



**RULES | TERMS AND
CONDITIONS**

Porto, September 2019



This document contains basic information and rules regarding Kaggle Days Meetup Porto 2019, henceforth named **KDMP**. The participant must read the whole document in order to better understand and enjoy the event. These rules will apply for the whole duration of KDMP.

Objective of the Event

1. KDMP revolves around solving a data science competition where both the data and the challenge are provided by a company.
2. In this event, participants will solve this challenge as a way to improve their technical skills by working in a real-life problem, in a healthy competition environment.
3. In the end of KDMP, the 3 winning teams will participate in a debate where they will discuss the developed solutions and answer questions from the audience.

Registration and Eligibility

1. Registration for KDMP must be made individually, in a voluntary manner and by filling in the form of the KDMP event at the meetup.com platform and accepting the rules stated in the present document.
2. Only participants who are 18 or older are eligible for participation.
3. KDMP will be a 2-day event, held on September 10th and October 1st and the registration deadline is on the website of the event.
4. Participants will be organized in teams ranging from 1 to 4 elements.
5. For teams of more than 1 element, the Participants must indicate that intention in the respective section on the competition page of the Kaggle platform and indicate the other elements.
6. Registrations will be limited and the acceptance criteria will be order/date of registration.
7. The Participant recognizes the registration is free of charge.
8. However, a registration fee with a maximum value of 10€ may be charged to the Participant in order to guarantee a place at the event. This fee will be returned to the Participant on 10th September, first day of the event, during the check-in.

Cancellation

1. Participants can cancel their participation by sending an e-mail to the organizing team at kaggledays@datascienceportugal.com.

2. If the Participants who cancel belong to a Team, the Organization can decide if the Team will be readjusted with other elements or disqualified.

Pre-Competition

1. After validating the registration, an invite will be sent via e-mail for the DSPT Slack channel, which all participants must join.
2. One week before the event, a private channel will be created on the DSPT Slack where the Teams will be able to communicate and interact.
3. All information will be communicated through the channel on DSPT Slack.

Agenda and Duration of Competition

1. The duration and agenda of the event will be available on the competition website.
2. The Organization reserves the right to change the agenda of the event without prior notice.

Data

1. The dataset for the event will be provided by the company partnered with DSPT for KDMP.
2. The Organization is responsible to give Teams access to the dataset and the respective necessary documentation where information about the data will be available.

Competition

1. Every Team should be represented on both days of KDMP by at least 1 element of the team.
2. The Competition will take place over a 3 week timespan, starting on the first day of the event and finishing on the second day of the event.

Evaluation

1. The projects must use the datasets provided.
2. A prize will be given to the top 3 winning teams.
3. The projects will be evaluated according to the private leaderboard of the competition on the Kaggle platform.

4. The Organization may change these evaluation criteria until 7 days before the event, if it so wishes.

Prizes

1. The prizes will be announced on the website of the Event and the Organization reserves the right to replace them until the day of the event without prior notice.
2. Prizes will not be given if no project is eligible.

Code of Conduct

1. The Organization aims to provide a creative, fun, cooperative and innovative environment. For that, it is extremely important that each Participant behaves in a cordial and respectful manner.
2. The use of obscene language and abusive or threatening behaviour towards other Participants will not be tolerated.
3. During the competition, any activity considered suspicious should be immediately reported to the Organization.
4. The Organization reserves the right to expel any Participant who does not follow these rules.

Intellectual Property

1. The Participant recognizes and accepts that all ideas, projects and collaborations between Participants are intellectual property of the Participant or the Team that presents it (henceforth named Author).
2. The Participant will not use any original or similar idea, or any private information to generate self profit, without consent from the Author.
3. The Participant agrees to not reveal any information about the original idea or its information without the consent of the Author.
4. The intellectual property and the developed work before, during or after the event belong to the Author.
5. The Organization must maintain confidentiality, unless authorized by the Author.

Personal Information

1. All personal information given to the Organization will not be shared with any third party.

2. The DSPT Slack and e-mail will be the preferred methods of communication and will be used for communications and announcements.
3. The Participant commits to cooperate with the Organization by answering surveys and providing comments regarding the event and project.

Personal Property

1. The Organization does not take any responsibility for the loss, damage or theft of any personal items of the Participant.

Final Points

1. The participation in KDMP requires the acceptance of these rules.
2. The Organization reserves the right to change these rules, if it so requires.
3. All cases omitted, not predicted or not mentioned in these rules will be analyzed and decided by the Organization.

Last update: 10/06/2019.