



ESOT Hackathon 2021 – Rules & code of conduct

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Intellectual property rights

All submissions to ESOT Hackathon 2021 remain the intellectual property of the individuals or organizations that developed them. By registering, consenting to the terms of the Hackathon, and entering a Submission, however, the Participant agrees that the organizers and partners reserve an irrevocable, non-exclusive, royalty-free license to reference the submission as an example of work or to showcase the solution as a result of ESOT Hackathon 2021. When IP is developed within a team, each individual is solely responsible to adhere to any legal or other binding agreements he or she may have with their respective employer or academic institution. The organization cannot be held liable for any breach of such agreement. Any preexisting IP is considered to remain property of the respective owner.

Protection of intellectual property

By submitting an ESOT Hackathon 2021 entry or accepting any prize, you represent and warrant the following: (a) you will not submit content that is copyrighted, protected by trade secret or otherwise subject to third party intellectual property rights or other proprietary rights, including privacy and publicity rights, unless you are the owner of such rights or have permission from their rightful owner to post the content and to grant ESOT Hackathon 2021 all of the rights granted herein; (b) you will not publish falsehoods or misrepresentations that could damage ESOT Hackathon 2021, Organizers, Sponsors, or any third party; (c) you will not submit content that is unlawful, obscene, defamatory, libelous, threatening, pornographic, harassing, hateful, racially or ethnically offensive, or encourages conduct that would be considered a criminal offense, give rise to civil liability, violate any law, or is otherwise inappropriate or destructive to ESOT Hackathon 2021 or Sponsors' brand image or goodwill; (d) you will not post advertisements or solicitations of business; (e) ESOT Hackathon 2021 will not be obligated to pay any compensation to, or permit any participation by, any third party in connection with the use, reproduction, modification, publication, display or other exploitation of any of the content that you submit; and (f) the content submitted by you does not contain any viruses, Trojan horses, worms or other disabling devices or harmful code.

The participant agrees that during ESOT Hackathon 2021, images, video and other related content (“Marketing Content”) can be created by the organization and the sponsors to promote the event or their participation in the event. By accepting to participate in ESOT Hackathon 2021 you agree with the creation of such content. You cannot draw any rights from this created material. You understand that you will not receive any compensation or credit for use of these marketing materials.

Copyright

Participant represents and warrants that he or she is the sole author and copyright owner of the Submission, and that the Submission is an original work of the Participant, or if the Submission is a work based on an existing application, that the Participant has acquired sufficient rights to use and to authorize others, including ESOT Hackathon 2021, to use the Submission, as specified in the "Intellectual Property Rights" section of the Rules; and that the Submission does not infringe upon any copyright or upon any other third party rights of which the Participant is aware, and that the Submission is free of malware.

Eligibility

ESOT Hackathon 2021 organizers will have the right at their sole discretion to determine whether an entrant is eligible for the Contest. ESOT Hackathon 2021 may disqualify, at organizers' sole discretion, ESOT Hackathon 2021 entries (including, without limitation, content submitted in connection therewith) that (a) are in violation of third party rights or law or regulation, (b) use inappropriate or explicit language or images, or display content that ESOT Hackathon 2021 or Sponsors otherwise finds objectionable or inconsistent with ESOT Hackathon 2021's or Sponsors' brand image or goodwill.

ESOT Hackathon 2021 can accept only those ESOT Hackathon 2021 entries that are completed and submitted as described above. ESOT Hackathon 2021 entries that do not comply with the provisions of these rules will be deemed ineligible and will not be considered.

Winner selection & judging criteria

The organizers of ESOT Hackathon 2021 have paid sufficient attention and diligence in the organization of this event. The Contest winners will be selected by a panel of judges ("Jury"). The outcome of the competition is solely based on the decision of such Jury. Winners will be judged based on the following criteria:

1. Degree of innovation & creativity in the presented solution
2. Execution strategy of the presented solution
3. Scalability in the EU of the presented solution
4. Economic potential of the presented solution
5. Potential of the presented solution to improve patients' quality of life?

Special consideration will be given to entries based on the following criteria in case of a tie:

1. Capability of the team or group to collaborate and function as a team, based on collaboration during jury presentation.

By submitting any ESOT Hackathon 2021 Entry, entrants release ESOT Hackathon 2021, Sponsors, their respective subsidiaries, affiliates, directors, officers, employees, representatives, agents, and advisors from any and all liability for any claims, costs, injuries, losses, or damages of any kind arising out of or in connection with the decisions of the judges.

Awards

Contest prizes as mentioned on the ESOT Hackathon 2021 website are non-transferable by the winner. If you accept a prize, you will be solely responsible for all applicable taxes related to accepting such prize.

Code of conduct

By entering this Hackathon, you agree to be bound by these rules. The rules will be posted at the ESOT Hackathon 2021 website. To the maximum extent permitted by law, ESOT Hackathon 2021 reserves the right to change these rules at any time. You further agree to be bound by the decisions of ESOT Hackathon 2021 and the judges which shall be final and binding in all respects. ESOT Hackathon 2021 reserves the right, at its sole discretion, to disqualify any individual that tampers or attempts to tamper with the ESOT Hackathon 2021 process or the operation of the Contest or web site; violates the rules; or acts in an unsportsmanlike or disruptive manner, or with intent to annoy, abuse, threaten or harass any other person.

Cancellation policy

For the online events in the ESOT Hackathon 2021, cancellation can be done without limitation or consequences.