

INTELLECTUAL PROPERTY RIGHTS

All submissions to Hack4Sports 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 technology partners reserve an irrevocable, nonexclusive, royalty-free license to reference the submission as an example of work or to showcase the solution as a result of Hack4Sports. 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.

PROTECTION OF INTELLECTUAL PROPERTY

By submitting a Hack4Sports 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 Hack4Sports all of the rights granted herein; (b) you will not publish falsehoods or misrepresentations that could damage Hack4Sports, 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 Hack4Sports or Sponsors' brand image or goodwill; (d) you will not post advertisements or solicitations of business; (e) Hack4Sports 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 Hack4Sports, 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 Hack4Sports 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 Hack4Sports, 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

Hack4Sports organizers will have the right at their sole discretion to determine whether an entrant is eligible for the Contest. Hack4Sports may disqualify, at organizers’ sole discretion, Hack4Sports 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 Hack4Sports or Sponsors otherwise finds objectionable or inconsistent with Hack4Sports’s or Sponsors’ brand image or goodwill.

Hack4Sports can accept only those Hack4Sports entries that are completed and submitted as described above. Hack4Sports 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 Hack4Sports 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 of the presented solution
2. Economic potential of the presented solution
3. Scalability of the presented solution
4. Feasibility of the presented solution
5. Social relevance of the presented solution

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 Hack4Sports Entry, entrants release Hack4Sports, 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 website www.hack4sports.be 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 www.hack4sports.be. To the maximum extent permitted by law, Hack4Sports reserves the right to change these rules at any time. You further agree to be bound by the decisions of Hack4Sports and the judges which shall be final and binding in all respects. Hack4Sports reserves the right, at its sole discretion, to disqualify any individual that tampers or attempts to tamper with the Hack4Sports 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.