

2018 IEEE Region 3 Southeast Conference Hackathon Competition Rules

This year, Region 3 will be having its first official Hackathon. Student teams are presented with programming problems and asked to code solutions. The solution codes are judged according to the defined metrics of the problem. The goal of the competition is for students to demonstrate general programming skills while learning new skills and having fun in a competitive environment. Make sure to bring your own Wi-Fi enabled computer.

1. Teams

Teams must be organized in accordance with the following rules.

1. Teams will be at maximum four members.
2. All team members must be student members or graduate student members of IEEE in Region 3 at the time of the competition.
3. All competitors must be registered for SoutheastCon 2018.
4. Only one team is allowed per Region 3 student branch.
5. All team members must be present at the start of the event, and one member will be present at all times for the duration of the event.
6. Teams are allowed to gain advice and support from organizers, volunteers, sponsors, and others during the event.

2. Submission

The details behind project submission is to be determined by the sponsor.

1. All work on a project must be done at the hackathon.
2. Hacks do not have to be “innovative”. If somebody wants to work on a common idea they are allowed to do so and will be judged on the quality of their hack.
3. Teams are only allowed to use libraries, frameworks, or open-source code in their projects.
4. Working on a project before the event and open-sourcing it for the sole purpose of using the code during the event is against the spirit of the rules and is not allowed.
5. To the extent that your project utilizes external resources (code-based, IP, or otherwise), all references must be included in the final submission write-up.
6. All code not associated with provided API must be in the public domain.

7. Adding new features to existing projects is allowed. Judges will only consider new functionality introduced or new features added during the hackathon in determining the winners.
8. Teams must stop hacking once the time is up. If during demo-ing your hack you find a bug that breaks your application and the fix is only a few lines of code, it's okay to fix that. Making large changes or adding new features is not allowed.
9. Each team will have 5 minutes to demo their hack to the judges.

3. General

The general hackathon rules are as follows:

1. Projects that violate the IEEE **Code of Conduct** are not allowed.
2. Teams be disqualified from the competition at the organizers' discretion. Reasons might include but are not limited to breaking the Competition Rules, breaking the IEEE **Code of Conduct**, IEEE **Code of Ethics**, or other unsporting behaviour.
3. Each team is responsible for the computer(s) that will be used to compete including all essential items such as power cords. outlets will be provided to maintain battery life, internet will be provided via WiFi. Do not bring ethernet cables, there will not be a hardwire ports available during the event.
4. Teams will be judged on one hack per time.

4. Judging Criteria

Each team will have their hack judged based on the following criteria:

1. Practicality/Feasibility
2. Innovation/Creativity
3. Completion of the Hack (Organization)

Each team will have 5 mins to demo their hack to the judges. The demo is a quick overview of the concept and problem they are addressing, and a demonstration of the code at work.

All decisions made by judges or hackathon coordinators are final.