

Hacker Rules

By participating in Hack@CEWIT, hackers understand and agree to the following:

- **Your safety is extremely important to us. Please exercise appropriate caution during your participation.**
- All participating students must be currently enrolled in an accredited college/university. A valid student ID must be presented at the registration desk in order to check-in.
- Teams are not to exceed four individuals.
- At no point may the CEWIT IT infrastructure be unsolicitedly tested, reviewed, inspected, or otherwise hacked during the Hackathon. Anyone found to be attempting to subvert any aspect of CEWIT infrastructure will be immediately disqualified and will be reported to the proper authorities.
- At no point may the hardware or software of another team participating in Hack@CEWIT be unsolicitedly tested, reviewed, inspected, or otherwise hacked during the Hackathon. Anyone found to be attempting to gain unauthorized and unwanted access to another Hacker's equipment, source code, or other infrastructure will be immediately disqualified and will be reported to the proper authorities.
- Each team may submit only one project at the close of Hack@CEWIT. All work on this project must be completed and uploaded via the appropriate web portal to Dev-Post before the announced project submission deadline. No additional work may be done on the project after this time. All project work submitted for prizes should be done exclusively within the Hack@CEWIT timeframe.
- Each team must submit only their own work, and licensed use of others, for their project at the close of Hack@CEWIT. Any work that is not the sole property of the team must be disclosed at the judging discussion, and not attempt may be made to pass off another person's work as one's own.
- Individual hackers and teams are responsible for maintaining cleanliness of their personal spaces and general respect and appreciation for the facility at all times.
- Do not unplug, add to, or rearrange power strips or power cords. The current set-up is specifically designed to minimize surges and must remain in place for the duration of the weekend.
- Students are responsible for abiding by all 'Do Not Touch' and 'Restricted Area' signage. The overarching rule to follow is that if a room is NOT designated for use by being marked with a Hack@CEWIT sign, than this room is off limits even if it does not explicitly state that it is off limits.
- All telephones in Hack@CEWIT spaces are not for the participants' use.
- Stealing, vandalism, bullying, and all other forms of misconduct of will absolutely not be tolerated.
- Do not leave bags, computer cell phones, or personal items unattended at any time. CEWIT is not responsible for any lost, stolen, or damaged personal items. If you have misplaced a personal item, or have found a misplaced personal item, the Hack@CEWIT Organizers will have a Lost and Found area in room 260. Furthermore, any damages to devices from misuse or misappropriation of hardware is the responsibility of the student.
- Students must wear their wristbands at all times to verify participation in Hack@CEWIT. Wristbands are not to be removed, shared, or tampered with. If you have any issues with your wristband, please visit the Hack@CEWIT Organizers in room 260.
- Students must be considerate of Hack@CEWIT hardware at all times. If hardware is not in use, please return it in a timely manner to be made available to other hackers. Hack@CEWIT will not tolerate equipment hoarding, multiple checkouts per team, and/or general disrespect for shared resources.
- Students must be respectful of noise levels, especially with regards to ongoing tech talks and workshops. Students must also be respectful of tech talks and workshop locations, as these spaces are not be used as working areas during scheduled activities.
- Students must be respectful of designated male, female, and universal spaces.
- As part of campus regulations, smoking is not permitted in the building or anywhere on the grounds.
- As all exterior doors are locked, students leaving the building must make arrangements with either Hack@CEWIT Organizers or fellow hackers to be let back in.
- Items NOT to bring: Firearms or weapons or any kind, alcohol, illegal drugs, animals, soldering irons, knives, blades, or other sharp hand tools, power tools, and drones/quadcopters.
- Participants irrevocably authorize Hack@CEWIT and its collaborators to copy, publish, exhibit or distribute in any legal manner, any and all images, videos, and audio recordings in which their likeness appears.
- Students agree to the terms of both the [MLH Contest Terms and Conditions](#) and the [MLH Privacy Policy](#). Please note that you may receive pre and post-event informational e-mails and occasional messages about hackathons from MLH as per the MLH Privacy Policy. Students further acknowledge and agree to the [MLH Code of Conduct](#), as adopted by CEWIT for Hack@CEWIT.

Failure to comply and/or testing the boundaries of any of the above rules will result in immediate disqualification and removal from the premises.