Saint Mary's Data Science Hackathon Rules

These rules have been adopted from the standard competition rules used at Major League Hacking (MLH) Member Hackathons.

The spirit of the competition

Remember that hackathons are like marathons. Some people go to compete, but most people take part to better themselves and have fun. Whatever the reason you're at a hackathon, make sure you're upholding the hacker spirit by collaborating with other teams, helping beginners, and having fun.

The rules of the competition

1. The maximum team size is 4.
2. Teams should be made up exclusively of students (or recent graduates within one year of having graduated) who are not organizers, volunteers, judges, sponsors, or in any other privileged position at the event.
3. All team members should be present at the event. Leaving the venue for some time to hack elsewhere is fine.
4. Teams can of course gain advice and support from organizers, volunteers, sponsors, and others.
5. All work on a project should be done at the hackathon.
6. Teams can use an idea they had before the event.
7. Teams can work on ideas that have already been done. Hacks do not have to be "innovative".
8. Teams can work on an idea that they have worked on before.
9. Teams can use libraries, frameworks, or open-source code in their projects. 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.
10. Adding new features to existing projects is allowed.
11. Teams must stop hacking once the time is up.
12. Projects that violate the Code of Conduct are not allowed.
13. Teams can be disqualified from the competition at the organizers' discretion. Reasons might include but are not limited to breaking the Competition Rules, breaking the Code of Conduct, or other unsporting behavior.