GLB HACKATHON

HACKATHON 3.0

Hackathon is a community event intended for learning, collaboration, and engagement in the developer community. We value the participation of each member of the developer community and want everyone involved to have an enjoyable and fulfilling experience. Accordingly, all staff and participants are expected to show respect and courtesy to others throughout the event.

To make clear what is expected, all staff, participants, volunteers, mentors and judges in the hackathon are required to conform to the following Code of Conduct.

Organizers will enforce this code throughout the event.

Be Respectful Be kind to others. Do not insult or put down other attendees.

Be Thoughtful In the spirit of education and inclusiveness, there may be minors participating in the hackathon. Keep this in mind when speaking.

Be Open We welcome attendees from all backgrounds. This event is about increasing the overall amount of learning, partnership, and engagement in the developer community.

Be Awesome Do your best and believe in yourself. Participants violating these rules may be asked to leave the hackathon at the sole discretion of the organizers.

CODE OF CONDUCT

1. Teams need to have 2-4 participants. If you don't have a teammate, use the Discord server to connect with others and make your team.

2. The prizes will be awarded solely based on the decision of the judging panel.

3. At least one team member must be physically present during sign-in, and one must be conscious and present to present the project to the judges during their assigned presentation time.

4. Any intellectual property developed during the hackathon will belong to the team that developed it. We expect that each team will have an agreement between themselves regarding the IP, but this is not required.

5. Participants must adhere to all guidelines stipulated by us for the well being of the **GLBIM** community, and cooperate with all actions of the hackathon team in this regard.

6. Participants are not allowed to visit places that are outside the event boundaries.

7. In case of any grievance, the participants can report it to the Organizing Committee.

8. These rules are subject to change and the decision of the Organizing Committee will be final and binding.

During the hackathon, all rules of **GL Bajaj Institute of Management** are applicable to the participants.

GLB HACKATHON 3.0 is dedicated to providing a harassment-free experience for everyone. We do not tolerate harassment of participants in any form. This code of conduct applies to all the Hackathon spaces,but not limited to our discord channel. Anyone who violates this code of conduct may be sanctioned or expelled from these spaces at the discretion of the Organizing Committee. Participants are responsible

for knowing and abiding by these rules.

Harassment includes but is not limited to:

● Offensive comments related to gender, gender identity and expression, sexual orientation, disability, mental illness, neuro(a)typicality, physical appearance, body size, age, race, or religion

Unwelcome comments regarding a person's lifestyle choices and practices, including those related to food, health, parenting, drugs, and employment.

● Deliberate misgendering or use of 'dead' or rejected names.

● Gratuitous or off-topic sexual images or behaviour in spaces where they're not appropriate.
● Physical contact and simulated physical contact (eg, textual descriptions like "*hug*" or "*backrub*") without consent or after a request to stop.

● Threats of violence.

● Incitement of violence towards any individual, including encouraging a person to commit suicide or to engage in self-harm.

● Deliberate intimidation.

● Stalking or following.

● Harassing photography or recording, including logging online activity for harassment purposes.

● Sustained disruption of discussion.

● Unwelcome sexual attention.

● Pattern of inappropriate social contact, such as requesting/assuming inappropriate levels of intimacy with others

● Continued one-on-one communication after requests to cease.

● Deliberate "outing" of any aspect of a person's identity without their consent except as necessary to protect vulnerable people from intentional abuse.

● Publication of non-harassing private communication

GLB HACKATHON 3.0 prioritizes marginalized people's safety over privileged people's comfort. The Organizing Committee reserves the right not to act on complaints regarding:

● 'Reverse' -isms, including 'reverse racism,' 'reverse sexism,' and 'cisphobia'.

● Reasonable communication of boundaries, such as "leave me alone," "go away," or "I'm not discussing this with you."

● Communicating in a 'tone' you don't find congenial.

● Criticising racist, sexist, cissexist, or otherwise oppressive behaviour or assumption.

Reporting

If you are being harassed by a member of **GLB HACKATHON 3.0**, notice that someone else is being harassed, or have any other concerns, please contact the Organizing Committee at (**glb.hackathon@glbim.ac.in)**. If the person who is harassing you is on the team, they will recuse themselves from handling your incident. We will respond as promptly as we can. This code of conduct applies to **GLB HACKATHON 3.0** spaces, but if you are being harassed by a member of **GLB HACKATHON 3.0** outside our spaces, we still want to know about it. We will take all good-faith reports of harassment by **GLB HACKATHON 3.0** members, especially **GLB HACKATHON 3.0** Organizing Committee, seriously. This includes harassment outside our spaces and harassment that took place at any point in time. The abuse team reserves the right to exclude people from **GLB HACKATHON 3.0** based on their past behavior, including behavior outside **GLB HACKATHON 3.0** spaces and behavior towards people who are not in **GLB HACKATHON 3.0**.

In order to protect volunteers from abuse and burnout, we reserve the right to reject any report we believe to have been made in bad faith. Reports intended to silence legitimate criticism may be deleted without response. We will respect confidentiality requests for the purpose of protecting victims of abuse. At our discretion, we may publicly name a person about whom we've received harassment complaints, or privately warn third parties about them, if we believe that doing so will increase the safety of **GLB HACKATHON 3.0** members or the general public. We will not name harassment victims without their affirmative consent.

Consequences

Participants asked to stop any harassing behaviour are expected to comply immediately.

If a participant engages in harassing behaviour, the Organizing Committee may take any action they deem appropriate, up to and including expulsion from all **GLB HACKATHON 3.0** spaces and identification of the participant as a harasser to other **GLB HACKATHON 3.0** members or the general public.

Failure to comply with the above-stated Rules and Code of Conduct may result in the offending team's disqualification by the Organizing Committee.

(This Code of Conduct was forked from the example policy from the Geek Feminism wiki, created by the Ada Initiative and other volunteers. which is under a Creative Commons Zero licence. Conference Code of Conduct is licensed under a Creative Commons Attribution 3.0 Unported License.)

Waivers

In this document, **GLB HACKATHON 3.0** is referred

1. Assumption of risk for COVID-19:

1) **GLB HACKATHON 3.0** cannot prevent you from becoming exposed to, contracting, or spreading COVID-19. It is not possible to prevent the presence of the disease. Therefore, if you choose to participate in **GLB HACKATHON 3.0**, you may be exposing yourself to and/or increasing your risk of contracting or spreading COVID-19.

2) **GLB HACKATHON 3.0** does NOT take the responsibility for the treatment.

3) The burden for the cost of treatment on the contraction of COVID-19 is NOT on **GLB HACKATHON 3.0**.

4) The participants hereby forever release and waive their right to bring suit against **GLB HACKATHON 3.0** and its owners, officers, directors, managers, officials, trustees, agents, employees, or other representatives in connection with exposure, infection, and/or spread of COVID-19 related to participating in **GLB HACKATHON 3.0** event and premises.

2. Personal Medication:

a. All participants are expected to carry their prescribed personal medications along with the prescription.

b. **GLB HACKATHON 3.0** will not be responsible for providing any of the prescribed medications to the participants during the event duration.

3. Media Release:

a. The participants understand that while participating in the event, they may be photographed.

 b. They agree to allow their photo, video, or film likeness to be used for any legitimate purpose by the event holders, producers, sponsors, organizers, and assigns.

4. Accident Liability:

a. The participants acknowledge that the events may involve a test of a person's physical and mental limits and carry with it the potential for death, serious injury, and property loss. The risks include but are not limited to, those caused by terrain, facilities, temperature, weather, condition of participants, equipment, vehicular traffic, lack of hydration, and actions of other people, including, but not limited to, participants, volunteers, monitors, and/or producers of the activity.

b. The participants give up their right to bring any claims including for personal injuries, death, disease or property losses, or any other loss, including but not limited to claims of negligence, and give up any claim that they may have to seek damages, whether known or unknown, foreseen or unforeseen.

5. Choice of Law:

 a. The participants understand and agree that the law of the State of Uttar Pradesh will apply to this policy.

 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.

I CERTIFY THAT I HAVE READ THIS DOCUMENT AND I FULLY UNDERSTAND ITS CONTENT. I AM AWARE THAT THIS IS A RELEASE OF LIABILITY AND A CONTRACT AND I SIGN IT OF MY OWN FREE WILL