

Team Participation Agreement

1. Team Registration

- **Team-Only Registration:** Participation is exclusively for teams. Individual registrations are not accepted. Teams must consist of at least two members and can be formed through the designated Discord channel provided by the organizers or through their own efforts.

2. Mandatory Participation

- **Attendance Requirement:** All team members must attend the hackathon during the following mandatory hours:
 - Thursday, November 21: 10:00 AM – 6:00 PM
 - Friday, November 22: 12:00 PM – 8:00 PM
- **Award Ceremony Attendance:** Winning teams must attend the award ceremony on Saturday from 4:30 PM – 5:15 PM.
- **Initial Pitch to Mentors:** Teams are required to present their initial pitch to mentors on Thursday, November 21, as per the agenda provided by the organizers. Failure to attend this session will result in disqualification from eligibility for prizes and awards.
- **Final Pitch to Judges:** Teams must present their final pitch to the judges on Friday, November 22, according to the agenda announced by the organizers. Failure to present the final pitch will result in disqualification from eligibility for prizes and awards.

3. Financial

- **Non-Paid Participation:** As a non-profit event, the hackathon does not offer financial compensation for participation, except for the prizes awarded to the winning teams as determined by the organizers.
- **Free Participation:** Participation in the hackathon is free of charge. There are no registration fees or other costs associated with the event.

4. Role and Responsibilities

- **Project Development:** Teams are responsible for creating a project that aligns with the hackathon's theme and objectives, adhering to the timeline and guidelines set by the organizers.
- **Originality of Implementation:** Projects must be original and not previously used in any other hackathon or existing as a commercial product. Submissions found to be reused, or existing products will be disqualified.
- **Inclusivity and Respect:** Participants must treat all individuals with respect and foster an inclusive environment. Discrimination, harassment, or any inappropriate behavior will not be tolerated.

- **Pronoun Use:** The organizers will respect and use the pronouns specified by mentors in their registration forms throughout the event. While organizers will make every effort to honor these pronouns, mentors are asked to be understanding and tolerant if any discrepancies occur, as these will not be intentional.
- **Collaboration:** Effective collaboration within teams and with mentors is required. Participants should utilize the resources provided by the organizers.

5. Conduct and Ethics

- **Professionalism:** Participants must maintain a professional demeanor and act in the best interest of their team and the hackathon at all times.
- **Integrity:** Participants must avoid plagiarism and unethical behavior. All work must be original or properly credited.
- **Confidentiality:** Participants must keep project details and ideas confidential and not disclose or misuse any information shared during the hackathon.

6. Ownership and Intellectual Property

- **Project Ownership:** Participants retain full ownership of their projects and ideas developed during the hackathon. Organizers have the right to showcase and promote these projects for marketing purposes.
- **Access Rights:** Participants have exclusive rights to their project materials, including source code and documentation, which must be stored in pre-populated private repositories provided by the organizers. Organizers will not access or control these resources without explicit permission.
- **Respect for Others' IP:** Participants must respect others' intellectual property and not claim ownership or commercialize ideas developed by other teams during the event.

7. Communication and Collaboration

- **Effective Communication:** Clear and effective communication with team members, mentors, and organizers is required.
- **Collaboration with Organizers:** Participants should work collaboratively with organizers to ensure a smooth event and provide feedback to help improve future hackathons.

8. Refreshments and Conduct

- **Provided Refreshments:** The organizers will supply drinks and snacks for the entire 2-day event. Participants do not need to bring their own refreshments.
- **Prohibited Substances:** The use of alcohol, smoking, or any other drugs is strictly prohibited within all hackathon spaces. Participants must adhere to these rules to maintain a safe and professional environment.

9. Commitment to the Hackathon's Mission

- **Alignment with Goals:** Participants must support the hackathon's mission and work towards achieving the best outcomes.

- **Adherence to Rules:** Participants must follow all rules and guidelines set by the organizers. Breaches of these rules may result in disqualification.

10. Termination of Participation

- **Withdrawal Notice:** Teams that need to withdraw must provide reasonable notice to allow organizers to adjust schedules and team compositions.
- **Termination for Cause:** Organizers reserve the right to disqualify any team or participant for breaches of the agreement, failure to meet responsibilities, or misconduct.

11. Liability

- **Indemnity:** Participants agree to indemnify and hold the organizers harmless from any claims, damages, liabilities, or expenses arising from their participation in the hackathon.
- **Waiver of Liability:** Participants acknowledge that the organizers are not responsible for any personal injury, property damage, or loss occurring during the hackathon.

12. Acknowledgment of Agreement

- **Entire Agreement:** This document constitutes the entire agreement between the participant team and the hackathon organizers, superseding any prior agreements. By signing, participants acknowledge they have read, understood, and agree to the terms outlined.