, worldwide right and license to: (a) use, review, assess, test, and otherwise analyze the Submission and all its content in connection with the Hackathon; and (b) feature the Submission and all its content for promotional purposes (including, but not limited to, in advertisements, press releases, presentations, and trade shows) in all media, now known or later developed. Participants also agree to sign any necessary documentation that may be required for Sponsor, and their designees to make use of the rights you granted. You acknowledge that Sponsor, other Participants or others may have developed or commissioned materials similar or identical to your Submission, or may develop something similar in the future, and you waive any claims you may have resulting from any similarities to your Submission.

Participants understand that Sponsor cannot control the information you disclose to us or our representatives in the course of participating in the Hackathon, or what we or our representatives will remember about your Submission. Participants also understand that Sponsor will not restrict work assignments of representatives who have had access to your Submission. By participating in the Hackathon, Participants agree that we may use any information in our representatives' unaided memories in the development or deployment of our products or services without liability or compensation to Participants. Participants understand that they will not receive any compensation or credit from us for use of the Submission in connection with this Hackathon. We are not responsible for any unauthorized use of the Submission by those accessing or viewing the Submission.

Please note that after the hackathon, Participants and/or the Submission may be publicized in advertisements related to the Hackathon. These advertisements may

be distributed online and posted on our site, social media handles, or third-party websites.

While Sponsor reserves the rights set forth above, we are not obligated to use the Submission for any purpose, even if it has been selected as a winning submission.

If Participants do not want to grant us these rights to the Submission, please do not enter this Hackathon.

Nothing in these Official Rules shall be interpreted as granting Participants permission to use or display any of the Sponsor trademarks (including any logo or brand) or rights in any PayPal, Inc. technologies or IP. Participants agree to contact us prior to promoting or publicizing your participation in and, if applicable, you winning the Hackathon.

By submitting an entry or accepting any prize, Participants represent and warrant that (a) submitted content is not copyrighted, protected by trade secret or otherwise subject to third party intellectual property rights or other proprietary rights, including privacy and publicity rights, unless Participant is the owner of such rights or has permission from their rightful owner to post the content; (b) the content submitted does not contain any viruses, Trojan horses, worms, spyware or other disabling devices or harmful or malicious code; and (c) participation and acceptance of any prize complies with Participants' employer policies (as applicable).

Excluding Submissions, all intellectual property related to this Hackathon, including but not limited to copyrighted material, trademarks, trade-names, logos, designs, promotional materials, web pages, source codes, drawings, illustrations, slogans and representations are owned or used under license by the Sponsor. All rights are reserved. Unauthorized copying or use of any copyrighted material or intellectual property without the express written consent of its owners is strictly prohibited. Any use in a Submission of Sponsor's intellectual property shall be solely to the extent provided for in these Official Rules

9. **Prizes**
   The following prizes will be awarded by Sponsor to up to 3 Teams based on the criteria set forth in Section 6 herein. Any prize money awarded to a Team, will be split equally among the Participants in that Team. Points for event swag are awarded to individual Participants that are members of the winning Teams.

Team Winners	Prize
1st Place Team	• $5,000 USD to the Team, to be divided equally among the Participant member of Team. • 175 points for each Participant member of the Team, to redeem in the event swag store.
2nd Place Team	• $3,000 USD to the Team, to be divided equally among the Participant members of the Team. • 125 points for each Participant member of the Team, to redeem in the event swag store.
3rd Place Team	• $2,000 USD to the Team, to be divided equally among the Participant members of the Team. • 75 points for each Participant member of the Team, to redeem in the event swag store.

All Participants of the Hackathon will be given 25 points for event swag for signing up for Hackathon.

Substitutions & Changes: Prizes are non-transferable by the winner. Sponsor in its sole discretion has the right to make a prize substition of equivalent or greater value. Sponsor will not award a prize if there are no eligible submissions entered in the Hackathon, or if there are no eligible Participants or Submissions for a specific prize.

Verification Requirement: THE AWARD OF A PRIZE TO A POTENTIAL WINNER IS SUBJECT TO VERIFICATION OF THE IDENTITY, QUALIFICATIONS AND ROLE OF THE POTENTIAL WINNER IN THE CREATION OF THE SUBMISSION. No Submission or Participant shall be deemed a winning Submission or winner until their post-competition prize affidavits have been completed and verified, even if prospective winners have been announced verbally or on the competition website. The final decision to designate a winner shall be made by the Sponsor.

Prize Delivery: Prizes will be payable by Sponsor to individual Participant members of winning Teams. A monetary prize may be sent to the Participant's address, provided in person at the event, or sent electronically to the Participant's bank account, at Sponsor's sole discretion. Failure to provide correct information on the

registration or other required forms may result in delayed prize delivery, disqualification, or forteiture of a prize. Prizes will be delivered within 60 days of the potential winner verification. Any additional prize provided by a third party is subject to a separate agreement between the prize provider and recipient and is not subject to these Official Rules.

Fees & Taxes: Winning Participants are responsible for any fees associated with receiving or using a prize, including but not limited to, wiring fees or currency exchange fees. Winning Participants are responsible for reporting and paying all applicable taxes in their jurisdiction of residence (federal, state/provincial/territorial and local). Winners may be required to provide certain information to facilitate receipt of the award, including completing and submitting any tax or other forms necessary for compliance with applicable withholding and reporting requirements, including a complete form W-9.

10. **Release**
    By participating in this Hackathon, winners agree to release and hold harmless Sponsor and their respective subsidiaries, affiliates, suppliers, distributors, advertising/promotion agencies, and prize suppliers, and each of their respective parent companies and each such company's officers, directors, employees and agents (collectively, the "Released Parties") from any and all actions, claims, injury, loss or damage arising in any manner, directly or indirectly, from participation in this Hackathon and/or acceptance, use, inability to use, misuse or redemption of a prize (including any injury or harm related thereto).

11. **Publicity**
    By participating in the Hackathon, Participant consents to the promotion and display of the Participant's Submission, and to the use of personal information about themselves for promotional purposes, by the Sponsor and third parties acting on their behalf. Such personal information includes, but is not limited to, your name, likeness, photograph, voice, opinions, comments and hometown and country of residence. It may be used in any existing or newly created media, worldwide without further payment or consideration or right of review, unless prohibited by law. Authorized use includes but is not limited to advertising and promotional purposes.

12. **General Conditions**
A. Sponsor reserves the right, in its sole discretion, to cancel, suspend and/or modify the Hackathon, or any part of it, in the event of a technical failure, fraud, or any other factor or event that was not anticipated or is not within its control.

B. Sponsor reserve the right in its sole discretion to disqualify any individual or Participant if it finds to be actually or presenting the appearance of tampering with the entry process or the operation of the Hackathon or to be acting in violation of

these Official Rules or in a manner that is inappropriate, unsportsmanlike, not in the best interests of this Hackathon, or a violation of any applicable law or regulation.

C. Any attempt by any person to undermine the proper conduct of the Hackathon may be a violation of criminal and civil law. Should the Sponsor suspect that such an attempt has been made or is threatened, it reserves the right to take appropriate action including but not limited to requiring an Participant to cooperate with an investigation and referral to criminal and civil law enforcement authorities.

D. If there is any discrepancy or inconsistency between the terms and conditions of the Official Rules and disclosures or other statements contained in any Hackathon materials, including but not limited to the Hackathon tooling and resource materials, registration or Submission forms, Hackathon or Developer Days Event Website, or advertising, the terms and conditions of the Official Rules shall prevail.

E. The terms and conditions of the Official Rules are subject to change at any time, including the rights or obligations of the Participant and the Sponsor. The Sponsor will post the terms and conditions of the amended Official Rules on the Developer Days 2025 Event Website. To the fullest extent permitted by law, any amendment will become effective at the time specified in the posting of the amended Official Rules or, if no time is specified, the time of posting.

F. If at any time prior to the deadline, an Participant or prospective Participant believes that any term in the Official Rules is or may be ambiguous, they must submit a written request for clarification.

G. The Sponsor's failure to enforce any term of these Official Rules shall not constitute a waiver of that provision. Should any provision of these Official Rules be or become illegal or unenforceable in any jurisdiction whose laws or regulations may apply to an Participant, such illegality or unenforceability shall leave the remainder of these Official Rules, including the Rule affected, to the fullest extent permitted by law, unaffected and valid. The illegal or unenforceable provision shall be replaced by a valid and enforceable provision that comes closest and best reflects the sponsor's intention in a legal and enforceable manner with respect to the invalid or unenforceable provision.

