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PoliHack v.18 Participant Regulations

5 - 7 December 2025

Chapter 1 - Project Description

Art. 1.1 PoliHack is a 48-hour hackathon that will take place between December 5th, 2025 and December 7th, 2025.

Art. 1.2 PoliHack is a project created and organized by the Students Organization of the Technical University of Cluj-Napoca (OSUT Cluj), headquartered in Cluj-Napoca, Ceahlău Street, no. 72, with Registration Code - 15778109, IBAN - R036BTRL01301205950852XX (RON account at Banca Transilvania), legally represented by Timiș Traian-Marius, acting as President.

Chapter 2 – Hackathon Description

Art. 2.1 PoliHack is a 48-hour hackathon taking place from December 5th to December 7th, 2025, open to high school and university students who are passionate about IT, both from Romania and abroad. Participants will have the chance to apply innovative ideas and explore entrepreneurship, guided by mentors and jury members from partner companies.

Art. 2.2 PoliHack includes five sections - four for university students (points a, b, c, d) and one for high school students only (point e):

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- a. AppDev;
- b. Cybersecurity;
- c. Embedded;
- d. Web;
- e. Junior.

Art. 2.2.1 Participants must register for a single section appropriate to their category.

Art. 2.2.2 Participants are required to upload a valid student/high school ID (for the current academic year) during registration and to present a valid ID at check-in. Failure to do so will result in disqualification.

Art 2.3 This competition is international and open to students and pupils of all nationalities, genders, and religions.

Art. 2.4 A participation fee of **85 RON per person** is required upon team registration.

Art. 2.4.1 The fee must be paid via bank transfer to OSUT CLUJ (IBAN - RO36BTRL01301205950852XX, bank: Banca Transilvania, beneficiary: OSUT CLUJ, transfer details: TeamName_PoliHackFee). The total amount must be paid by one team member for the entire team. Failure to pay will lead to disqualification.

Art. 2.4.2 Withdrawal and refund of the registration fee are allowed until November 24th, 2025. After this date, no refunds will be issued.

Chapter 3 – Organizers

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Art. 3.1 The organizer of the competition is the Students Organization of the Technical University of Cluj-Napoca (OSUT Cluj), part of the Technical University of Cluj-Napoca (TUCN).

Art. 3.2 The organizers reserve the right to modify this regulation or other aspects of the competition (such as the schedule, location, challenges, prizes etc.). However, they are obligated to publicly announce such changes through informative posts on the event's social media pages or on the official website (<https://polihack.osut.org>).

Art. 3.3 Within this Regulation, the following terms have the following meanings:

- Organizers - The Executive Board of the Students Organization of the Technical University of Cluj-Napoca (OSUT Cluj) and the PoliHack Project Coordination Team (the main individuals responsible for managing and implementing the PoliHack Project, led by a coordinator).

Chapter 4 – Registration

Art. 4.1 The registration period for the competition is from November 10th, 2025 to November 20th, 2025, with the possibility of extension at the discretion of the organizers. Any changes to the registration period will be officially announced on the event's social media pages and website.

Art. 4.2 Registration is done via a Google Forms application, published on the event's social media pages and website.

Art. 4.3 Teams must consist of a minimum of 3 and a maximum of 5 members.

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Art. 4.4 A participant may not register in multiple teams or in multiple sections at the same time. Each participant must choose one team and one section within the hackathon. Registering in multiple teams or sections will result in disqualification of the participant and all involved teams.

Art 4.5 Teams must consist exclusively of either high school students or university students. Mixed teams, consisting of both high school students and university students, are not allowed.

Art. 4.6 The number of participants in the PoliHack project may be limited based on available resources. This will be announced in advance by the organizers.

Art. 4.7 The registration form must be completed by a single member of the team, who is responsible for entering the personal details of all team members.

Art. 4.8 After the registration period ends, the organizers will contact the registered teams to confirm their participation in the PoliHack project.

Art. 4.9 In case a team withdraws after the registration period has closed, its place may be taken by a team from the waiting list, in the order of registration.

Art. 4.10 Only high school and university students are eligible to register. They must upload a picture of their current year's student ID or high school ID as proof of status. Students from all levels of higher education (Bachelor's, Master's, PhD) are eligible, both from Romania and other countries.

Art. 4.11 The organizers reserve the right to close registrations earlier than the announced deadline if the maximum number of participants is reached.

Art 4.12 This regulation must be read and signed by each team member. The signed version must be uploaded in PDF format through the registration form.

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Art 4.13 Participants under the age of 18 must provide a signed parental or legal guardian consent form, in which the parent or guardian acknowledges and assumes responsibility for the minor's actions during the hackathon. A template for the consent form will be made available by the organizers on the event's official website. The signed version must be uploaded in PDF format through the registration form. Failure to submit the completed consent form will result in the participant being ineligible to participate.

Chapter 5 – Hackathon Theme

Art. 5.1 The projects developed within the five sections mentioned in **Art. 2.2** must correspond to the specific theme of the hackathon assigned to each category. The theme will be announced at the beginning of the event.

Art. 5.2 The theme is announced at the start of the hackathon to prevent any form of unfair advantage, such as the use of pre-developed or previously refined projects, and to ensure equal conditions for all participants.

Art. 5.3 All projects must follow the given theme and must be developed exclusively during the hackathon (not before it begins).

Chapter 6 – Hackathon Procedure

Art. 6.1 Participants are required to present a valid ID at the beginning of the hackathon.

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Art. 6.2 During the event, consulting various materials and reference sources is allowed; however, participants must clearly indicate their personal contribution to the project.

Art. 6.3 Throughout the hackathon, participants will be provided with several meals over the weekend, along with access to coffee break stations and a dedicated relaxation area.

Art. 6.4 Collaboration or sabotage between teams is strictly prohibited.

Art. 6.5 The organizers will offer training sessions during the hackathon phase with the purpose of helping participants.

Art. 6.6 Attendance at training sessions is mandatory for each registered team. At least one team member must attend each training session or activity designated for their category during the hackathon. Failure to comply will result in point deductions.

Art. 6.7 Organizers do not provide electronic components, software programs, or any other materials required for project development. These must be procured by the participants themselves.

Art. 6.8 The source code of the projects must be uploaded to GitHub before the working time ends, so it can be reviewed by the jury.

Art. 6.9 Pitch presentations must be uploaded using the form provided by the organizers within 48 hours, by December 7th, 2025, at the latest, in the following format: Category_TeamName. Failure to meet this deadline will result in point deductions for the entire team. The organizers reserve the right to extend the deadline if necessary, and any changes will be communicated during the event.

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Art. 6.10 Participant check-in will take place on December 5th, 2025, at a time that will be announced by the organizers. Participants are asked to inform the organizers in advance if they anticipate being late for justified reasons.

Art. 6.11 On the last day of the hackathon, the order of the pitch presentations will be randomly drawn.

Art. 6.12 Each team will have 3 minutes for their pitch, followed by a Q&A session of 2 minutes with the jury.

Art. 6.13 External guests may attend the final presentations, provided they do not disrupt the event. Otherwise, the organizers reserve the right to ask them to leave if deemed necessary.

Chapter 7 – Judging

Art. 7.1 Participants are required to be present during the judging phase of all projects.

Art. 7.2 Team rankings will be based on the pitch presentations and technical demos, which will be presented in front of the jury.

Art. 7.3 Presentations must follow a structure provided by the organizing team. Each team will deliver their pitch, and the jury will have the opportunity to ask questions during the allocated time.

Art. 7.4 After all presentations, the jury will deliberate and determine the final ranking, which will be announced during the awards ceremony. The jury's decisions are final and cannot be contested.

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Art. 7.5 The detailed judging procedure will be announced at the beginning of the hackathon by the jury assigned to each category. Teams will be informed of the weight assigned to each component of the evaluation.

Chapter 8 - Intellectual Property

Art. 8.1 The intellectual property rights of the solutions developed during the hackathon belong to the team that created them.

Art. 8.2 The organizers bear no responsibility in case the submitted projects contain elements (text, images, source code, etc.) that violate copyright laws. Full responsibility lies with the creators of the work.

Chapter 9 - Special Notes

Art. 9.1 By participating in the competition, participants agree to be video/audio/photo recorded during the event and consent to the use and publication of these materials on the media channels of the competition and the Students' Organization of the Technical University of Cluj-Napoca.

Art. 9.2 By joining the competition, participants accept full responsibility for any damage caused to the event location. The organizers shall not be held liable for any destruction, damage, or malfunction caused by participants or their guests. Participants will bear the full cost of any repairs. They are also required to report any technical issues observed during the event to the organizers in a timely manner.

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Art. 9.2.1 The organizers are not responsible for the loss, theft, or damage of participants' personal belongings (including laptops, phones, peripherals, or other equipment) during the event. Participants are advised to keep their belongings with them at all times and to use the designated storage areas at their own risk.

Art. 9.3 Any activity involving materials that may stain or damage surfaces must be carried out only in the areas specially designated by the organizers.

Art. 9.4 The consumption of alcohol or any illegal substances is strictly prohibited during the entire duration of the hackathon. Attending the event under the influence of such substances will result in immediate disqualification and removal of the entire team.

Art. 9.5 Participants are required to wear the badge provided by the organizers around their neck at all times during the hackathon.

Art 9.6 Bringing external guests to the event is not allowed before the presentation session. Failure to comply will result in the disqualification of the team involved.

Art. 9.7 The PoliHack project will be conducted in accordance with the rules outlined in this regulation. All terms and conditions are mandatory for every participant.

Art. 9.8 This regulation includes personal data protection measures, in accordance with Law no. 190/2018 regarding the implementation of Regulation (EU) 2016/679.

Art. 9.9 By participating in the competition, participants consent to the use and processing of their personal data, in accordance with Regulation (EU) 2016/679 of the European Parliament and of the Council of April 27, 2016, concerning the protection of natural persons regarding the processing and free movement of such data, by the Students Organization of the Technical University of Cluj-Napoca (OSUT Cluj).

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Art. 9.10 Participants are required to maintain respectful and professional behavior throughout the entire duration of the event. Any form of offensive, discriminatory, or aggressive conduct, as well as any behavior that may disrupt the proper course of the competition or the effective functioning of the team, is strictly prohibited and may lead to disqualification.

Art. 9.11 Participants must comply with all safety regulations and behave responsibly throughout the event. Any actions, objects, or materials that could endanger their own safety, the safety of others, or cause damage to property are strictly prohibited. Participants must immediately report any incident, injury, or unsafe situation to the organizers. The organizers are not responsible for any accidents, injuries, or damages resulting from failure to follow these safety rules or from participants' own actions.

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