

LauzHack 2020 Rules

Objective

1. LauzHack aims to let students and recent graduates from Switzerland and beyond unleash their imagination, meet new friends, discover technologies, and network with industry representatives, while staying at home.
2. LauzHack participants develop an idea in the form of code, optionally participate in challenges set by sponsors, and are judged at the end of the event with prizes for the top projects.

Eligibility

3. Participants must be full-time students or have obtained a degree in the last 12 months.
4. Participants must be at least 18 years old on the date of the event.

Registration

5. Participants must register on the event website, either individually or in teams of size up to 4.
6. Registering as a team guarantees that either all or none of the members will be accepted.
7. Participants who registered as a team may change the team's composition during the event.

Confirmation

8. If there are more registered participants than the event venue can hold, the organizers will choose who to accept and reject, keeping in mind the event objectives.

Attendee conduct

9. Attendees must respect deadlines set by the organizers.
10. Attendees may not interfere in any way with the event organization, cause psychological or physical harm to other attendees and organizers, or attempt to obtain more than a fair share of resources such as third-party servers.
11. Attendees violating these rules may be expelled from the event, with or without warning.
12. Attendees are strongly encouraged to report any violation of these rules to the organizers.

Mini-events

13. The organizers may organize mini-events during the event, such as online games.
14. Selected sponsors may also organize mini-events.

Judging

15. Participants must submit and present one project online at the end of the event, in teams of at most 4 people.
16. Participants may use existing resources, such as code libraries or image assets, but their work must be novel compared to the resources they use, and they must make the novelty explicit during judging.
17. Projects are presented to judges selected by the organizers, in two rounds.
18. Projects that participated in a sponsor's challenge are judged by that sponsor, in a single round.
19. Projects may participate in any number of challenges and are eligible for multiple prizes.
20. Prizes are awarded for:
 - The top three projects overall;
 - Projects fulfilling criteria decided by the organizers, such as "organizers' favorite";
 - Projects selected by sponsors based on their challenge, at least one winning project per challenge.

Intellectual Property

21. The organizers make no claims whatsoever on intellectual property created by participants.

Recordings

22. Attendees consent to being photographed and filmed by people allowed to do so by the organizers.
23. Attendees consent to the publication of the resulting recordings on any media considered appropriate by the organizers, such as university websites or newspapers.
24. Attendees may not be individually named in publications without their explicit consent.
25. Third parties are forbidden to record audio or video during the event unless allowed to do so by the organizers.

Final provisions

26. The organizers may exempt attendees from specific rules, except those listed in "Attendee conduct", if the exemption is justified by the event objectives and applied fairly to all attendees.
27. All decisions from the organizers are final once announced. Attendees trying to dispute such decisions may be expelled from the event and blacklisted from future events.
28. These rules may be updated at any time.
29. Updates to these rules will be communicated to all attendees.
30. Attendees must agree to these rules, and any other rules communicated by the organizers.