Rules and Regulations

1. Projects that violate the Code of Conduct are not allowed.
2. Participants must be Stony Brook University students, and cannot be organizers, volunteers, judges, sponsors, or in any other position for the event.
3. Teams can be composed of 1-5 people per team. Note: Prizes are limited, so if a large team wins a category there may not be enough individual prizes for the entire team.
4. All team members must be present for the following functions: opening ceremony, presentation to the judges, and closing ceremony.
5. All work on a project should be done during the hackathon.
6. Ideas conceived before the event can be used for projects. Participants can reuse ideas; however, using materials, projects, paperwork, etc. made prior to the hackathon is prohibited.
7. Expanding on or providing new twists on existing concepts, inventions, etc. is acceptable as long as the participant(s) bring something new into the design, application, etc. Note: Judges will only be judging the added work to existing concepts.
8. Submissions are due by 3:00 PM EST on Saturday, March 30th. No adjustments can be made after this time. All submissions must be uploaded to the Devpost by this time.
9. Participants can be disqualified from the hackathon at the discretion of the organizers. Reasons for disqualification include, but are not limited to, breaking the rules listed in this document, breaking the Code of Conduct, or other unsportsmanlike behavior.