RedBrick Hacks Policies

Code of Conduct

1. Teams can have anywhere between 1 to 4 participants. If you don't have a teammate, use the Discord server to connect with others and make your team.
2. The decision of the judging panel regarding the awarding of prizes is final and binding, without provision for appeal.
3. To ensure valid participation, at least one team member must be physically present for sign-in at the beginning of the event. Furthermore, at least one team member must be awake and present to demonstrate the project to the judges during their assigned presentation slot.
4. All intellectual property rights in relation to projects developed during the hackathon will remain with the respective team that conceived and developed them. Although it is not mandated by us, we strongly advise each team to establish an internal agreement regarding the distribution of such rights to prevent any potential future disputes.
5. Participants are obligated to comply with all guidelines set forth by the University, which are implemented for the welfare of the Ashoka community. Cooperation with the hackathon team in regards to these guidelines is mandatory.
6. Access to areas outside of the delineated event boundaries is strictly prohibited for participants.
7. Please note, these rules are susceptible to changes. Any decisions rendered by the Organising Team in relation to these rules shall be final and binding.

General Code of Conduct

These are certain values that all participants of RBH must aspire to inculcate as we intend to provide the highest quality experience possible for hackers, organisers, and sponsors alike:

- Ashoka University maintains a strict no-smoking and no-drinking policy on its premises. Any violation of this policy will result in the immediate removal of the participants, accompanied by an official notification to the Parent University.

- Participants are responsible for safeguarding their personal belongings. The organisers and Ashoka University shall not be held liable for any loss of personal belongings.
- The participants of the RedBrick Hacks event are allowed access only to the designated event venues. All other areas of the campus are strictly off-limits. Any participant found in unauthorised areas without explicit permission from the event organisers may be subject to immediate disqualification and further actions as deemed appropriate by the authorities. The participants must respect all boundaries and restricted areas set by the organisers, which are in place for their safety and the smooth functioning of the event.
- Any act of willful damage or vandalism will lead to the immediate removal of the individual from the event and campus premises. This action may also be followed by further consequences, which may include an official notification to the Parent University.

The following are general hacker values that all RedBrick Hacks participants should aspire:

- Be kind and friendly towards fellow hackers, faculty, organisers, and staff!
- Be patient: RBH aims to ensure that all participants have a fulfilling, comfortable, and enjoyable experience during their time at Ashoka. Please have patience with any doubts/queries/grievances that you may have as our team works hard to ensure a pleasant experience for you.
- Be respectful and inclusive: RBH is host to participants from all across the country. Please ensure that you are sensitive and respectful towards the linguistic, cultural, gender, sexual, religious, and racial diversity of the participants.
- Be thoughtful: Productive communication requires effort. Think about how your words will be interpreted. Refrain from making unnecessary comments or engaging in discussions about offensive or sensitive issues.
- Be polite: Refrain from passing unnecessary comments, taunts, remarks, and giving unconstructive feedback. Engaging in microaggressions is strictly discouraged.

During the hackathon, all rules of Ashoka University are applicable to the participants.

RedBrick Hacks 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 RedBrick Hacks spaces, both offline and online, including but not limited to the assigned venue, talks, presentations, demos, our official Discord server, and any other online and social media platforms. Anyone who violates this code of conduct may be sanctioned or expelled from these spaces at the discretion of the Grievance Redressal Committee.

Some RedBrick Hacks spaces may have additional rules in place, which will be made clearly available to participants. Participants are responsible for knowing and abiding by these rules.

Harassment includes but is not limited to:

- Bullying or systematic harassment
- 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.
- Gratuitous or off-topic sexual images or behaviour in spaces where they're not appropriate.
- Physical contact and simulated physical contact 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.
- Patterns 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.
- Publication of non-harassing private communication.

Grievance Redressal Committee reserves the right not to act on complaints regarding:

- 'Reverse' -isms, including 'reverse racism,' 'reverse sexism,' and 'cisphobia'
- Reasonable communication of boundaries

- Communicating in a 'tone' you don't find congenial
- Criticising racist, sexist, cissexist, or otherwise oppressive behaviour or assumptions

Reporting

If you are being harassed by a member of RedBrick Hacks, notice that someone else is being harassed, or have any other concerns, please contact the Grievance Redressal Committee at redbrickhacks@ashoka.edu.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 RedBrick Hacks spaces, but if you are being harassed by a member of RedBrick Hacks outside our spaces, we still want to know about it. We will take all good-faith reports of harassment by RedBrick Hacks members, especially the RedBrick Hacks 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 RedBrick Hacks based on their past behaviour, including behaviour outside RedBrick Hacks spaces and behaviour towards people who are not in RedBrick Hacks.

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 to protect 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 RedBrick Hacks 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, Grievance Redressal Committee may take any action they deem appropriate, up to and including expulsion from all

RedBrick Hacks spaces and identification of the participant as a harasser to other RedBrick Hacks 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 Grievance Redressal 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.)

Anti-Plagiarism Policy

Definition of Plagiarism

Plagiarism involves presenting someone else's work as your own without appropriate acknowledgment. This includes, but is not limited to, the uncredited use of code, design elements, data, ideas, language, research findings, or any other intellectual property.

Acceptable Use of Existing Code

We support the integration of open-source libraries and public APIs in your projects, subject to the condition that all third-party resources are explicitly acknowledged in your project submission. Any utilisation of pre-existing code must be unmistakably identified, and due credit must be accorded to the original author(s), regardless of whether they are members of the same team.

Individual and Team Responsibility

It is the responsibility of each individual and team to ensure that their work does not involve plagiarism. Any attempt to represent someone else's work, published or unpublished, as your own constitutes plagiarism.

Use of Prior Work and Self-Plagiarism

- Project development must be initiated and completed within the timeframe of the hackathon, using resources conceived and created during this period. While pre-event planning and specification documentation preparation are permissible, the onset of design work and coding must coincide with the commencement of the hacking period on the specified hackathon days. Early design prototyping, including wireframing and the use of UI prototyping tools like Figma, Sketch, Adobe XD, among others, is expressly prohibited before the event.
- In the event a participant elects to incorporate an external source, their pre-existing code, or a project previously presented at another hackathon, they are required to disclose this fact and specify the extent to which such resources are integrated into the project. Please note that assessment of the project at RedBrick Hacks will be strictly limited to the work developed and completed during the hackathon event itself.
- Should the RedBrick Hacks Plagiarism Detection Team uncover any previously undisclosed reused code, the offending party will be subjected to immediate

disqualification. Furthermore, the implicated participant(s) may face an irrevocable ban from participation in any future RedBrick Hacks events. Any reports or concerns related to potential plagiarism must be brought to our attention within 15 days of the event's conclusion. Beyond this period, we will no longer be able to address or investigate these matters.

Detection and Reporting of Plagiarism

- Plagiarism checks will be rigorously conducted on all submitted work. The RedBrick Hacks Plagiarism Detection Team reserves the right to utilise any method or tools they deem appropriate to ensure the originality of the work, with no limitation to specific methods or tools.
- We actively encourage participants, mentors, and audience members to report any suspected instances of plagiarism. All reports should be forwarded to redbrickhacks@ashoka.edu.in and will be handled with the strictest confidentiality.

Consequences of Plagiarism

- A discovery of notable similarity (whether in code, concept, design, or any other project component), as identified by the RedBrick Hacks Plagiarism Detection Team, is deemed a breach of this policy and could lead to immediate disqualification. The extent and gravity of such similarity will be evaluated at the sole discretion of the Plagiarism Detection Team.
- All decisions made by the Plagiarism Detection Team regarding the severity of the offence are final and indisputable. Breaching this policy could lead to additional sanctions, up to and including a permanent ban on the offender or the offending team from participating in any future RedBrick Hacks events.

