

FPGA Hackathon

Event Rules & Regulations

I. General provisions & definitions

1. Organizer: Nokia Solutions and Networks Sp. z o. o. based in Warsaw.
2. Event: FPGA Hackathon.
3. Participant: The person who registered for the Event and was accepted by the Organizer to attend the Event.
4. Team: A group of two or three Participants registered under the same team that are about to compete in the Event together.
5. Purpose / Topic: The Event is aimed at enthusiasts of topics related to FPGA, electronics, and broadly understood new technologies. The Event creates a space for exchanging experiences, integrating the scientific community with business, making valuable contacts, and providing opportunities for gaining new professional opportunities.

II. Date & place

1. Date: May 24-25, 2025.
2. Place: The Event will take place in a hybrid form. Participants can choose one of two forms:
 - a. Stationary, where Participants will join the Event on-site in Hala 100-lecia KS Cracovia 1906.
 - b. Remote, where Participants will join the Event using the Discord platform.

III. Participation in the Event

1. Only the 2-person or 3-person Teams will be accepted to the Event.
2. One person needs to fill out a registration form per Team – this will include:
 - a. Providing Team name.
 - b. Providing names and email addresses of all Team members.
3. The person filling out the registration form will be responsible for communication between Team and Organizer.
4. A Participant may be a member of only one Team.

IV. Rules of registration

1. Registration for the Event will take place from 3rd to 23rd March 2025.
2. Registration link will be available on the [FPGA Hackathon's official website](#).
3. Registering for the Event is not synonymous with acceptance to the Event.

4. After filling out the registration form each Team will be asked to complete a test to check basic FPGA knowledge before the Event.
5. The entrance test will be sent in a separate email on 24th March and will be open until 6th of April 2025.
6. Completing the entrance test is mandatory for the Team to be taken into consideration to the Event.
7. The decision on acceptance of the Team to the Event is made by the Organizer.
8. The number of places is limited. A maximum of 45 stationary Teams and 25 remote Teams will be accepted to the Event.
9. Every Team accepted to the Event by the Organizer must send the attendance confirmation within seven days from the day the mail with the acceptance was sent. Otherwise, the Team will be declined to attend the Event.
10. The Organizer reserves the right to accept another Team to replace the Team that the members did not confirm their attendance within seven days from the acceptance.
11. The Teams that confirmed the attendance but did not attend the Event will be banned for the following Event editions.
12. The Organizer reserves the right to extend the duration or re-open the registration.
13. Due to potential conflict of interest, employees of Nokia and partner companies, i.e. companies taking part in creation of tasks for the Event, are not allowed to participate in the Event. A person cannot be an employee of the mentioned companies on the day of sending the registration form and the Event date.
14. Due to up-to-date restrictions, the Organizer reserves the right not to accept affected Participants to the Event.

V. Event organization

1. Program: The program of the Event will be available on the [FPGA Hackathon's official website](#) closer to the Event.
2. The organizer will provide the rules regarding the evaluation and scoring of tasks on the day of the event.
3. Event check-in is mandatory for both stationary and remote Participants.
4. For the stationary Participants, the check-in will be held on-site. For the remote Participants, the check-in will be conducted online. The details about the check-in process will be sent by email before the Event.
5. Attendance at the Event is confirmed by enrolling in the Discord group and checking in at the Event in either stationary or remote form.
6. Participants are required to behave in a manner that does not endanger the safety of other individuals and to comply with the provisions of the facility and Event regulations.
7. It is forbidden to bring and possess weapons or other dangerous objects by the Participants, explosives, pyrotechnic products, fire-hazardous materials, narcotic substances, or psychotropic substances.

8. Participants are obliged to use the provided work environment in accordance with its intended purpose.
9. The Organizer reserves the right to verify the identity of Team members during the Event:
 - a. Stationary form: Each stationary Participant will receive a badge from the Organizer and is obliged to wear it throughout the Event in a place visible to the Organizer (or is obliged to present it each time at the Organizer's request). The lack of a badge entitles the Organizer to remove the Participant from the Event area. The Participant cannot transfer the badge to another person.
 - b. Remote form: The Organizer may ask Participant to share their image via webcam at times selected by the Organizer during the Event.
10. The Organizer reserves the right to extend the duration of the Event in exceptional situations.
11. The Organizer reserves the right to access VM machines shared with Participants in viewer mode and Team's code base during the Event to control progress of the competition.
12. The Organizer reserves the right to not send gifts for participating in the event (gadget packs) outside of Poland. A gift in a digital form will be distributed to the affected Participants.
13. The condition for receiving the gift is the Participant's attendance at the Event. The rule applies to both stationary and remote Participants.

VI. Winners' selection & awards

1. The selection of the winning Teams will be done based on the scoring system. The Organizer reserves the right to choose the winners not based on the selection made by the scoring system in exceptional situations.
2. Prizes will be awarded to the three winning Teams:
 - a. 1st place: Prize of value approx. 4 000.00 PLN per Team member,
 - b. 2nd place: Prize of value approx. 2 500.00 PLN per Team member,
 - c. 3rd place: Prize of value approx. 1 250.00 PLN per Team member.
3. The Organizer reserves the right to award distinctions to other Teams or Participants, not only the winners.
4. The prizes are material prizes.
5. Information on the prizes will be available on the [FPGA Hackathon's official website](#) closer to the Event.
6. The offered prizes are not subject to exchange for cash prizes, other prizes, or a cash equivalent.
7. The Organizer does not bear customs costs for sending prizes.
8. Each member of the winning Team who registered and participated in the Event will receive a prize.

VII. Copyrights

1. The Organizer does not claim any intellectual property rights to the solutions invented by the Participant.

VIII. Final provisions

1. The Participant agrees to be sent by e-mail information about current and future Event editions or recruitment processes conducted by the Organizer.
2. Contact details of the Organizer: contact.hackathon@nokia.com.

The provisions [Regulamin udziału w bezpłatnych wydarzeniach on-line/Regulations governing participation in free stationary events](#) and the Nokia Privacy Policy, as well as the regulations of the Hala 100-lecia KS Cracovia 1906 facility, shall apply to the Event.