

TAU CS Crisis Tech Hackathon Set of Rules

Participation Rules

1. Students participating in the event must be active students in one of the following faculties at Tel Aviv University: The Faculty of Engineering or/and the School of Computer Science. Participation is permitted for students in a Bachelor's degree program only.
 - 1.1. Notwithstanding the above, the Hackathon Organizers maintain the sole discretion to approve other participants who do not meet the aforesaid criteria.
2. The Hackathon competition is planned to be held on July 25th and 26th, 2024, between 8:00 a.m. on the 25th and 12:00 noon on the 26th.
3. Participants will be able to register as groups of 3-5 students. The Hackathon Organizers will group students who do not register as part of a group or register as a group outside the above-given range (3-5).
 - 3.1. The Hackathon Organizers may have the sole discretion to group participants in accordance with considerations regarding participants' preferences, the Hackathon's needs, Judges' needs, and fairness in grouping participants.

The Hackathon Stages

4. The Hackathon will consist of three (3) stages.
 - 4.1. **Stage One** - "The Hackathon opening". In this stage, each group will work on the challenge provided by the Hackathon, and will construct the product which will be presented later to the Judges.
 - 4.2. **Stage Two** - hereinafter the "**Semi-finals**". In this stage the Hackathon Organizers will suffice ten (10) minutes to each group in order to present their product before the Judges. The groups shall be divided into six (6) presentation groups, where each group hereinafter will present before a panel of two (2) judges (thus, 6 judge panels in total). A total of five (5) teams will ultimately advance to stage three (hereinafter "**The Finals**") from all participating groups based on the Judges' sole decisions, which shall be based on the following criteria: 1) a working product; 2) the completeness of the product itself; 3) technological criteria; 4) the efficiency of the product; 5) the economical efficiency view of the product itself; and 6) the pitch itself revealing the product to the Judges. The above mentioned criteria are subject to a change by the Hackathon Organizers, and by their sole discretion only. Teams that advance to the next stage may be selected from all participating groups. The Judges will have the sole discretion to make the aforesaid selections.

4.2.1. In a situation where two or more groups compete for the same rank, the Hackathon Organizers shall use a computer program, written in a coding language (similar to, but not obliged to, Python™) to choose the group that advances to the next stage randomly. The groups shall have no claim for the choice made by the computer program used by the Hackathon Organizers.

4.2.2. In the Semi-Finals, and thereafter the presentation, the Judges shall give the group one (1) minute feedback for their presentation. The aforesaid minute shall be deducted from the total ten (10) minutes given to each team to present their product.

4.3. **Stage Three** - The five groups that qualified for the Finals shall present their product again, thereafter before a panel of twelve (12) Judges and all the participants. The Judges, and the other participants, shall rank them according to their performance and the abovementioned criteria decided by the Hackathon organizers.

Timeline

5. The hackathon organizers will publish a schedule on Friday, 26th, at 7:00 AM. The schedule will include the Judges' rooms and the times of their assigned groups. The hackathon organizers have the sole discretion to designate the judges and the times for the groups.
6. The hackathon organizers will have the sole discretion in demanding groups evacuate their assigned rooms so that the Judge can use them by 08:00 AM the aforesaid morning.
7. The deadline for assigning the assignments and the products is 08:30 AM (hereinafter the “**Deadline**”). A group that won't be able to succeed on that Deadline will be disqualified from the competition.
8. After the Semi-Finals conclude at 10:00 AM, the groups will proceed to the assigned hall for the Finals.
9. The Finals shall begin at 10:30 AM, where each group will be given five (5) minutes to present its product.
10. From 11:00 to 11:30 AM, the Judges will conclude their opinions of the groups' performance and rate them accordingly. During that time frame, various Hackathon and faculty related personnel will deliver their speeches.

11. At 11:30 the winners at the third, the second, and the first positions shall be named by the Judges and announced by the Hackathon organizers

Judges

12. The Semi-Final Judges panel will consist of two (2) judges who have relevant backgrounds in the fields they will be entrusted with. All the judging panels in the Semi-final stage will consult among themselves and choose the five (5) teams that will advance to the Final stage, thus using the above-mentioned criteria in sub-article 4.2.
13. The Hackathon organizers maintain the sole discretion in deciding the appointment of the judges.
14. The Hackathon organizers may change the composition of the judges at their sole discretion.
15. The Final stage's Judges panel will consist of twelve (12) Judges. The composition of the Judges will be as follows: six (6) Judges with a technological background relevant to the challenge, four (4) Judges with a professional background pertinent to the challenge, and two (2) Judges who possess the relevant entrepreneurial background to the challenge.
16. No claims will be made against the judges, the organizers of the Hackathon, or those concerned with the selection of the winning team.
17. The composition of judges is subject to the complete and exclusive discretion of the Hackathon organizers and in accordance with the relevant sponsorship agreements.

Prizes

18. The prizes will be awarded to the winners of the Hackathon (the winners in the Final stage).
 - 18.1. The First Place will be awarded a spot in "Resilience" accelerator, five (5) medals with the TAU CS Club symbol, and a sum of 10,000 NIS to donate to one of the following non-profitable organizations:
 - 18.1.1. IDF Widows and Orphans Org
 - 18.1.2. Hostages and Missing Families Forum
 - 18.1.3. "Lev Ehad" Organization
 - 18.1.4. "Eran" Organization

- 18.1.5. Zaka
- 18.1.6. “Path to Life” Organization
- 18.1.7. “The Next Step” Organization
- 18.1.8. “Atid La Otef” Organization
- 18.1.9. “Otef Aza Friends” Organization
- 18.1.10. “Kibbutz Movement Rehabilitation” Fund
- 18.2. The Second Place will be awarded five (5) medals with the TAU CS Club symbol.
- 18.3. The Third Place will be awarded five (5) medals with the TAU CS Club symbol.
- 19. For purposes of clarity, we note that the prizes will be granted to the winning teams in the Final stage (the third stage as mentioned above) of the Hackathon only.
- 20. Any waiver of the prizes by any of the teams will result in an automatic transfer of the prize to the team whose final placement was immediately behind.
- 21. Any waiver by any team (individual) member of the prize will be perceived as a waiver of all intellectual property and of the right to develop the future product.
- 22. Any dispute not resolved in a manner according to the suggested above (sections 10.2 and 10.3) will be resolved within the groups.
- 23. The Computer Science Club disclaims responsibility for any internal disputes that are not resolved within the group and perceives such disputes to be a waiver of the prize according to section 10.2 above.
- 24. Group members do not have the authority to exclude a fellow member from the claimed prize.

Sponsorship plans

- 25. Each of the following expenses is to be covered by the partners.
 - 25.1. Meals - Breakfast, Lunch, and Dinner.
 - 25.2. Merchandise - T-shirts, bags, and stickers.
 - 25.3. Photographer.
 - 25.4. Decor and Ornaments.
 - 25.5. Happy Hour & Chillout zone.

25.6. Prizes.

Intellectual Property

26. “**Intellectual Property**” - any related information to the code, design, ‘know-how’, the Challenge, the pitch, or any other information related to the Product the group.
27. The competing groups will maintain, as a whole, the sole ownership of all the Intellectual Property rights that emerge in the framework of the Hackathon. Ownership rights pertaining to intellectual property that emerge from each group in the framework of the Hackathon will be divided equally among the individual participants of the group responsible for the relevant intellectual property development.
28. None of the Hackathon’s sponsors or organizers, nor Tel Aviv University, will be entitled to any intellectual property rights that emerge from the Hackathon.
29. Any use of the team’s or another team’s Intellectual property, whether during or after the Hackathon, without explicit written permission from the relevant and rightful owners of the used Intellectual Property is strictly prohibited and may lead to both legal and penal proceedings.
30. Any waiver by any of the group members with regards to the continued participation as a group in the development of the product will constitute a waiver of the intellectual property rights of that member.

Code of conduct

31. We are committed to providing a safe and respectful environment for all participants in the Hackathon. Unacceptable behavior, harassment or discrimination of any nature will be met with Zero tolerance, including any offensive comments or behavior relating to, although not limited to: sex, sexual orientation, nationality, religion, disability, physical appearance or any other status. The Hackathon organizers maintain the right to engage in the necessary order to ensure the safety and well-being of all participants. Any violation of this code of conduct may result in the immediate removal from the event, without additional warning, and as well as a referral to the parties authorized to deal with the matter.
32. Any and all students participating in the Hackathon are subject to the University’s code of conduct, as well as the code of conduct of the Faculty of Exact Sciences and [TAU’s Disciplinary Regulations](#). Violations of any of the above would be treated severely and will lead to **disciplinary acts**.

Disqualification

33. Any false information provided within the Hackathon by any participant regarding identity, postal address, phone number, previous expertise, previous bachelor's, e-mail address, ownership of rights, and so forth may result in their immediate removal from the Hackathon.

Warranties

34. The sole responsibility for any damage that may be caused to any of the participating students, to the place, and so forth, will be the sole responsibility of the participants in the Hackathon. The Hackathon organizers will not be held liable whether directly or indirectly for any such damage.

Confidentiality (Non-disclosure)

35. All participants undertake to maintain complete and absolute confidentiality regarding the intellectual property to which they were exposed as part of the work in their group and/or in other groups.
36. All participants undertake not to develop ideas of their group and/or other groups independently in any manner whatsoever, nor to share them on social networks without the explicit permission of the Hackathon organizers or the rightful owners of those ideas.

Privacy

37. The Hackathon's participants authorize the organizers and the advertising team to freely use their photos from the event for the purposes of publication and promotion.
38. The Hackathon's participants hereby authorize the organizers and the advertising team to use the resumes that they submit in this registration form.

Amending and Changing the terms of participation

39. The hackathon organizers maintain the right to change and amend sections in the terms of participation, which in such an event will be done at their sole discretion.

Governing Agreement

40. It is hereby clarified that this agreement is a translation of the original agreement in Hebrew. Therefore the governing agreement in an event of any litigation proceedings is the agreement in Hebrew.