

BalkanConnect2018

Policy Hackathons #BalkanConnect2018

RULES

The Organizer for #BalkanConnect2018 Policy Hackathons (“Hackathons”) is the European Fund for the Balkans, based in Belgrade, at 35 Resavska Street (“Organizer”). Hackathons are organized in Belgrade, Skopje, Pristina and Sarajevo. The goal of Hackathons is to inspire innovative ideas on how to change and promote the Balkan political and social environment.

The following Rules will apply to all Hackathon participants and are binding from the moment of applying for participation in the Hackathon via website: <http://hackathons.balkanfund.org>. By applying to participate in the Hackathon, all registered persons confirm that they have read these Rules, acknowledge them and accept them completely as legally binding.

FILING OF APPLICATION

1. Persons over 18 years of age may participate in the Hackathon.
2. Participants can apply individually, or as teams consisting of 3 (three) to 5 (five) members. It is necessary to provide data for each individual member when filing the application. The Organizer will assemble teams out of the individuals who applied to participate. A competitor is allowed to file only one application -- he or she may not file an application individually and at the same time as a team member.
3. Persons who have not registered for the competition, individually or within a team, shall not be permitted to participate. If it is determined at any point during the competition that a team is using unregistered member/members, such team will be disqualified. At registration the participants will receive accreditation cards that they are required to carry visibly throughout the Hackathon.
4. In case more than 10 (ten) teams apply to participate in the Hackathon, the Organizer will select, at its own discretion, the participating teams (preselection). The selection criteria include, but are not limited to, previous experience of the participants in programming, development of software and digital solutions, and in promoting innovative ideas.
5. Applications must be filed no later than February 25, 2018 at 12 p.m.
6. The Hackathon will be held within the following periods, according to Schedules available at: <http://hackathons.balkanfund.org/#info>

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In Sarajevo, February 26 – 27, 2018

In Belgrade, March 3 – 4, 2018

In Skopje, March 8 - 9, 2018

In Pristina, March 10 – 11, 2018

Competition venues and the activity programs are designated and published in the schedules.

7. No form of violence, verbal or physical, bullying or insulting of other competitors based on gender, religion, physical appearance, state of health, sexual orientation is permitted at the Hackathon. The Organizer has the right to sanction any such act by removal and disqualification of the entire team from the competition.
8. By filing the application, the participants grant their explicit consent that their personal data, photographs, video recordings and similar, may be published on the media platforms and on social networks.
9. The Hackathon participants must bring to the competition their own laptop computers, with which they will develop their ideas for digital tools.

GENERAL SOLUTION REQUIREMENTS

10. The Organizer has published three Hackathon topics on its web portal. The goal of the Hackathon is to present a solution for the development of an applicable digital tool within the given topics.
11. The digital tool solution, design, music, creative and other elements of the solution must be prepared entirely during the Hackathon. This limitation does not pertain to content and materials that are open to public on the Internet: free photographs, open source libraries, creative commons, music etc.
12. The entire solution must be an original, intangible creation of the team members at the Hackathon. The given solution cannot be encumbered by any third-party rights, such as intellectual property rights, copyrights and similar rights, licenses or other contractual protection of property rights. The subject limitation does not apply if the participating team members are holders of such rights, namely, if they have obtained a valid permit from the legal holder of such rights to put up and use the protected contents.
13. The Hackathon Organizers will in no case be responsible for the payment of any compensation to third parties related to the use, reproduction, publishing, changing, presentation or other form of exploitation of any part or entire solution, that the participants have presented as a Hackathon product.

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14. The participants are solely responsible for the contents and form of solution developed at the Hackathon. The Organizer will not be responsible, nor will provide any guarantees, for the solutions developed at Hackathon.
15. The participants confirm and guarantee that they are and will be the owners of all intellectual property rights over the solution developed at the Hackathon. The participants guarantee that no third party will make any ownership and legal claims of the Organizers related to the solutions developed during the Hackathon. In case such third party claims and demands of the Organizers should appear, the participants agree to independently bear the consequences of such demands and indemnify the Organizer for any damage related thereto.
16. The participants undertake and confirm:
 - They will not present solution contents that are illegal, threatening, unseemly, disturbing, pornographic, ethnically or racially insulting or encourage such behaviour, or are inappropriate in any other manner and could cause damage to the reputation of the Hackathon, the Organizer and competition partners;
 - They will not put up advertising material during the Hackathon with the aim of promoting their own business;
 - They will not publish false information that could cause harm to the other Hackathon participants, the Organizer and competition partners;
 - The contents of the delivered solutions will not contain viruses, Trojans, worms or other malware that could prevent proper use of the unit.
17. The participants take full responsibility for the contents and form of digital tool solution developed at Hackathon. The Organizer shall neither be liable for nor shall provide guarantees for the solutions developed at Hackathon.
18. Each team has 15 minutes at its disposal to present and demonstrate the solution. The jury has 60 minutes at their disposal to make a decision.

AWARD CRITERIA

19. The jury will select the winning team applying the following criteria:
 1. Is the problem clearly defined and does it affect the wider population of the region?
 2. How effective is the solution at solving the defined problem?
 3. Is the solution innovative, useful, feasible, sustainable and applicable to the entire region?
 4. What are the functionality, design and ease of use of the digital tool?
 5. Have potential stakeholders been identified and how easily can the solution be taken up by the community and/or policy- and decision-makers?
 6. How was the quality of presentation?

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20. When evaluating the solutions, the jury members can apply the subject criteria according to their free judgement. The final decision of the jury will include the evaluation of each individual jury member and will be announced at the end of the Hackathon and right after the presentation of the solutions.
21. For each Hackathon, the winning team will receive 1 (one) financial award of EUR 1,500 in total for the entire team, meaning a total of 4 (four) awards at four Hackathons. The award will be disbursed 7 (seven) working days after the EFB 10-year Anniversary Event that will be held on April 17, 2018 in Belgrade.
22. The Organizer will pay the award in equal parts pro rata the number of team members, to individual transfer accounts of team members. Upon payment of the award to the team, the Organizer shall be released from any obligations to the team and to each individual team member.
23. Failure to observe these rules, belittling the Organizer or indecent behaviour during the issuing of awards shall be sanctioned by withdrawing the award and the disqualification of the team. In that case, the next team on the rank-list will be proclaimed the winner.

OBLIGATIONS OF COMPETITION WINNER

24. At the award presentation ceremony, the winning team is obliged to enter into a contract with the Organizer that will govern their mutual rights and obligations.
25. The winning team shall, under the non-exclusive assignment contract, assign to the Organizer, for promotional activities, use and further development, any transferable copyrights/intellectual property rights over the digital tool solution. The non-exclusive assignment of transferable copyrights over the solution will be made without any consideration and for indefinite contract duration. The contract with the Organizer is entered into by all members of the winning team as co-authors. The winning team will retain the copyrights, assignment right to third parties, right of use and further development of the solution in the remaining part.
26. All filed solutions shall remain the intellectual property of the participants. The participants are encouraged to share their solutions and projects as open source or creative commons for promoting new ideas in this domain.
27. The awards referred to in Item 21 hereinabove are awards for winning the competition and will not be interpreted in any way as compensation for transfer of copyright over the solution, considering that the winning teams will transfer the above copyrights to the Organizer by entering separate contracts.

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28. The Rules shall apply until the end of the competition. The Organizer retains the right to change the Rules throughout the competition, whereon the participants will be advised in a timely manner, before implementation of the changes begins.

In Belgrade, February 9, 2018

ORGANIZER