

EDUCATION HACKATHON - REGULATION

reviewed on April 16th 2018

1) Organizer

The “Innolympics Education Hackathon” organizer is Cocoon Projects srl, based in via dei Mille, 77, 98122, Messina (ME), Italy, hereinafter referred to as the Organization.

2) Description of the competition

“Innolympics Education Hackathon” is a contest of concrete ideas to think and develop projects that might solve the problems the world of education is facing in understanding and supporting the 21st century changes.

Within the theme of “education” we include any idea able to ensure access to inclusive and equitable quality education, defined as the fundamental human right for the exercise of all other human rights. It promotes individual freedom and empowerment and yields important development benefits for women and men.

The Hackathon purpose is to foster ideas able to promote and develop the right of every person to enjoy access to high quality education, without discrimination or exclusion, increasing the number of youths and adults having relevant skills, including technical and vocational skills, for employment, entrepreneurship and self-realization.

3) Criteria for participation

The contest is free of charge and is open to youths from 18 to 35 years old. Participants must be aged at least 18 and under 36 at the moment of the application. This criterion is valid on an international basis.

Registration is only possible for natural persons organized in groups (also called “teams”) composed of at least three and at most five persons.

Every individual can join just one team, under penalty of disqualification of that individual from all teams he/she joined.

All participants’ personal data will be listed in the Organization database, in full compliance with the privacy laws (as better specified in point 8).

The Organization will be able to define additional criteria for the exclusion of participants and to set a participation limit.

The Organization reserves the right to verify the authenticity of the data provided by the participants.

Providing untrue data would lead to the immediate exclusion of the participant from the competition, along with possible legal actions the Organization could decide to undertake.

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4) Application

To participate in the contest, it is necessary to apply by completing the form available on the web site eduhack.innolympics.com following the instructions described on the relevant web page.

Sending an application form implies full acceptance of this regulation and of the initiative realization methods. It also implies consent to the Organization and possible contest sponsors to use the information and documents forwarded and the authorization to publish their own personal data and their own image on the Internet and on the press material (as better specified in point 8).

At any time, the contest Organization reserves the unquestionable right to reject teams' applications considered inconsistent with the purpose and the spirit of the initiative. In particular, teams reporting obscenities offending the common decency will be excluded. Application forms received incomplete, irregular or outside the established terms will be rejected.

The Organization reserves the right to verify the participants' identity with all necessary means.

Participants are obliged to present all documents required by the Organization.

Any violation of the regulation implies the disqualification of the participant and/or the team in question.

The Organization reserves the right to expel any participant in the case of irregularities before or during the competition.

Moreover, the Organization reserves the right to prevent participation to anyone not complying with these rules.

All official communications between the Organization and the participants will take place by email at the address specified on the application form.

5) Schedule and contest development

The contest will develop in three consecutive phases.

The first phase, during which it will be possible to apply, will begin at 9am (UTC+1) on the 15th of February 2018 and it will end at 8pm (UTC+1) on the 31st of May 2018.

The second phase will begin at 9am (UTC+1) on the 30th of March 2018 and it will end at 8pm (UTC+1) on the 31st of May 2018. During this second phase participants can join the online games that will result in a classification realized 50% by the solution speed of the proposed games and 50% by a score assigned by a Jury.

The non-participation to the games by the last day of the second phase implies the exclusion of the team from the competition.

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At the end of the second phase, the definitive classification of the teams which will have completed the proposed games will be published. The first 10 teams with the highest score, achieved as described above, will have access to the final phase of the initiative.

The third and last phase will result in the selection of the winning idea. It will take place during a 2-day public event open to everyone which will be held in Rome on the 23rd and 24th of June 2018.

The finalist teams will have to challenge themselves in a competition the aim of which is to find the solution to a given problem related to the initiative's theme. When the given time for the solution is up, the Jury will meet to vote the winning idea and it will be publicly announced at the end of the conference.

Possible complaints about teams' results, classification and any other issues regarding the development of the competition will be solved by the competition Organization without recourse to appeal and according to the criteria established by this regulation.

The Organization reserves the right to modify or cancel the competition in circumstances of force majeure.

The Promoting Company reserves the right to change the days, times and venue for the event in the case of technical and logistical needs.

Participants to the third phase of the Hackathon have to organise their own accommodation and transport solution.

Food and beverage during the 2 days of the event, will be in charge to the Organisation.

6) Prizes

Prizes, of a different kind and made available by the contest sponsors, could be provided and awarded during the event.

In accordance with art.6, paragraph 1, letter a) of Presidential Decree n.430 dated 26th of October 2001, "Innolympics Education Hackathon" is neither a prize contest nor a prize-giving operation, its point being the presentation of valuable projects or studies. In this context, the award represents a recognition of the personal merit for the activity conducted and an encouragement in the public interest.

For this reason, the withholding tax, generally applied to prizes won in prize contests and prize-giving operations according to art.30 of Presidential Decree n.600 dated 29th of September 1976, won't be applied.

Eventual cash-prizes given by the sponsors will be subject to the individual income tax on natural persons, as it falls into the category of diverse income according to art.67 of Presidential Decree n.917 dated 22th of December 1986.

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Prize recipients must comply with tax obligations linked to the income received as, by way of example but not limited to, the issue of accounting documents (i.e. invoice or receipt) and the payment of every due tax, in every jurisdiction, deriving from the service provided.

The Organizing Company assume no liability for possible mistakes / omissions / failure to comply with tax obligations on behalf of the participants getting the prizes.

7) Intellectual Property Rights

Each team is liable for their project content and guarantees to be the owner of the project and to hold all original rights of use, including possible pre-existing intellectual property rights.

Therefore, no liability will be ascribed to the Organization, from third parties, with reference to the project content.

Each participant undertakes, as of now, to indemnify and safeguard the Organization against all claims, including compensation claims, for any reason related to the project.

The participants accept to release all the ideas emerged or developed from the Hackathon under Creative Commons.

In particular, all the ideas will be release under the Attribution-NonCommercial - CC BY-NC license.

Each team can decide to extend the license for their idea to commercial attribution, that is to release it under CC BY; CC BY-SA; CC BY-ND license.

It is not possible to use CC BY-NC-SA e CC BY-NC-ND license or any other license that result to be more restrictive than the CC BY-NC.

For more information about the Creative Commons licenses, please see [here](#) and [here](#).

8) Privacy Policy and image rights

Personal data, collected by the Organization for the purpose of managing the contest participation and development, must be true.

All recorded data will be listed in a database owned by the Organization according to Legislative Decree n.196 dated 30th of June 2003 (the Italian “Personal data protection code”).

The Organization declares that it has adopted all technical and organizational measures for the privacy data protection.

The participants authorize the Organization, and possible contest sponsors and partners, to reproduce and use their own name and surname, their own image and other information in any activity related to the competition or the Organization, without compensation or benefit rights.

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The participants expressly authorize the Organization to publish their own name and surname and their own image on the website or on documents related to the competition.

9) Acceptance of the regulation

Participation in this competition implies full acceptance of this regulation and explicit submission to the decisions made by the Organization.

This regulation can be modified at any time by the Organization and such possible modifications will be communicated on the website.

In the case of conflict between the regulation and its modifications, the latter will prevail.

The modified regulation will enter into force once published on the website and the mere fact of participating in the contest will imply the acceptance of the modifications.

It could be required to the participants to sign a written document attesting the acceptance of all terms and conditions for the competition.

10) Applicable law and dispute resolution

This regulation is governed by Italian law. Any disputes which may arise in relation to this regulation, including those related to its validity, effectiveness, interpretation, execution and termination, will be subject to the exclusive jurisdiction of the Court of Rome.