Final Decisions

The RBH Plagiarism Committee holds the authority to make all final decisions concerning plagiarism. These decisions are binding and not subject to appeal. The Committee retains the right to use any appropriate method they see fit to investigate any case of alleged plagiarism, which includes, but is not limited to, monitoring network logs.

Waivers

1. Acknowledgment of Risk:
   The participants acknowledge that their participation in the hackathon carries certain inherent risks, inclusive but not limited to, prolonged use of computers, exposure to mental stress, fatigue, and potential physical exertion.

2. Voluntary Participation:
   The participants acknowledge that their involvement in the hackathon is wholly voluntary. They choose to partake in this event, having full cognizance of the potential risks that may be involved.

3. Medical History:
   The participants hereby affirm that they are in sound physical and mental health, without any known medical conditions that could interfere with their safe participation in the hackathon. In the event of any pre-existing medical conditions, the participants pledge to disclose these to the event organisers.

4. Personal Medication:

   a. It is the responsibility of the participants to bring any personal medications, as prescribed by their healthcare provider, for the entire duration of the hackathon.

   b. RedBrick Hacks does not bear any obligation or responsibility to provide the participants with their personal, prescribed medications at any point during the event.

5. Emergency Contact Information:
   The participants hereby grant authority to the event organisers to undertake suitable actions, including but not limited to reaching out to the emergency contacts provided on the RSVP form, and seeking necessary medical assistance on their behalf in the event of an emergency.

6. Insurance:
   The participants hereby represent and warrant that they maintain adequate health and medical insurance coverage for the duration of the hackathon.

7. Responsibility and Liability:
   The participants acknowledge and accept that they bear sole responsibility for their own health, safety, and well-being throughout the duration of the hackathon. They hereby release, acquit, and discharge the event organisers, sponsors, and affiliated parties from any liability, claims, or damages that may arise due to any injury or illness sustained

during the hackathon. The participants further agree that they will be solely responsible for any and all medical expenses that they may incur.

8. Accident Liability:

    a. The participants acknowledge that involvement in the events may subject them to rigorous physical and mental challenges, and as such, carries with it the inherent risks of serious injury, death, and property loss. These risks encompass, but are not limited to, factors such as terrain, facilities, temperature, weather, participants' conditions, equipment, vehicular traffic, inadequate hydration, and the actions of other individuals, inclusive of other participants, volunteers, monitors, and/or event producers.

    b. The participants hereby irrevocably waive any rights to bring claims of any nature, including but not limited to those pertaining to personal injuries, death, disease, property losses, or any other type of loss. This includes, but is not limited to, claims of negligence and any other claims for damages, whether those are known or unknown, foreseen or unforeseen.

9. Organiser's Right to Withdraw:
   Participants hereby acknowledge and accept that the event organisers reserve the right to discontinue their participation in the hackathon if it is reasonably believed that their health or well-being could be at risk.

10. Applicable Law:
    The participants understand and agree that the law of the State of Haryana will apply to this policy.

11. Amendment:
    RedBrick Hacks reserves the right to amend the terms of this Policy at any time, and the participants agree to be bound by such amendments.

12. Acceptance of Terms:
    Upon registration and active participation in the RedBrick Hacks event, the participants affirmatively accept the terms and conditions delineated in this policy. Participation in the Hackathon inherently signifies comprehensive acceptance of this policy.

13. Participants' Certification:
    The participants hereby certify that they have read and fully comprehend the terms and conditions outlined in this document. They recognize that this agreement serves as a release of liability and constitutes a legally binding contract. By submitting their name on the RSVP form, participants acknowledge that this act constitutes their electronic signature, which is legally equivalent to their manual signature. From the time of such

signing, they voluntarily agree to accept and adhere to all the terms and conditions of these policies.