13. **Limitation of Liability**
By entering, all Participants agree to release, indemnify and hold harmless the Released Parties from any and all claims in connection with the Prizes or Participant's participation in the Hackathon, including without limitation (1) any incorrect or inaccurate information either caused by printing errors or by any of the equipment or programming associated with or utilized in the Hackathon or provided by Participants; (2) technical failures of any kind, including, but not limited to malfunctions, interruptions, or disconnections to the internet, in phone lines or

network hardware or software; (3) unauthorized human intervention in any part of the Hackathon, including but not limited to the registration process; (4) technical or human error which may occur in the administration of the Hackathon; or (5) any injury or damage to persons or property which may be caused, directly or indirectly, in whole or in part, from Participant's participation in the Hackathon, or to the receipt, use, inability to use, or misuse of any prize. If for any reason an a Team's Submission is confirmed to have been erroneously deleted, lost, or otherwise destroyed or corrupted, the Participants' sole remedy is another Submission in the Hackathon, if it is possible. Participants agree that in any cause of action, the Released Parties liability will be limited to the cost of entering and/or participating in the Hackathon.

14. **Agreement to Arbitrate**

Participant agrees that any and all disputes, claims and causes of action arising out of or connected with this Hackathon or any prize awarded, including without limitation federal and state statutory claims, common law claims, and those based in contract, tort, fraud, misrepresentation or any other legal theory, shall be resolved exclusively through final and binding arbitration, rather than in court, except that the claimant may assert claims in small claims court, if the claims qualify and so long as the matter remains in such court and advances only on an individual (non-class, non-representative) basis. This Agreement to Arbitrate is intended to be broadly interpreted. The Federal Arbitration Act governs the interpretation and enforcement of this Agreement to Arbitrate.

Arbitration is more informal than a lawsuit in court. Arbitration uses a neutral arbitrator or arbitrators instead of a judge or jury, and court review of an arbitration award is very limited. However, the arbitrator can award the same damages and relief on an individual basis that a court can award to an individual. The arbitrator also must follow the terms of this agreement as a court would. All issues are for the arbitrator to decide, except that issues relating to arbitrability, the scope or enforceability of this Agreement to Arbitrate, or the interpretation of the Prohibition of Class and Representative Actions and Non-Individualized Relief section below, shall be for a court of competent jurisdiction to decide.
The arbitration will be conducted by the American Arbitration Association (referred to as the "AAA") under its rules and procedures, as modified by this Agreement to Arbitrate. The AAA's rules are available at www.adr.org. In the event that the AAA is unavailable to administer the arbitration, another administrator will be selected by the parties or by the court.

The arbitration shall be held in the county in which you reside or at another mutually agreed location. If the value of the relief sought is $10,000 or less, either party may elect to have the arbitration conducted by telephone or based solely on written submissions, which election shall be binding on the parties subject to the discretion of the arbitrator to require an in-person hearing, if the circumstances warrant. In

cases where an in-person hearing is held, either party may attend by telephone, unless the arbitrator require otherwise.

The arbitrator will decide the substance of all claims in accordance with applicable law, including recognized principles of equity, and will honor all claims of privilege recognized by law. The award of the arbitrator shall be final and binding, and judgment on the award rendered by the arbitrator may be entered in any court having jurisdiction thereof.

Payment of all filing, administration, and arbitrator fees will be governed by the AAA's rules, unless otherwise stated in this Agreement to Arbitrate. If you are able to demonstrate that the costs of accessing arbitration will be prohibitive as compared to the costs of accessing a court for purposes of pursuing litigation on an individual basis, Sponsor will pay as much of the filing, administration, and arbitrator fees as the arbitrator deems necessary to prevent the cost of accessing the arbitration from being prohibitive. In the event the arbitrator determine the claim(s) you assert in the arbitration to be frivolous, you agree to reimburse Sponsor for all fees associated with the arbitration paid by Sponsor on your behalf that you otherwise would be obligated to pay under the AAA's rules.

With the exception of any of the provisions in the Prohibition of Class and Representative Actions and Non-Individualized Relief section below, if a court decides that any part of this Agreement to Arbitrate is invalid or unenforceable, the other parts of this Agreement to Arbitrate shall still apply. If a court decides that any of the provisions in the Prohibition of Class and Representative Actions and Non-Individualized Relief section above is invalid or unenforceable because it would prevent the exercise of a non-waivable right to pursue public injunctive relief, then any dispute regarding the entitlement to such relief (and only that relief) must be severed from arbitration and may be litigated in court. All other disputes subject to arbitration under the terms of the Agreement to Arbitrate shall be arbitrated under its terms.

15. **Governing Law**
    All issues and questions concerning the construction, validity, interpretation and enforceability of these Official Rules, or the rights and obligations of the Participant and Sponsor in connection with the Promotion, shall be governed by, and construed in accordance with, the laws of the State of Delaware without giving effect to any choice of law or conflict of law rules (whether of the State of Delaware or any other jurisdiction), which would cause the application of the laws of any jurisdiction other than the State of Delaware.

16. **Privacy**
    Information collected from Participants is subject to Sponsor's Privacy Policy.