Terms and conditions PoliHack V.16 - December 2024

Chapter 1 - Project Description

Art. 1.1 The PoliHack project is a 48-hour hackathon scheduled to take place from December 6 to December 8, 2024. Prior to the event, on December 5, 2024, a networking night will be held to strengthen relationships between current and past participants, organization volunteers, and representatives from partner companies.

Art. 1.2 PoliHack is a project created and implemented by Students' Organization of the Technical University of Cluj-Napoca (OSUT Cluj), headquartered in Cluj-Napoca, at Ceahlău St., No. 72, with Unique Registration Code 15778109, IBAN: RO36BTRL01301205950852XX (RON Account at Banca Transilvania), legally represented by Traian-Marius Timiş, acting as President.

Chapter 2 - Hackathon Description

Art. 2.1 The PoliHack project consists of a 48-hour hackathon, held from December 5, 2024, to December 8, 2024, aimed at students and high school students passionate about IT. Participants will have the chance to apply their innovative ideas and explore the entrepreneurial side, alongside judges and mentors present from partner companies.

Art. 2.2 PoliHack includes four sections, three dedicated to students (points a, b, and c) and one dedicated to high school students (point d):

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a. Web;

b. App Development;

c. Embedded;

d. Junior.

Art. 2.2.1 Participants will register in the section corresponding to the category they wish to join.

Art. 2.2.2 Participants may only register in one section.

Art. 2.2.3 Participants must upload proof of their student/high school status (verified for the current year) in the registration form and present identification upon arrival at the hackathon. Failure to do so will result in disqualification.

Art. 2.3 This competition is international, open to university and high school students of any nationality, gender, or religion.

Art. 2.4 A registration fee of **70 RON/person** will be charged. Payment is due when the team registers in the form.

Art. 2.4.1 The fee is mandatory and can only be paid via bank transfer to OSUT CLUJ (IBAN: RO36BTRL01301205950852XX, bank: Banca Transilvania, beneficiary: OSUT CLUJ, transfer details: TeamName_PoliHackFee). One team member will pay the total amount on behalf of the entire team. Failure to pay will result in team disqualification.

Art. 2.4.2 Withdrawals and fee refunds are allowed until November 28, 2024. Participants who withdraw after this date will not receive a refund.

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Chapter 3 - Organizers

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

Art. 3.2 Organizers reserve the right to modify this regulation or other details regarding the competition, with the obligation to inform the public of any changes via social media announcements and the event website (https://polihack.osut.org).

Art. 3.3 In this Regulation, terms are defined as follows:

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

Chapter 4 - Registration

Art. 4.1 The registration period is from November 11 to November 22, 2024.

Art. 4.2 Registration is completed through a Google Forms application, which is shared on the event's social media pages and website.

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

Art. 4.4 Participation in PoliHack may be restricted based on allocated resources, and this will be announced by the organizers in advance.

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Art. 4.5 One team member will complete the form on behalf of the team, noting the personal details of all team members.

Art. 4.6 The registration period may be modified at any time at the organizers' discretion.

Art. 4.7 After registration closes, organizers will contact the registered teams to confirm their participation in PoliHack.

Art. 4.8 Only university and high school students are eligible to register. They must upload photos of their current year's student/high school ID as proof of their status.

Art. 4.9 Organizers reserve the right to close registration earlier if the maximum number of participants is reached.

Art. 4.10 Each team member must read and sign this regulation, which will be attached in PDF format to the registration form.

Chapter 5 - Hackathon Theme

Art. 5.1 Projects in each of the four sections listed in Art. 1 must follow the specific theme of the hackathon, which will be announced at the start.

Art. 5.2 Announcing the theme at the start helps prevent fraud (such as pre-made projects that have been continuously improved) and ensures a fair competition.

Art. 5.3 Projects must adhere to the given theme and be created during the hackathon (not beforehand).

Chapter 6 - Hackathon Conduct

Art. 6.1 Participants must present identification at the start of the hackathon.

Art. 6.2 During the event, participants are allowed to consult various materials/sources but must highlight their personal contributions to the project.

Art. 6.3 Organizers will provide one meal on Friday, two meals on Saturday, and one meal on Sunday, along with coffee breaks and a relaxation area.

Art. 6.4 Collaboration and sabotage between teams are prohibited.

Art. 6.5 Organizers offer training sessions before and during the hackathon.

Art. 6.6 Participation in training sessions is mandatory for all teams. At least one team member must attend each scheduled session. Non-compliance will result in point deductions.

Art. 6.7 Organizers do not provide electronic parts, software, or other materials; these must be procured by participants.

Art. 6.8 The source code must be uploaded to GitHub by the end of the hackathon for jury analysis. File naming format: Category_TeamName.

Art. 6.9 Pitch files must be uploaded in the provided form by December 8, 2024, 5:00 PM, following the naming format: Category_TeamName. Late submissions result in deductions.

Art. 6.10 Pitch order on the final day will be randomly selected.

Art. 6.11 Each pitch has a 3-minute presentation time and a 2-minute Q&A with the jury.

Art. 6.12 External individuals are allowed during presentations but must not disrupt the event. Organizers reserve the right to remove them if necessary.

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Chapter 7 - Judging

Art. 7.1 Participants must attend the judging stage of all projects.

Art. 7.2 Teams will be ranked based on their pitches and technical demos, presented to the jury.

Art. 7.3 Presentations must follow a structure provided by the project team. Each team will present, and the jury may ask questions during the allocated time.

Art. 7.4 Final scoring will be calculated as follows:

- **Technical: 50%**
- **Pitch: 25%**
- **Validation: 12.5%**
- **Market Size: 12.5%**

Art. 7.5 After presentations, the jury deliberates and creates the ranking, announcing results at the awards ceremony.

Chapter 8 - Intellectual Property

Art. 8.1 The intellectual property of the solutions created during the hackathon belongs to the proposing team.

Art. 8.2 Organizers are not liable if the projects contain content (texts, images, source codes, etc.) that violates copyright. Responsibility rests with those who created the work.

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Chapter 9 - Special Provisions

Art. 9.1 By participating, entrants agree to be recorded (video/audio/photo) during the contest and to have their images and/or recordings published on the event's and OSUT Cluj's media channels.

Art. 9.2 Participants take full responsibility for any damage to the event location. Organizers are not liable for any destruction, malfunction, or damage caused by participants or their guests. Repair costs for any violation will be borne by the participants.

Art. 9.3 Alcohol and prohibited substances are strictly forbidden throughout the hackathon, including appearing under their influence. Any breach results in immediate disqualification and removal of the entire team.

Art. 9.4 Participants must wear the badge provided by the organizers for the duration of the hackathon.

Art. 9.5 External individuals are not allowed during the hackathon until presentations. Otherwise, organizers reserve the right to disqualify the team involved.

Art. 9.6 PoliHack will be conducted in accordance with the provisions in this regulation. The terms and conditions here are non-negotiable, except for changes brought by OSUT Cluj.

Art. 9.7 The provisions of this regulation include data protection measures under Law No. 190/2018, which implements Regulation (EU) 2016/679.

Art. 9.8 By participating in the competition, participants agree to the use and processing of their personal data in accordance with Regulation (EU) 2016/679 of the European Parliament

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and of the Council of 27 April 2016 on the protection of individuals with regard to the processing of personal data and on the free movement of such data, as conducted by the Students' Organization of the Technical University of Cluj-Napoca (OSUT Cluj).

Full name of the team captain: Signature:

Full name of team member: Signature:

Full name of team member: Signature:

Full name of team member: Signature:

Full name of team member: Signature:

Date: