

## RULES FOR BALKATHON 2022 COMPETITION EVENT

It is important to note that:

1. The set of rules defined below form the core principles governing Balkathon as a whole.
2. Each Balkathon topic might have additional and/or specific rules.
3. Balkathon does not require participation fee; it is an accessible, inclusive and sustainable event. Each registered team is expected to adhere to these values.
4. Balkathon represents a great opportunity for registered teams to meet interesting people, acquire new skills, exchange experience, and expand knowledge and their own network.

In case you have any question or need support or clarifications, please contact Balkathon team at: [balkathon@rcc.int](mailto:balkathon@rcc.int).

NOTE: In order to better follow/understand the Rules for Balkathon 2022, as well the whole process of Balkathon competition, please download and see [Balkathon Guidelines](#).

### RULES:

- Prior to joining Balkathon, you, as an interested participant, should pick a specific topic which you think could contribute to the WB region. Only interested participants (entrepreneurs, digital marketers, programmers, developers, start-ups, students, economists, innovators, digital enthusiasts, etc.) who come from one of the WB economies can apply to Balkathon.
- Participants can register only as a team. We encourage teams composed of members from several Western Balkan economies to apply.
- The number of team members is limited to 7.
- The registration process will be available through the Balkathon webpage [www.rcc.int/balkathon](http://www.rcc.int/balkathon), where more information about the registration and the competition process could be found.
- All registered teams, who enter the finals, are expected to take part in all/most of the activities organised during the competition and at the final event on 13 June 2022, including in the subsequent competition-related activities.
- The solution should be co-created and project developed during the Balkathon event you are taking part in. It is allowed to join with great draft ideas, frameworks, projects and concepts.
- It is not allowed to join with a ready-made/published/used/promoted or ready to be implemented solution. In case of breach of this rule, you will be immediately disqualified.
- You can get inspiration from existing solutions, however plagiarism, copy and/or any other form of treachery or deception are strictly forbidden. You can use open source resources if

you clearly attribute the sampled part(s) to their original creator(s) and if the sampled part(s) is a minor component of your solution.

- Balkathon is a multilevel hackathon where the organiser of the competition chooses one or more winning teams (solutions), might choose one or several runner-ups, or may give one or more special awards. From all registered teams that enter the competition (II phase of the competition - working with mentors), Balkathon jury members will choose 18 finalists based on the set criteria. Six teams (solutions) that gather most votes are declared winners and their teams are awarded 10,000€ each.
- All registered teams are requested to respect the rules defined in this document, as well as to respect and follow the instructions provided by the organiser in the published documents ([Balkathon Guidelines](#)), and any additional ones. If the registered teams do not have time to finish all that is requested, they should not worry: just note this during the pitch/demo in the description of the project (more info will be provided on the [www.rcc.int/balkathon](http://www.rcc.int/balkathon)).
- After working with mentors, only ONE team member should upload the team's solution on [balkathon@rcc.int](mailto:balkathon@rcc.int), and only ONE solution per team should be uploaded. A team can only upload a digital solution for a topic they are registered for and actually took part in.
- If a single participant in a team breaches a rule, the participant will be excluded from their team and from Balkathon. The rest of the team can continue participating in Balkathon. If a team as a whole breaches a rule, the team will be excluded from Balkathon.
- The organiser of the competition event shall have full discretion to decide on exclusion from the event/competition. Exclusions are definitive.
- Registered participants or teams can be disqualified and excluded from Balkathon for breaching one of the mentioned rules/statements in this document.
- For non-compliance with the rules by the team leader, as well as his / her negligent conduct during and after the competition, the team members bear the same consequences.
- If a winning team is disqualified or withdraws from the follow-up procedures, the next candidate on the list for the relevant topic with the highest score will be awarded.
- Six winning teams (solutions) need to develop, finalise and implement digital solutions within a six-month timeframe.
- The winning teams (solutions) agree to sign Agreement/Statement that will define the procedure whereby the first instalment of the prize will be awarded immediately, while the second one after the development of the solution.
- The winning teams (solutions) agree to be on RCC disposal for the preparation of the next Balkathon edition.