



Hackathon Rules and Regulations

About RealHack 5.0

RealHack, the first-ever Hackathon of the University of Kelaniya, was first initiated in 2018. It is an annual inter-university hackathon organized by the Software Engineering Students' Association of the University of Kelaniya in collaboration with the IEEE Student Branch of the University of Kelaniya.

RealHack 5.0 will be conducted in two rounds: Pre-Hack and Final Hackathon. The Pre-Hack will be conducted online via the HackerRank platform: <https://www.hackerrank.com>. The top 15 teams from the Pre-Hack will be selected for the Final Hackathon, which will be a 24-hour hackathon event.

Eligibility

Participation in the RealHack Contest is solely at the discretion of the RealHack organizers. They retain the exclusive right to determine, in their sole and absolute judgment, the eligibility of any entrant and to accept or reject any entry for any reason at any time.

They can also disqualify entries (that means anything you submit for the contest) if they:

- Violation of laws or rules, or infringement upon anyone else's rights.
- Use of inappropriate language.
- Display of explicit or objectionable images.
- Inclusion of any content that RealHack or their sponsors find objectionable.



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Registration Process

Official Team Composition and Registration Guidelines:

- **Team Size:**
Each participating team must comprise a **minimum of 2 members** and a **maximum of 4 members**.
- **Team Email:**
A dedicated email address must be established solely for team communication and registration. All official correspondence will be directed to this designated email address.
- **Registration Procedure:**
The team leader is responsible for initiating the registration process. To register, the team leader must complete the registration form, providing the following information:
 - A Team Name.
 - A Dedicated Team Email Address.
 - Full Names and Email Addresses of All Team Members.
- **Registration Inquiries:**
Contestants are encouraged to directly address any registration-related inquiries or corrections to the RealHack 5.0 Organizing Committee via email or phone. Contact information will be provided upon request.

Please adhere strictly to these guidelines to ensure a seamless registration experience.



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Programming Languages to be used

Teams are allowed to use any of the programming languages that are provided through the HackerRank platform: <https://www.hackerrank.com> to submit their code.

Intellectual Property

Ownership of Intellectual Property

All submissions submitted for the RealHack Contest shall remain the exclusive intellectual property of the individuals or organizations that created them.

Protection of Intellectual Property

By submitting an entry or accepting any prize, you hereby affirm and warrant the following:

- You will not submit content protected by copyright, trade secret, or other third-party intellectual property rights, including privacy and publicity rights unless you are the rightful owner of such rights or have obtained explicit permission from the owner.
- The content submitted by you is free from any viruses, Trojan horses, worms, or other malicious code that could compromise the integrity of systems or data.



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Copyright

Participants declare and warrant that:

- They are the sole authors and copyright owners of their submissions, and the work is original.
- If the submission is based on an existing application, participants have acquired the necessary rights to use and authorize its use in the contest.
- The submission does not infringe upon any copyright or other third-party rights known to the participant.
- The submission is free of malware.
- Strict adherence to these guidelines is essential to safeguard the intellectual property rights of all parties involved.

Health Guidelines

The organizers are dedicated to ensuring the health and safety considerations, and the well-being of participants during the Final Hackathon. To ensure a safe and enjoyable event, please adhere to the following general guidelines:

- **Personal Well-being:**
 - Prioritize your health and well-being.
 - If feeling unwell, it is recommended to rest and recover before attending the event.
- **Access to the Event:**
 - All registered participants are welcome to join the hackathon.
 - No health screening will be conducted at the entrance, but individuals are urged to be mindful of their health and refrain from attending if they are experiencing symptoms of illness.



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- **Hygiene Practices:**
 - Practice good hygiene.
 - Hand sanitizers and hygiene stations will be available throughout the venue.
- **Flexibility to Move In and Out:**
 - Participants have the flexibility to enter and exit the hackathon premises as needed.
 - Exercise caution when interacting with the external environment.
- **Emergency Situations:**
 - In case of emergencies or essential work, participants are free to leave the premises.
 - The organizing committee will provide guidance and assistance as required.
- **General Health Awareness:**
 - Maintain awareness of your health and the health of those around you.
 - If anyone feels unwell during the event, they should promptly inform the organizing committee for necessary assistance.
- **Medical Assistance:**
 - Any participant experiencing health concerns should notify the organizing committee.
 - Medical facilities and assistance will be provided as needed.

Your cooperation in following these guidelines is crucial to creating a positive and inclusive environment for all participants. Please note that specific requirements may vary depending on unforeseen circumstances.



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Winner Selection/ Judging Criteria

Preliminary Hack

Pre-Hack will be divided into two sections.

1. The initial phase will be carried out online through HackerRank. Each team is required to have a single HackerRank account to participate. The username on the HackerRank account must correspond to the team name used during RealHack registration. All team members should utilize the same account to submit solutions. Any submissions made through other accounts will not be considered. The problems will cover topics related to Data Structures, Algorithms, and Real-Life Scenarios.
2. The second half will consist of a system design-based problem. Participants will receive a set of use cases and will be tasked with creating an architectural report that includes:
 - A High-Level Architecture Diagram.
 - Key areas addressed.
 - Architectural decisions made.
 - Assumptions.

Please submit the report as a PDF document, limited to 2-3 pages. The system design question will be given at the commencement of the Pre-Hack.

In addition to the problem statement, the submission email address will be provided. Responses to the system design question should be sent via email, with the team name as the subject.

Contestants are allotted a total of 3 hours to submit solutions for both sections.



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The marks are generated according to the judicial board, and the marking criteria would include:

- A. A predefined methodology for evaluating the question.
- B. Bonus marks may be awarded for creative problem-solving or instances where a team successfully tackled challenges that others failed to overcome, demonstrating exceptional resilience and achievement.
- C. Marks undergoes a thorough review by the judging panel, and the responsibility of selecting the top 15 teams rests solely with the judging panel's decision-making process.

The final marks of the Pre-Hack will be allocated according to the following percentages.

- **HackerRank - 60%**
- **System Design - 40%**

The **top 15 teams** from the Pre-Hack will advance to the Final Hackathon. The announcement of the winning teams will be made within one week.



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Final Hackathon

The final Hackathon will be conducted as a 24-hour event, during which participants will receive the Code of Conduct and the official problem statement from the organizers. Teams are expected to code a solution within the specified time frame. The winners of the contest will be selected by a panel of judges.

By submitting any entry to RealHack, participants hereby release RealHack, its sponsors, and their respective subsidiaries, affiliates, directors, officers, employees, representatives, agents, and advisors from any liability for claims, costs, injuries, losses, or damages of any kind arising out of or in connection with the decisions made by the judges. This release applies to any potential legal claims related to the participation in and outcomes of the Hackathon.

Awards

Contest prizes are non-transferable by the winner. Upon acceptance of a prize, the recipient assumes full responsibility for all applicable taxes associated with receiving the prize.