

CodeNection

TERMS AND CONDITIONS FOR THE CODENECTION 2025 ("Event")

PLEASE READ THE FOLLOWING TERMS AND CONDITIONS ("T&C") CAREFULLY BEFORE YOU PROCEED WITH THE REGISTRATION FOR THE COMPETITION. BY COMPLETING AND SUBMITTING THE REGISTRATION FORM TO PARTICIPATE IN THIS COMPETITION, YOU ARE DEEMED TO HAVE READ, ACKNOWLEDGED AND AGREED TO BE BOUND BY THIS T&C.

The following words and expressions used in this Agreement shall have the following meanings:

"competition" or "event" shall mean CodeNection 2025, which is a national hackathon (inclusive a series of intensive workshops) open to all university students in Malaysia;

"organiser" shall mean the Faculty of Computing and Informatics (FCI), Multimedia University (MMU) as the main organiser and IT Society MMU as the co-organiser;

"participant", "you" or "your" shall mean the university's students who participated in this competition and have submitted the registration form provided by the organiser;

1. Registration Details

1.1. Participation in CodeNection 2025 is **completely free**. A **deposit of RM15.00 per team** is required, regardless of team size. This deposit is **fully refundable** within 2 weeks after the competition's final round.

1.2. The deposit will **not be refunded** if there is any breach of the competition's terms and conditions.

1.3. The deposit shall **not be refunded** in the event that no project submission is made during the prototype phase.

1.4. CodeNection 2025 will be opened for registration on **24th July 2025 (Thursday)**, and the registration deadline will be at **11:59 pm, 23th August 2025 (Saturday)** (dates are subject to change at the discretion of the organisers).

1.5. Registration for CodeNection 2025 is done by filling out our manual registration form, which is available at the following Google Form links:

- Team Registration Form: <https://forms.gle/hTyAfmyAMnbeW5LV6>

1.6. The main communication channel for this event will be Discord. You can join our official Discord server through this link: <https://discord.gg/v28PAYA8bG>. For any further inquiries, we suggest that you reach out to us via the official CodeNection 2025 Discord channel and navigate to the

"guide-on-open-ticket" text channel. However, we also welcome inquiries via our official email at ask.codennection@gmail.com.

1.7. By registering for this competition, you hereby indicate that you have completely read, understood, and agree to be bound by all of the terms below at all times. If in any case, you disagree with one or more of the terms stated below, please refrain from registering yourself as a participant in this event.

2. Participation Eligibility and Rules

2.1. Participants must form a team that consists of two (2) to four (4) members. Teams that have less than two (2) or more than four (4) members will not be allowed to participate in this competition.

2.2. Participants are allowed to participate as long as they are currently pursuing education in any Malaysian university/college, regardless of nationality.

2.3. Eligibility:

- All the team members can either be from the same institution or a mixture of students from multiple institutions.

2.4. A given participant must only be a part of **one (1)** team throughout the whole duration.

2.5. Teams must ensure that their members' details are accurate and error-free before the registration deadline. Any teams that are found to have fallacious details **will be disqualified** from the competition immediately.

2.6. Team formation details **cannot be changed** once the registration is officially closed.

2.7. Team names used must not include any form of profane, racist, lewd, or derogatory words.

2.8. Participants must not currently be members of IT Society MMU Cyberjaya's committee, CodeNnection's committee, or volunteers for this event.

3. Competition Structure

Round Structure & Platform

3.1. The Mentorship period will begin the day after the kick off day on the 24th of August until the 31st of August.

3.2. In the event a participating team fails to attend a scheduled mentorship session, no replacement session will be provided and they will be considered to have exhausted their mentorship slot.

3.3. The Prototype phase will begin on the 1st of September and conclude on the 7th of September.

- 3.4. Participants need to submit a video presentation with a length not exceeding 5 minutes upon the conclusion of the Prototype phase.
- 3.5. Judging for the Prototype phase shall conclude on the 14th of September.
- 3.6. Finalists will then have from the 15th of September until the 29th of September to build their project (Building Phase).
- 3.7. At the conclusion of the Building Phase, finalists will have to submit their GitHub repository link, the link to their deployed project (if it exists) and deploy their project at the latest on the 29th of September until the 31st of October. Please note that during the deployment phase finalists should not push any major features, only bug fixes will be allowed.
- 3.8. Upon the end of the deployment phase, finalists will have to submit a user guide as to how to use their project.
- 3.9. On the 9th of November, the Grand Finals will be held at MMU Cyberjaya where finalists will have a chance to pitch their project live for 15 minutes in front of the judges (10 minutes pitching, 5 minutes for questions).

Qualification & Notifications

- 3.10. The **top 40 teams (10 teams per track)** will qualify for the final round. These qualifying teams will receive notifications via email once the results of the preliminary round are finalised.
- 3.11. Teams that are invited to the Grand Finals **must confirm** their attendance at the event before the due date that is set by the organiser. Any teams that fail to do so, or withdraw from the event will not be awarded anything.
- 3.12. The finalised results of each round will be announced on CodeNnection's official website, and social media accounts a few days after the end of each round.

Communications & Assistance

- 3.13. Teams are **strictly prohibited** from collaborating with each other or providing assistance to other teams in any shape or form during the duration of the competition.
- 3.14. Throughout the competition, participants can seek clarification by contacting the organising team of the competition through **Discord or Microsoft Teams**.
- 3.15. Any decisions made by the judges of this competition are **final and non-debatable**.

Submission

- 3.16. Late submissions will not be entertained.

Additional Details for the Grand Finals

- 3.17. Attendance of all team members is **mandatory** on the day of the Grand Finals, and there are no provisions for substituting team members.
- 3.18. Only team member(s) who are physically present at the competition are eligible to participate in the Grand Finals.
- 3.19. Each team will have the opportunity to pitch their project once in front of the judges, each session should last no more than 15 minutes, with 10 minutes for the pitching and 5 minutes for any questions from the judges.

4. Workshop

- 4.1. **Two (2)** workshops will be conducted during CodeNection 2025 to help participants in preparing for the upcoming competitions.
- 4.2. The following workshops will be held virtually via **Microsoft Teams**.
 - (1) Frontend Workshop
Date: 25th August 2025
 - (2) Backend Workshop
Date: 26th August 2025
- 4.3. Workshop invitations will be sent to participants through email in advance.
- 4.4. Workshop announcements will be made on Discord and other social media platforms.

5. Prizes & Awards

- 5.1. Prizes will be awarded in the form of cash using **Malaysian Ringgit (MYR)** as the currency unless stated otherwise by the event organiser.
- 5.2. Only teams that make it to the final round will be eligible for the prizes and awards of this competition.
- 5.3. The prize pool is as follows:

Prizes & Awards	
Winning Team	RM 1,400.00
1st Runner-up Team	RM 1,200.00
2nd Runner-up Team	RM 1,000.00
Best Female Team	RM 250.00
Best Uni-diversity Team	RM 250.00
Most Impactful Project	RM 250.00
Best Presentation	RM 250.00

5.4. Teams that won prizes in the competition are entitled to receive only one prize or award and cannot claim more than one.

Certificates and Kits

5.5. **E-certificates for participation** will be given to all participants of the hackathon via email after the event.

5.6. Finalists will receive an **additional e-certificate of achievement** via email.

5.7. All finalists who attend the final round will receive a CodeNection Kit on the day of the event, which includes a **CodeNection Nametag**, a **CodeNection T-Shirt**, a **CodeNection Tote Bag**, a **CodeNection Lanyard**, a **CodeNection Badge** and a **CodeNection Sticker**.

5.8. All finalists who have submitted their resumes are eligible to receive a goodie from the Sponsor.

6. Disqualification

You, your team member, or the entirety of your team may be met with **immediate disqualification** from the competition if we believe that there was an attempt made by you to compromise the legitimacy of the competition, including:

- 6.1. Plagiarism in any shape or form in the content of your submitted materials;
- 6.2. Using pre-existing code or any code from external sources.
- 6.3. Participating in more than one team, or participating in a different team than the one that you initially registered with;
- 6.4. Pushing major features during the deployment phase.
- 6.5. Submitting false or misleading information regarding yourself during registration;
- 6.6. Failure to comply with **any of the terms and conditions of the competition**;
- 6.7. Misbehaving with other participants or contest administrators at any stage of the competition;
- 6.8. Enlisting support from individuals outside of your team during the competition (including collaborating with other teams);
- 6.9. Getting involved in any malicious activity during any stage of the competition;
- 6.10. Any form of harassment towards other participants, including threatening, offensive, and/or hateful comments directed towards an individual or a certain group.
- 6.11. Content submitted is found to be in any way lewd, racist, obscene, pornographic, sexist, or otherwise deemed inappropriate/unfit to be included in the competition.
- 6.12. Failure to submit any materials by a deadline specified by the organisers.

Disqualified participants/teams will automatically **forfeit any prizes** that they are eligible to receive, left to the sole discretion of the organisers of this event. The disqualified participants may also be **banned or blacklisted** from participating in any future event relating to CodeNection or any other event organised by IT Society MMU Cyberjaya, depending on the severity of their terms and conditions violations.

7. Personal Data Protection

- 7.1. To maintain the legitimacy of this competition and to verify your eligibility to participate, we collect basic personal information about you, such as your name, phone number, institution, course of study, year of study, and t-shirt size. All of this information will be provided by you during registration. We also require you to provide us with your student email and/or student ID in order for us to verify that you are a student of the institution you have associated yourself with when you registered for this event.
- 7.2. Certain information, such as your name, username, team name, and institution that you have specified during registration, may be displayed publicly on CodeNnection's official website and/or social media accounts for promotion purposes.
- 7.3. Your data and personal information, including the resume you submitted, if applicable, may also be accessible to our sponsors for educational programs, internships, or job offerings.
- 7.4. You acknowledge, understand and agree that your details submitted for this competition may be shared by the organiser with third parties that assist or engage with the organiser in the conduct of the competition, if required and the sponsors of this competition. Any of your information or personal data ("Personal Data") provided to the organiser in connection with the competition shall be kept confidential, except if it needs to be disclosed the same for any activities/purposes as aforementioned. The organiser shall take all reasonable precautions to preserve the integrity and prevent any corruption or loss, damage or destruction of your Personal Data and comply with the requirements of the Personal Data Protection Act 2010. You are advised to visit MMU's website at www.mmu.edu.my for further details on MMU's Privacy Notice, including on how you may access and correct your Personal Data or withdraw consent to the collection, use, processing or disclosure of such Personal Data.

