



# FPGA Hackathon

## Event Rules & Regulations

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## 1 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.

## 2 Date & place

1. Date: September 26-27, 2026.
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.

## 3 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, email addresses and Discord names of all Team members.
3. The person filling out the registration form will be responsible for communication between the Team and Organizer.
4. A Participant may be a member of only one Team.

## 4 Rules of registration

1. Registration for the Event will take place from 18<sup>th</sup> to 31<sup>st</sup> May 2026.
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 1<sup>st</sup> June and will be open until 14<sup>th</sup> of June 2026.
6. Completing the entrance test is mandatory for the Team to be taken into consideration for the Event.
7. The decision on acceptance of the Team to the Event is made by the Organizer, taking into account the test results like score and completion time.
8. The number of places is limited. A maximum of 50 stationary Teams and 30 remote Teams will be accepted to the Event.
9. Every Team accepted to the Event by the Organizer must send the attendance confirmation within two weeks 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 two weeks from the acceptance.
11. Every Team accepted and confirmed to the Event must send the attendance reconfirmation around one month before the Event, within one week from the day the dedicated email was sent.
12. The Teams that confirmed the attendance but did not attend the Event will be banned for the following Event editions.
13. The Organizer reserves the right to extend the duration or re-open the registration.
14. Due to a potential conflict of interest, the following individuals are not allowed to participate in the Event:
  - a. All employees of Nokia; and
  - b. Employees of Partner Companies who work in departments involved in creating tasks for the Event or providing Mentors. The list of such departments is specified in Annex No. 1 to these Regulations.

Applicants must not be employed by Nokia or the above-mentioned departments either on the day the registration is submitted or on the day of the Event.
15. Due to up-to-date restrictions, the Organizer reserves the right not to accept affected Participants to the Event.
16. Participants are allowed to make changes to the Team composition, subject to the following conditions:
  - a. A Team may replace one of its members or, in the case of a two-person Team, add one additional member, provided that the Team continues to meet the requirement of having no more than three Participants.
  - b. Any changes to the Team composition must be communicated to the Organizer in writing (e.g. via e-mail) no later than two weeks prior to the Event start date.
  - c. The Organizer reserves the right to verify whether newly added or replaced Participants meet all eligibility requirements specified in these Regulations.

## 5 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 the 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 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.

## 6 Ban Policy and Consequences

1. A whole Team will be banned from participating in future events if they fail to attend the current Event without prior notification to the Organizer.
2. A single Participant may be banned from future events for violating the provisions of the Event regulations.
3. A Team will be banned from participating in future events if they fail to show any significant activity during the Event (e.g., not completing any tasks, failing to connect to the Event infrastructure).
4. The ban will last for one edition of the Event, specifically the one immediately following the Event in which the infraction occurred. After that, the banned Team or Participant will be placed at the end of the registration queue for subsequent editions.
5. A Participant who does not attend the Event will not receive participation gifts (such as gadget packs), regardless of their registration.
6. A ban for no-show will not be applied if the Participant or Team notifies the Organizer of their absence in advance.

## 7 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. 1<sup>st</sup> place: Prize of value approx. 4 000.00 PLN per Team member,
  - b. 2<sup>nd</sup> place: Prize of value approx. 2 500.00 PLN per Team member,
  - c. 3<sup>rd</sup> 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.

## 8 Copyrights

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

## 9 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](mailto: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.



## Annex No. 1

Departments of partner companies, which employees are not allowed to participate in the Event:

The list of departments will be updated as soon as we have a complete list of partners.