

## Student Hackathon: Hack Instead 2020

### Official Hackathon Rules and Regulations

Hack Instead 2020 (the “**Hackathon**”) is administered by Hackworks Inc. the “**Organizer(s)**”. By entering the Hackathon, participants agree to abide by these Rules and decisions of the Organizers and the Hackathon judges, as further defined below. You also agree to comply with all applicable laws. The Hackathon is void to the extent prohibited or restricted by law. No purchase necessary.

#### 1. PURPOSE:

The Hackathon is an opportunity for individuals to submit a Submission (hereinafter defined) that engages students and leverages technology. The Hackathon is focused on engaging students across Canada by encouraging them to build solutions of their choice and offering an exciting and useful program.

#### 2. ELIGIBILITY:

The Hackathon is open to all legal residents of Canada of the legal age of majority or older in their province or territory of residence. A signed consent must be obtained from all individuals and their parent/legal guardian if they are under the age of majority in their jurisdiction of residence.

Any individual who is eligible to enter the Hackathon (whether as an individual or as part of a team – see below) in accordance with these Official Hackathon Rules and Regulations (the “**Rules**”), as determined by Hackworks Inc. in their sole and absolute discretion, will hereinafter be referred to as an “**Eligible Entrant(s)**”.

Participants are subject to verification in the sole and absolute discretion of Hackworks Inc. Hackworks Inc. reserves the right, in its sole and absolute discretion, to require proof of identity and/or eligibility (in a form acceptable to Hackworks Inc. – including, without limitation, government issued photo identification) to participate in this Hackathon. Failure to provide such proof to the satisfaction of Hackworks Inc. in a timely manner may result in disqualification.

#### 3. THE ENTRY PERIOD, HACKATHON DATES AND PARTICIPATION OPTIONS:

Registration to participate in the Hackathon begins on Monday, July 6th, 2020 at 1:00PM EST and ends on August 7th, 2020 at 7:00PM EST. The Hackathon is virtual.

The Hackathon begins on Friday, August 7th at 8:00PM EST and ends on Sunday August 9 at 8:00PM EST (the “**Hackathon Period**”). Participants can enter the Hackathon by signing up at <https://www.hackworks.com/en/hack-instead> (the “**Website**”). All entries will receive a confirmation email.

#### 4. HOW TO PARTICIPATE:

An Eligible Entrant must register for the Hackathon during the Entry Period, at

([www.hackworks.com](http://www.hackworks.com)). Once registered, Organizers will send a confirmation email to the participants.

#### 5. TEAMS:

Participants must work on a team of one (1) to four (4) people, with each participant meeting the requirements of an Eligible Entrant and being registered to participate in the event. For greater certainty, individuals may not work on multiple teams.

If it is discovered that a participant is found to have acted contrary to this rule, then (in the sole and absolute discretion of the Organizers) he/she and his/her team(s) (if applicable) may be disqualified from the Hackathon and corresponding Submissions (as set out below) may be subject to disqualification.

#### 6. HACKATHON DETAILS:

During the Hackathon Period, all Eligible Teams are invited to create and demonstrate a submission (“**Submission**”).

Eligible Teams may work on their Submissions at any time throughout the Hackathon Period.

All Eligible Teams will be required to provide their own computer and any other equipment required to develop a Submission.

#### 7. SUBMISSION REQUIREMENTS:

BY SUBMITTING A SUBMISSION, EACH PARTICIPANT AGREES THAT THE SUBMISSION (AND EACH INDIVIDUAL COMPONENT THEREOF) COMPLIES WITH ALL CONDITIONS STATED IN THESE RULES. NEITHER THE ORGANIZERS NOR ORGANIZERS WILL BEAR ANY LEGAL LIABILITY ARISING FROM THE USE OF ANY SUBMISSION BY THE ORGANIZERS (OR ANY OTHER ENTITY). THE ORGANIZERS AND ORGANIZERS SHALL BE HELD HARMLESS BY EACH PARTICIPANT IN THE EVENT IT IS SUBSEQUENTLY DISCOVERED THAT HE/SHE HAS DEPARTED FROM OR NOT FULLY COMPLIED WITH ANY OF THESE RULES.

Submitted Submissions must never have been previously published, exhibited publicly, or selected as a winner in any other contest. All proprietary code used in the Submissions submitted must be developed during the Hackathon Period. To be eligible for entry in this Hackathon, a Submission must meet the following specific requirements:

Submitted via Hackworks.com Platform (<https://www.hackworks.com/en/hack-instead>)

- One 5-minute video of a recorded presentation
- Code repo
- Demo of the submission (can be included in the recorded presentation)

By participating in the Hackathon, each participant agrees to be legally bound by

these Rules and by the interpretation of these Rules by the Organizers, and further warrants and represents that his/her team's Submission:

- is original to at least one of the team members and at least one of the team members has obtained all necessary rights in and to the Submission (and all components thereof) to enter the Hackathon;
- does not violate any law, statute, ordinance or regulation;
- does not contain any reference to or likeness of any identifiable third parties, unless consent has been obtained from all such individuals and their parent/legal guardian if they are under the age of majority in their jurisdiction of residence (note: if consent cannot be obtained for an individual appearing in the Submission, then his/her face must be blurred out and voice (if applicable) must be altered so as to be unrecognizable);
- will not give rise to any claims of intellectual property infringement, invasion of privacy or publicity, or infringe on any rights and/or interests of any third party, or give rise to any claims for payment whatsoever; and
- is not defamatory, trade libellous, pornographic or obscene, and does not violate any laws relating to hate speech, and further that it will not contain, depict, include or involve, without limitation, any of the following: nudity; alcohol/drug consumption or smoking; explicit or graphic sexual activity, or sexual innuendo; crude, vulgar or offensive language and/or symbols; derogatory characterizations of any ethnic, racial, sexual or religious groups; content that endorses, condones and/or discusses any illegal, inappropriate or risky behaviour or conduct; personal information of individuals, including, without limitation, names, telephone numbers and addresses (physical or electronic); commercial messages, comparisons or solicitations for products or services; any identifiable third party products, trademarks, brands and/or logos (note: if the necessary consents cannot be obtained, then all identifiable third party products, trade-marks, brands and/or logos must be blurred out so as to be unrecognizable); conduct or other activities in violation of these Rules; and/or any other content that is or could be considered inappropriate, unsuitable or offensive, all as determined by the Organizers in their sole and absolute discretion.

### **Submissions must be submitted in English.**

#### **8. INTELLECTUAL PROPERTY:**

By providing the submissions to the organizers in connection with the Hackathon, each Eligible Entrant shall retain all right, title and interest (including copyright) in and to the submission, and shall grant to the organizers a worldwide, gratuitous, irrevocable, and non-exclusive licence to copy, use, modify, reproduce, display, adapt and transmit the submission for use in all media now known or hereafter devised in perpetuity beginning on the date of submission, in connection with the administration, promotion and exploitation of the Hackathon, and for the purposes of marketing, advertising or promoting any of the organizers, their products or services. The Eligible Entrant hereby confirms that the submission is an original work, solely created by the Eligible Entrant (or the Team, if applicable), and that no third party participated as an author, co-author, photographer or otherwise in the creation of the

submission or any part thereof. Organizers assume no responsibility for any claims of infringement of rights to copyright, privacy and/or personality, and all such liability shall remain with the Eligible Entrant and/or Team. Organizers reserve the right to exclude any submission on the basis of concerns relating to the rights of third parties, including but not limited to privacy, copyright, defamation, rights of personality, obscenity or hate speech, as determined by organizers in their sole discretion.

**9. SUBMISSIONS PREVIEWED ON WEBSITE:**

Organizers may, in their sole and absolute discretion, choose to display certain Submissions or parts thereof on the Hackathon Website ([www.hackworks.com](http://www.hackworks.com)), or the Hackworks Inc. website (hackworks.com) once submitted. For greater certainty, the fact that a Submission has (or has not) been displayed on these or other websites will NOT impact the winner selection process (selection process set out below).

**10. PRIZES:**

The Top 2 Teams will receive the following cash prizes:

One (1) First Place Prize: \$2,000 CAD

One (1) Second Place Prize: \$1,000 CAD

**11. WINNER SELECTION PROCESS:**

**Judgment and Selection Process**

A panel of judges appointed by the Organizers (the "**Judges**") will be responsible for reviewing all Submissions deemed eligible.

The Judges will review and score all Submissions through the Hackworks Judging Platform after the Hackathon Period has ended during the allotted Judging Period. Winners will be announced to the public upon the completion of the Judging Period.

**12. JUDGING CRITERIA:**

Judging Criteria:

	Criteria	Description	Score		
			0-3	4-7	8-10
30%	Use of Technology	How well does the submission leverage the use of technology?	No technology is used.	Solution leverages some technology.	Submission fully leverages technology available.
30%	Innovation & Uniqueness	How novel is the concept of the submission?	Concept of submission is not unique. Interesting idea but not fundamentally clever or creative.	A new approach to an existing technology. Clever and skillful, but not game-changing.	The creation is a unique idea that provides value. Clever, skillful, and inventive submission that generates enthusiasm and support.

<b>25%</b>	Functionality	How well can the submission be used? Does the solution adequately fulfill its intended purpose?	Submission crashes or does not work. The solution does not work as intended.	Submission works but is not fully functional. The solution works partially as intended.	Submission is fully functional and completely fulfills the intended purpose.
<b>15%</b>	Presentation	How well did the team present their submission? Was the presentation organized and engaging?	The submission is not clearly articulated, and the presentation is disorganized.	Presentation sufficiently articulates the submission, but lacks some style, clarity, or conviction.	Presentation clearly articulates the submission and is dynamic, clear, concise and convincing.