8. Additional Terms & Conditions

- 8.1. Cancellation, Suspension and Delay: The organiser reserves the right to cancel, modify, suspend or delay the competition in the event of any unforeseen circumstances beyond its reasonable control. For the avoidance of doubt, any cancellation, modification, suspension or delay by the organiser shall not entitle the participant to any claim or compensation against the organiser for any loss or damage suffered or incurred by the participant as a direct or indirect result of the said act(s).
- 8.2. Limitation of Liability:
 - (a) In no event will the organiser be liable to the participant for any direct, indirect, consequential or special damages whatsoever suffered by the participant or any other party relating in any way to this competition or according to any activities contemplated under these T&C.

(b) The organiser shall not be liable for any failure to comply with its obligations where the failure is caused by something beyond its reasonable control ("Force Majeure"). Such circumstances shall include, but not be limited to, act of God, weather conditions, fire, flood, hurricane, strike, industrial dispute, war, hostilities, political unrest, riots, act of terrorism, civil commotion, inevitable accidents, supervening legislation, declaration of a state of emergency by the government, destruction of equipment, disruption to any network service caused by any software virus, pandemics or epidemics, or directions, orders or requirements of the relevant authorities to take protective measures, or treatment or prevention of an infectious disease such as COVID-19 or any other diseases and other similar events which beyond the power of either party.

(c) The participant agrees that the organiser shall not be liable to the participant in any way for any loss or damages, rights, claims and/or actions of any kind howsoever arising whether in contract, tort or otherwise including but without limitation to personal injury, death, property damage, claims based on publicity rights, defamation or invasion of privacy suffered by the participant as a result of their participation or non-participation in the competition, and which was due to an act or omission by the organiser.

8.3. Indemnity: Notwithstanding anything to the contrary, the participant will defend, indemnify and hold the organiser save and harmless from any and all claims, suits, actions, demands, costs, settlements, losses, damages, expenses and all other liabilities including reasonable attorney's fees (collectively "the Claims"), arising out of or resulting from breach of this T&C or the intentionally wrongful or negligent acts or omissions on the part of the participant, in the performance of or failure to perform their obligations under this T&C.

8.4. Variation: The organiser reserves the right to vary, change, amend, delete or add to this T&C without prior written notice at any time, and the participant shall be bound by such variation.

8.5. Copyright, Announcement and Confidentiality:

(a) If required, the organiser reserves the right to film, record or photograph any of the participants during the competition for post-event purposes or any purposes it deems fit. By participating in this competition, the participant hereby grants the organiser a perpetual and non-exclusive rights to broadcast the names, pictures, videos or images or display any matter related to the participant for publicity, marketing, advertising, trade (or non-trade) or promotional purposes in any media or public platform (including social media platform, internal bulletin or MMU's publication (if any)), without further notice to the participant. The participant is not entitled to claim any payment in any form, fee or compensation for the use of their images or details in relation to the above.

(b) The organiser retains ownership and copyright of all materials it provides for this competition, documents submitted by the participant (including the final answers) and content it produces (if any), including videos, webcasts, podcasts, webinars, etc. pursuant to this competition. All right, title, and interest (including all copyrights and other intellectual property rights) in the above-referred materials, documents and content inclusive any design, text and graphics and all software compilation (if any) shall belong to the organiser solely. The participant has no ownership of copyright or other intellectual property rights or proprietary interest in the competition or copies related thereto. Participant is not allowed to reproduce or redistribute the materials, documents or content from the competition without the organiser's written consent.

(c) The participant shall not make any public announcement on the competition without the prior written consent of the organiser.

(d) The participant hereby agrees to treat all information, documents and Personal Data (if any) provided under this competition as confidential and to maintain the secrecy of the said information without divulging it to any unauthorised third party and not to use the said information for any other purposes as mentioned herein.

8.6. Dispute Resolution: The participant agrees that if there is any dispute between the parties pertaining to the competition, it shall be discussed and resolved in good faith within thirty (30) days from the date of complaint is officially made. If the dispute is unable to be resolved within such period, both parties agree to refer to the secretariat of competition (which shall be solely determined by the organiser) for a final decision. Any decision made by the secretariat shall be binding on both parties.

8.7. Governing Law & Jurisdiction: This T&C is governed by the laws of Malaysia, and any dispute arising out of or in connection with them, if any, and failing to be resolved amicably, shall be subject to the exclusive jurisdiction of the courts in Malaysia.

(End of T&C)