

The Biggest Little Hackathon 2019 Rules

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. Programming on the Hackathon project is from 12:00 on Saturday to 12:00 on Sunday.
2. There is no maximum or minimum team size. As a participant, you should make sure to check how many prizes are available per team. There is usually a limited number of prizes for each challenge. So if you form a large team and win a challenge, there might not be enough prizes for everyone on your team.
3. Teams should be made up of NSHE students.
4. All team members must be present at the event for both the opening and closing ceremonies. 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 work on ideas that have already been done. Hacks do not have to be “innovative”. If somebody wants to work on a common idea they should be allowed to do so and should be judged on the quality of their hack. These days it's hard to find something that's fully original and teams might not know an idea has been done before anyway.
9. Teams can work on an idea that they have worked on before (as long as they do not re-use code).
10. 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.

11. Adding new features to existing projects is allowed. Judges will only consider new functionality introduced or new features added during the hackathon in determining the winners.
12. 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.
13. Projects should be professional and appropriate to be shown to corporate and faculty sponsors.
14. Teams can be disqualified from the competition at the organizers' discretion.
15. Any questions about any of the above rules or any other reasonable concerns should be addressed to one of the organizers at the participant's discretion.

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. You are not judged on the quality of your pitch or the quality of your idea. 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! Completion is only one part of the judging criteria, so you might still do well. 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.

Presentations are capped at a maximum time of 5 minutes, and teams will be cut off if they exceed that limit.

Note: These rules for The Biggest Little Hackathon are a modified version of the MLH rules, but not affiliated with MLH. Original link here:

<https://github.com/MLH/mlh-hackathon-rules/blob/master/Rules.md>