

HACK(RPI);

Official HackRPI 2016 Hackathon Rules

Every participant in HackRPI shall abide by the following rules. Failure to adhere to these rules will result in immediate disqualification from winning any HackRPI prizes.*

1. Every participant shall abide by the Major League Hacking Code of Conduct.
2. Participants must be a student in high school or college (of any level).
3. Teams must consist of no more than four (4) students.
4. Projects must be added to the HackRPI 2016 Devpost page. All team members must be added to the project in order to be officially a member of that team.
5. All work on the Project must not begin until the official start of hacking {START TIME} and must cease at the official end of hacking, {END TIME}.
6. Every participant must check-in at the registration table.
7. Every participant shall treat all HackRPI volunteers and organizers with respect and patience.

HackRPI reserves the right to modify these rules at any time before the event begins.

* Sponsors may still award their prize(s) to whomever they see most deserving.