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## The Great Southern Hackathon - Competitor Rules

To ensure a fair and enjoyable experience for all participants, please adhere to the following rules and guidelines throughout the event. Failure to comply with these rules may result in disqualification from the competition. Parents / guardians agree to collect their child in the unlikely instance of a disqualification.

### \*\*1. Outside Collaboration:\*\*

- 1.1 Contact with individuals outside of the venue is strictly prohibited during the competition.
- 1.2 If a participant requires to speak with a parent or carer during the competition, this can be done with the consent and approval of a GOSH official.

### \*\*2. Communication Restrictions:\*\*

- 2.1 Competitors are not allowed to make phone calls, use messaging apps, post on social media, send email, or use online call services during the competition. Failure to comply will result in immediate disqualification. See 1.2 for exceptions to this ruling. ChatGPT and AI software is permitted

### \*\*3. WiFi Usage:\*\*

- 3.1 Competitors must abide by the Responsible Use of WiFi Agreement provided by the event organisers.
- 3.2 Any breach of the WiFi Agreement, including engaging in illegal or unethical activities, may lead to disqualification and potential legal action.

### \*\*4. Loan Device Agreement:\*\*

- 4.1 Competitors borrowing devices from the host school must adhere to the terms of the Loan Device Agreement.
- 4.2 Failure to comply with the Loan Device Agreement, including damaging or failing to return the device, will result in disqualification and possible expenses.

### \*\*5. Code of Conduct:\*\*

- 5.1 All participants must conduct themselves in a respectful and well-mannered manner.
- 5.2 Harassment, offensive language, or disruptive behavior towards GoSH volunteers, venue staff, or other participants will not be tolerated and may lead to disqualification.
- 5.3 School property is to be respected at all times. Any deliberate damage or vandalism of school property will result in instant disqualification, potential expenses to the participant, and possible legal action.



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## The Great Southern Hackathon - Competitor Rules Continued

### \*\*6. Intellectual Property:\*\*

6.1 Competitors must respect intellectual property rights and only use legally obtained resources and tools during the Hackathon.

6.2 Plagiarism or unauthorized use of copyrighted materials may result in disqualification.

### \*\*7. Data Privacy and Security:\*\*

7.1 Competitors should handle all data, including personal information, with the utmost care and confidentiality.

7.2 Any attempt to access or misuse sensitive data without proper authorisation may lead to disqualification.

### \*\*8. Submission Guidelines:\*\*

8.1 All problem solutions must be original and developed during the Hackathon. Innovation incorporating existing technologies and/or products is permitted.

### \*\*9. Judging Decisions:\*\*

9.1 The decisions of the judges and event organisers are final and not subject to appeal.

9.2 Any attempt to influence or dispute the judging process may result in disqualification.

### \*\*11. Sportsmanship:\*\*

11.1 Competitors are encouraged to show good sportsmanship and support their fellow participants.

11.2 Collaboration and knowledge sharing among teams is allowed and encouraged, as long as it does not compromise the competitive integrity of the event.

By participating in the Great Southern Hackathon, you acknowledge and agree to comply with these rules and guidelines. The event organizers reserve the right to take appropriate actions, including disqualification, for any breach of these rules.

By signing below you agree to the above rules and parents/ guardians agree to early collection of their child if a disqualification occurs.

Signed participant:

Date:

Signed parent/guardian:

Signed GoSH representative on the day:

Date: