



HACK ON THE BEACH

Hackathon Rules

These are the standard rules for the 2019 "Hack On The Beach" Hackathon. They are based on Major League Hacking (MLH) rules (<https://mlh.io/>), although please be aware that On The Beach (OTB) hackathons are not official 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 is 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. There is a minimum team size of 2, and a maximum team size of 4 people. There is only available space for 15 teams, and teams shall be considered in order of their application submission (This means first-come, first-served for all eligible teams) Please read the [eligibility criteria](#) carefully when submitting your team application.
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. The Event is Bring-Your-Own-Device, there may be some devices (Smart Home Speakers, VR Headsets) available but all hacking should be done on the team's devices.
4. All team members should be present at the event. Leaving the venue for some time to hack elsewhere is fine.
5. Teams can of course gain advice and support from organizers, volunteers, sponsors, and others.
6. All work on a project must be done at the hackathon.
7. Teams can use an idea they had before the event.
8. 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.
9. Teams must stop hacking once the time is up. However, teams are allowed to debug and make small fixes to their programs after time is up. e.g. If during demoing 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.

10. Projects that violate the [Code of Conduct](#) are not allowed.

11. 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 behaviour.

Demos

After hacking finishes, teams will show their projects to each other and to the judges.

You are strongly encouraged to present a demo of what you have built. Pitches or presentations are discouraged. As you are judged on what you built, you'll only hurt yourself by not showing a demo.

You are encouraged to present what you have done even if your hack is broken or you weren't able to finish. It's okay if you didn't finish your hack—that happens all the time! Also, demoing is not just about the competition. It's a chance to share with others what you learned and what you tried to build—that's what hacking's all about! In the case that you don't have anything to demo, you can give a presentation about what you tried and what you learned. Hearing what other people learned is interesting and inspiring for other attendees.

Judging Criteria

Teams will be judged on these five criteria, which are based on OTB's company values. While some judging will be taking place during and after the demo stage, the judges will be around the event and interacting with the teams throughout the day. They won't be judging you as individuals, but how the team functions and interacts with others will have an impact on the judging score.

TECHNOLOGY ~30%

How technically impressive was the hack? Was the technical problem the team tackled difficult? Did it use a particularly clever technique or did it use many different components? Did the technology involved make you go "Wow"?

INNOVATION ~20%

"We are creative and aspire to do things differently. We deliver change with speed and learn quickly."

How Innovative is the presented solution - What does it do differently? How much does it stand out from other entries for that challenge? Have the team done something completely unexpected?

SIMPLICITY ~20%

"Working together, we quickly identify the simplest solution for every challenge by being smart and can-do."

How simple is the demoed solution? Did the team manage to explain what it does in the presentation time?

RESPECT ~10%

"We appreciate and understand each other's styles, experiences and approaches, by being down to earth and empathetic. By bringing people on our journey, ideas can blossom and people can thrive."

How well have the team worked to build working relationships within themselves and with other teams?

COMMUNICATION ~20%

"We help each other by talking and collaborating; we'll get there faster and it'll be more fun!"

How well have the team communicated to each other and judges / organisers?

These criteria will guide judges but ultimately judges are free to make decisions based on their gut feeling of which projects are the most impressive and most deserving.

What we **aren't** judging

It's important to note that these judging criteria do not include how good your code is. It doesn't matter if your code is messy, or not commented, or uses inefficient algorithms. Hacking is about playing around, making mistakes, and learning new things. If your code isn't production ready, we're not going to mark you down.

So don't worry about coming up with the next big idea or building the next Facebook. You'll have plenty of time for that outside the hackathon. just focus on learning, having fun, and making new friends. At the end of the day the skills you learn and the friends you make might lead to the next big thing—but you don't have to do that to win a hackathon.

Remember!

The competition is just a part of the hackathon. To make the most out of the event, try something new, teach other people, and make new friends!

Happy Hacking from the OTB team!