### 13. GENERAL CONDITIONS:

By entering the Hackathon, each participant agrees to the use of his/her Submission, along with his/her name, address, voice, statements about the Hackathon and/or photograph or other likeness without further notice or compensation, in any publicity or advertising carried out by the Organizers in any manner whatsoever, including print, broadcast or the internet.

Each participant further grants to the Organizers the right to record and/or photograph the participant during the Hackathon Period and the right to use any such recordings and photographs, without further notice or compensation in any publicity or advertising carried out by the Organizers in any manner whatsoever, including print, broadcast or the internet.

The Organizers will not be liable for: (i) any failure of the Website before, during or after the Hackathon Period; (ii) for any technical malfunction or other problems relating to the telephone network or lines, computer on-line systems, servers, access providers, computer equipment or software; (iii) the failure of any entry to be received for any reason, including, but not limited to, technical problems or traffic congestion on the internet or at any website or for any entry to be deemed inadmissible during Phase 1; (iv) any injury or damage to a participant's or any other person's computer related to or resulting from participating or downloading any material in the Hackathon; (v) any illness, injury, sleep deprivation, stress related illness/injury or any other illness/injury of any kind claimed to be caused by or related to a participant's entry or participation in this Hackathon; and/or (vi) any combination of the above.

BY PARTICIPATING IN THE HACKATHON, EACH PARTICIPANT HEREBY RELEASES AND AGREES TO INDEMNIFY AND HOLD HARMLESS THE ORGANIZERS FROM ANY AND ALL DAMAGES, INJURIES, CLAIMS, CAUSES OF ACTIONS, LIABILITY OR LOSSES OF ANY KIND (INCLUDING ACTUAL LEGAL FEES AND EXPENSES), KNOWN OR UNKNOWN, ABSOLUTE OR CONTINGENT, NOW OR IN THE FUTURE ARISING FROM OR RELATED TO:

- (A) FAILURE BY THE PARTICIPANT TO COMPLY WITH ANY OF THESE RULES;
- (B) ANY MISREPRESENTATION MADE BY A PARTICIPANT UNDER THESE RULES OR OTHERWISE TO AN ORGANIZER IN REGARDS TO THE HACKATHON;
- (C) PARTICIPATION BY THE PARTICIPANT IN THE HACKATHON;
- (D) RECEIPT, USE OR REDEMPTION OF ANY PRIZE BY THE PARTICIPANT, OR HIS/HER INABILITY TO RECEIVE, USE OR REDEEM ANY PRIZE;
- (E) ANY CLAIMS BASED ON PUBLICITY RIGHTS, DEFAMATION, INVASION OF PRIVACY, COPYRIGHT INFRINGEMENT, TRADEMARK INFRINGEMENT OR ANY OTHER INTELLECTUAL PROPERTY RELATED CAUSE OF ACTION.

The Organizers reserve the right to withdraw, suspend or amend this Hackathon in any way, in the event of any error, technical problem, computer virus, bugs, tampering, unauthorized intervention, fraud, technical failure or any other cause beyond the reasonable control of the Organizers that interferes with the proper conduct of this Hackathon as contemplated by these Rules. Any attempt to deliberately damage the Website or any website or to undermine the legitimate operation of this Hackathon is a violation of criminal and civil laws and should such an attempt be made, the Organizers reserve the right to seek remedies and damages to the fullest extent permitted by law. The Organizers reserve the right to cancel, amend or suspend this Hackathon, or to amend these Rules, without prior notice or obligation, in the event of any accident, printing, administrative, or other error of any kind, or for any other reason.

This Hackathon is subject to all applicable federal, provincial and municipal laws. The decisions of the Organizers with respect to all aspects of this Hackathon are final and binding on all participants without right of appeal, including, without limitation, any decisions regarding the eligibility/disqualification of participants and/or Submissions. All issues and questions concerning the construction, validity, interpretation and enforceability of these Rules or the rights and obligations as between the participant and the Organizers in connection with the Hackathon shall be governed by and construed in accordance with the laws of the province of Ontario including procedural provisions without giving effect to any choice of law or conflict of law rules or provisions that would cause the Submission of any other jurisdiction's laws.

The Organizers reserve the right, in their sole and absolute discretion, and without prior notice, to adjust any of the dates and/or time frames stipulated in these Rules, to the extent necessary, for purposes of verifying compliance by any participant or Submission with these Rules, or as a result of technical problems, or in light of any other circumstances which, in the opinion of the Organizers, in their sole and absolute discretion, affect the proper administration of the Hackathon as contemplated in these Rules. The Organizers further reserve the right, in their sole and absolute discretion, and without prior notice, to terminate

or cancel the Hackathon or any part thereof.