

RULES OF THE COMPETITION

OBJECT

By virtue of this agreement, the participant agrees to participate in the Agrisland Hackathon event organized by Avantalia, between November 27, 2020 and December 2, 2020.

TEAMS

1. The maximum size of the teams will be 4 members. Although registrations are made individually, the organization's team will form multidisciplinary teams to improve the experience at the event. The prizes will be distributed by team, regardless of their size, this means that they will be equally distributed to all members equally.
2. Event judges, experts, volunteers, organizers or sponsors will not be allowed to participate in the event.
3. All team members have to be present online at the Hackathon development. Access to the event sessions will be controlled by the organization.
4. Teams can ask organizers, volunteers, sponsors, for advice and support related to their project, although they will not provide technical assistance. Experts will be available for this type of support during tutoring hours.
5. Teams can use their own project ideas, as long as they comply with the Hackathon theme.
6. Teams can develop ideas that they have worked on before, as long as they do not use the same code again.
7. Teams can use libraries, frameworks, or open-source code in their projects. Working on a project before the event and making open-source code for the sole purpose of using the code during the event is against the spirit of the rules and is not allowed.
8. Adding new features to existing projects is allowed. Judges will only consider new functionality introduced or new features added during the Hackathon to determine the winners.
9. There will be a time limit after which teams must stop creating new features.
10. Projects that violate the code of conduct will not be allowed.
11. Teams may be disqualified from the Hackathon at the discretion of the organizers. Reasons for disqualification may include, but are not limited to, failure to follow some of the Hackathon rules, violation of the code of conduct, or other unsportsmanlike behaviour.
12. At the closing time of the event, all projects must be uploaded to the Hackathon platform along with the video exhibition that will be shown in the Solutions and Resolution of Winners Exhibition Session. All the content provided will be used by the jury to evaluate the projects.