Participant rules

The following rules are recommended as the standard framework. Local organisers may adapt minor operational details (e.g., exact times, registration links) while keeping the core rules consistent.

Eligibility

- Open to enrolled students (Bachelor, Master, PhD), researchers, teachers, professional, and in general any individual. As there is the possibility of engaging online, there is no geographical restriction as to the location of the participants.
- Only participants who have registered through the hackathon webpage and received the confirmation of registration will be eligible to participate.
- There are no participation fees.
- Interdisciplinary and cross-faculty participation is strongly encouraged.

Team formation

- Teams consist of 4 to 5 people, 3 persons subject to the approval of organisers.
- Teams must be formed officially by the end of the Team Formation slot on Day 1.
- One teammate must be designated **Team Lead** for communication with organisers.
- Teams may not split or merge after formal registration unless authorised by organisers.
- In case the team loses any members (for any reason), they may request the organizers to add an equivalent team member. Approval is at organizers' discretion.

Registration and attendance

- Participants must complete the official registration form by the stated deadline.
- Registered participants are expected to attend all mandatory sessions (kick-off, key workshops, final pitches).
- At least one team member must be online during core hours and all must attend the final pitch session.

Use of existing work, tools, and data

- Teams may build on prior ideas or ongoing projects, but they must:
    - Clearly disclose any pre-existing work in their submission.
    - Ensure that the majority of work on the final deliverables is completed during the hackathon window.
- Open-source libraries, frameworks, and datasets are allowed, provided licensing terms are respected and properly acknowledged.
- Use of generative AI tools is allowed, but teams remain responsible for originality, correctness, and ethical use of outputs. Any direct output used from AI should be clearly attributed to it.

Behaviour and code of conduct

- All participants, mentors, and staff must uphold respectful, inclusive behaviour. Harassment or discrimination of any kind will not be tolerated.
- Decisions of the organisers regarding conduct issues are final and may include warnings or removal from the event.
- Participants must follow any venue rules, online platform rules, and local regulations.

Intellectual Property (IP)

- By default, IP created during the hackathon remains with the team members who created it, unless separate agreements are made (e.g., with sponsors).
- Organisers reserve the right to:
    - Publicly share project titles, abstracts, and non-confidential images/videos for communication and dissemination.
    - Request permission from teams before deeper publication or further development with partners.

Confidentiality and data protection

- Teams must not use confidential or personal data without explicit permission and appropriate anonymisation.
- Any data involving individuals must comply with applicable data protection laws (e.g., GDPR).
- Participants consent to basic data processing (e.g., name, institution, photos) for event management and public communication.
- By registering and participating in the event, the participants give consent for their data to be processed by the organizers for the purpose of event related communications. This also includes listing the participants, and the photos/videos captured during the event, on the organizers' webpages, social media, and in reports to the funding agency.

Submissions and deadlines

- All required materials (slides, teaser video, code links, etc.) must be submitted by the official deadlines.
- Late submissions may be deemed ineligible at the discretion of organisers.
- The final pitch must be delivered live by at least one team member; pre-recorded pitches alone are not accepted.

Fair Play

- All work presented must be the team's own. Plagiarism or misrepresentation of work will lead to disqualification.
- Jury decisions are final; there is no formal appeal process, though feedback may be provided where possible.