



2020 JLMedathon Rules

Registration

The Hackathon begins on 22/10/2020 and ends on 23/10/2020. No entry fee is payable to participate in the Hackathon.

Participants may register via link. Participants are obliged to provide accurate and complete information about themselves when registering for the Hackathon. By entering the Hackathon, each Participant consents to the processing of his/her personal data in connection with their participation in the Hackathon and as permitted by law.

Participants agree to participate in good faith for the purpose of jointly innovating and inventing solutions relevant to the selected topic, as agreed in these Terms and Conditions.

Participants and Participation

Participation is in teams, that should optimally consist of 6-8 members. You can sign up with an organized group in advance or find one using our website.

Participants will be required to create and develop a product that may be relevant to the challenges defined and published in the JLMedathon website/Facebook page.

As heterogenous the teams will be is better.

Working Before the Hackathon

All code, design, development, business plans and assets must be created during the Hackathon and not before. We want to ensure that all participants start off on the same point. You are, however, free to make plans, brainstorm and study relevant technology prior to the event (at the "pre-hack" event or independently).

The only exception to this rule would include using material that is freely available to the public, such as public domain images and open source libraries. We take this rule very seriously for the sake of all members attending the event. Failure to comply may result in the offending team's disqualification.

Ownership

All teams retain full ownership of what they have created during the Hackathon. By participating in the Hackathon, each participant represents and warrants that his/her ideas is and will be their own original work and does not and will not knowingly infringe the intellectual property or proprietary rights, including, without limitation, any third-party patents, copyrights or trademarks.

The Sponsor and Partners do not and will not claim ownership of any Entry to the Hackathon. JLMedathon is here to help entrepreneurs realize their dreams, not destroy them.

Copyright

Do not behave in an abusive or inappropriate manner, including not recording the meetings' content or filming the meeting and/or those present at it, without the consent of all those present at the hackathon.

LET'S GET IT STARTED!

Hack, meet new people, get creative, and have a good time. Getting something meaningful done within such a short amount of time can be stressful, but we'd like to encourage everyone to take a break every now and then to relax and enjoy the event.

Attendees violating these rules may be asked to leave the Hackathon at the sole discretion of the Hackathon organizers. Thank you for your cooperation.