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OFFICIAL RULES FOR THE IBM HACKATHON "IBM H4CK 2016" CHALLENGE
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BY REGESTRING TO THE HACKATHON "IBM H4CK 2016" CHALLENGE, AND/OR BY PARTICIPATING IN IT, YOU AND YOUR TEAM MEMBERS HEREBY ACCEPT THE TERMS AND CODITIONS OF THIS CONTEST AS SET FORTH BELOW ("RULES") AS WELL AS TO ANY ADDITIONAL REGULATIONS UNDER ISRAEL LAW.

1. Organizing Company
IBM ISRAEL LTD. (**"IBM" or "Company"**), a private company incorporated with limited liability, organized and existing under the laws of Israel, having its registered office at 94 Derech Em'Hamoshavot St., Petah-Tikva, Israel (hereinafter referred to as the **"Organizer"**), organizes the IBM HACKATON "IBM H4CK 2016" CHALLENGE without any obligation whatsoever (**"Hackathon H4CK 2016"**).

2. Hackathon H4CK 2016 Date and Place
The Hackathon H4CK 2016 will be taking place on at the Ben Gurion University, at Building 37 Lobby floor, on November 24, 2016 (**"Hackathon Date"**), between the hours 14:00 till 21:00.

3. The Contest
The challenge in this Hackathon H4CK 2016 is based on a 'Capture The Flag' contest, in which the participating teams are required to solve different challenges, awarding them with flags, which accompanied by worth value points. The winning team of the Hackathon H4CK 2016 will be the team collected the most points. In case of duce, the team which collected the accumulated points first – will be the winning team.

The Hackathon H4CK 2016 contest system will consist of a different websites which contain many security vulnerabilities. The list of the websites will be provided to the participants at the start of the challenge. The participants are may exploit the security vulnerabilities in order to solve the challenges and capture the flag. However, participants are not allowed to shut down servers and/or cause irreversible damage to the contest's system , including but not limited to deletion of the database, as in such occurrence – Organizer will be required to restore the competitive situation prior to the occurrence which will waste valuable time as well as cause other participants to loose information.

The participating teams are forbidden from attacking other teams as well as forbidden from attacking the main website and/or other infrastructures of the Hackathon H4CK 2016. Only the vulnerable websites listed and granted at the beginning of the contest and are identified as targets of the challenge.

Each challenge will present a text box in which the team would be required to enter its solution (the solution will appear in the system).

Participants/Teams are prohibited from consulting and/or using people outside their team for help and assistance, including but not limited to individuals not participating in the Hackathon H4CK 2016

Participants/Teams are prohibited from disclosing and/or otherwise publishing solutions to the challenges in platforms such as public forums, Facebook, etc., before the end of the Hackathon H4CK 2016.

The Organizer is entitled to disqualify, at its discretion, any participant or a team which will violate the terms and conditions set herein.

4. Eligibility
- The Hackathon H4CK 2016 is open only to the Ben Gurion University students, whom are citizens of the State of Israel.
- Hackathon H4CK 2016 is subject to the Israeli law.
- Employees, officers and directors of IBM, and other individuals individuals involved in the preparation of materials for, administration and/or execution of the Hackathon H4CK 2016 , are not eligible to participate in the Hackathon.
- Participants are required to participate under a model of a team, which consist of up to three (3) members.

5. Registration
Registration to the Hackathon H4CK 2016 is via the Hackathon H4CK 2016 designated website:
https://www.research.ibm.com/haifa/Workshops/hackathon2016/

Participation in the Hackathon H4CK 2016 is provided the participant registering its team had received a confirmation email from Organizer for a valid registration to the Hackathon H4CK 2016.
Registration is free of charge.

Prizes, which will be to the free choice and discretion of the Organizer will be granted to the three (3) teams which collected the most points. As mentioned above, the winning team of the Hackathon H4CK 2016 will be the team collected the most points. The runner-up team will be the team to follow the wining team in respect to the accumulative points collected. The third place winning team will be the team follows the runner-up team in respect to the accumulative points collected. In case of duce, the team which collected the accumulated points first between the team in duce - will be ranked higher.

In case the three winning teams (ranked the highest) will consist with less than three (3) members, to Organizer's sole discretion, Organizer may award other teams (per the ranking) with the prizes that should have be granted to the winning team members should they consisted with three (3) team members.

The prizes will be coordinated by the Organizer with the winning teams. The winning teams will decide at their sole discretion in regards of which member of the team will be granted with the prize awarded.

In case Organizer's collaborator/s (which is a third party) decides to voluntarily sponsor and/or contribute additional giveaways and/or gifts and/or other prizes ("Additional Gestures"), such will be granted at such collaborator's own discretion and upon its own responsibility, and its terms and conditions, and the Organizer will not be liable in any case and reason, whatsoever, to such Additional Gestures.

6. **Acceptance of the Rules**
Team's participation in the Hackathon H4CK 2016 implies a whole acceptance, without reservation of these Rules and its amendments, if any. In case of force majeure or similar events or any other circumstances at Organizer sole discretion, the Organizer will be fully entitled, without any liability, to postpone, to shorten, to extend, or to cancel this Hackathon H4CK 2016 without any liability. The Organizer is fully entitled to modify the Rules set herein at any time under the shape of an amendment, in the respect for the expressed conditions, and publish it by online announcement on the Designated Website.

7. **Limitation of Liability and Jurisdiction**
Modifications or additions to the terms and conditions set herein may be published by an e-mail announcement to the participants/teams in any case, at Organizer's sole discretion, without any liability. The terms and conditions are subjected to the Israeli law without taking choice of laws rules into effect. In any case of claim, the parties will attempt to settle their litigation amicably. Any claim related to this Hackathon H4CK 2016 or to its terms and conditions will have to reach the Organizer by letter within one month from the end of the Hackathon H4CK 2016. Any litigation arising by reason of or in connection with the Hackathon H4CK 2016 and that could not be amicably settled, will be submitted to the competent courts of Tel-Aviv-Jaffa. The headlines of the varions sections herein have been inserted for convenience of reference only and shall not be used to construe meaning or intent.

The Organizer and its subsidiaries, affiliates and promotional agencies, and their respective officers, directors, employees, representatives and agents, are not responsible for any loss, damage, illegible, incomplete or incorrect voting, and shall have no liability for any damage, loss or liability to any person or property due in whole or in part, directly or indirectly, resulting from or in connections with the Hackathon H4CK 2016. As a condition for participation in this Hackathon H4CK 2016, participants and team members agrees that under no circumstances will they be entitled to any awards or consideration or compensation unless they are the winner (as described above), and participants/team members hereby also waives all rights to claim punitive, incidental, consequential and any other losses or damages, in relation to this Hackathon H4CK 2016. The Organizer reserves the right to cancel or suspend this Hackathon H4CK 2016, at any time, should it determine, at its sole discretion, that the administration, security or fairness of this Hackathon H4CK 2016 has been compromised in any way.

8. **Other**
Fraud or the attempt of fraud by a participant and/or team or by guests in favor of a team, in order to affect in any way whatsoever the contest, will be sanctioned by the formal and definitive disqualified from the Hackathon H4CK 2016, and all this team will not be considered. The Organizer will not incur any responsibility of any committed fraud by a participant or a team or by guests.

The Organizer is fully entitled to proceed to all the necessary verifications concerning the identity of the members of a team. Any false statement entails automatically the elimination of the participant and its team.

For any question in regards with this Hackathon H4CK 2016 please contact the Organizer at the following email address: odedm@il.ibm.com