

MVP Tournament Participant Rules

ALLIANCE MVP TOURNAMENT

Terms and Conditions

Welcome to the MVP Tournament, hosted by Alliance!

Before you enter the arena, please review these terms and conditions, particularly the Code of Conduct. You must agree to them in their entirety as a requirement for participation, and you may be disqualified if you fail to adhere to them. If you do not wish to be bound by these terms and conditions, please do not participate in the MVP Tournament.

To report any issues please email mvp@alliance.xyz

Good luck to all participants!

1. **Eligibility:** Participants must be 18 years of age or older. Participation is not limited to geographical location.
2. **Team Formation:** Participants may form teams up to 5 team members. Solo participants are also welcome. You may not switch teams once the Tournament begins.
3. **Registration:** All participants must register for the tournament by Apr 12. Late registrations may not be accepted.
4. **Code of Conduct:** The organizers of the Tournament are committed to providing a safe and inclusive environment for all participants. We expect all attendees, including judges, mentors, volunteers, organizers, and staff, to adhere to the following:
 - a. **Harassment:** Harassment in any form will not be tolerated. This includes, but is not limited to, offensive verbal comments, hacks, or any other online

activity related to gender, sexual orientation, physical or mental ability, age, socioeconomic status, ethnicity, physical appearance, race, religion, sexual images, deliberate intimidation, stalking, inappropriate physical contact, and unwelcome sexual attention. Participants asked to stop any harassing behavior are expected to comply immediately. Failure to comply will result in expulsion from the event.

- b. **Sexualized Material:** Participants should refrain from using sexualized images, activities, or any other material both in their hacks and during the event. Booth staff, including volunteers, are prohibited from wearing sexualized clothing, uniforms, costumes, or creating a sexualized environment.
 - c. **Respectful Communication:** Be mindful of the words you choose. Sexist, racist, or other exclusionary comments and hacks can be offensive to those around you. Respect the diversity of opinions, backgrounds, and experiences of your fellow participants.
 - d. **Reporting Violations:** If you witness or experience behavior that violates this Code of Conduct, please report it immediately to one of the event organizers or by emailing us at [email address]. All reports will be taken seriously and investigated promptly. You have the right to remain anonymous when reporting incidents.
 - e. **Organizer Action:** If a participant is found to have engaged in behavior that violates this Code of Conduct, the tournament organizers reserve the right to take appropriate action, including issuing warnings or expelling the offender from the event.
5. **Project Submission:** Each team or individual participant must submit their project by May 16 11:59pm Pacific. Submissions should include all required materials, such as a demo video, source code, documentation, and any other relevant assets. Only one submission per team or solo individual will be accepted.
6. **Rights Reserved.** Alliance reserves the right in its sole discretion to cancel, modify, or suspend the Tournament, in whole or in part, in the event of fraud, technical, legal, or other difficulties, or if the integrity of the Tournament is

compromised for any reason, without liability to you or any other participants. Alliance reserves the right to disqualify any participant in its sole discretion.

7. **Original Work:** All projects submitted must be original work created during the tournament period. Plagiarism or unauthorized use of third-party assets without proper attribution is strictly prohibited. By submitting a project, you represent and warrant to Alliance that your submission does not violate any agreement or obligation in any agreement you may have with your employer or other person.
8. **Intellectual Property:** As between Alliance and you, you retain all right, title, and interest in any intellectual property rights created by and included in your submission. By submitting a project, you represent and warrant to Alliance that your submission does not and will not infringe the intellectual property or proprietary rights of any third party, including without limitation any patents, copyrights, or trademarks. You hereby agree not to instigate, support, maintain, or authorize any action or lawsuit against Alliance or any other person on the grounds that any use of your submission infringes your intellectual property rights as creator of the submission.
9. **Waiver of Claims Against Independent Creation:** You acknowledge and agree that Alliance, its affiliates, portfolio companies, and other third parties who may be involved in the Tournament may be developing, have developed, or will be developing or commissioning works which are similar to your submission. You hereby waive any claim you may have against Alliance or any such third parties resulting from any similarities to your submission.
10. **Feedback and Evaluation:** Participants agree to receive feedback from judges and organizers regarding their projects. Judges' decisions are final and binding.
11. **Prizes and Recognition:** Prizes will be awarded to winning teams or individuals as determined by the judges. Participants understand that prizes are subject to change and are non-transferable. Prizes involving the investment by Alliance or its affiliates may require you to execute and perform additional binding legal contracts (such as a SAFE) which Alliance will provide to you and negotiate in good faith. However, you acknowledge and agree that Alliance is under no obligation to enter into any such contract with you.

12. **Platform and Tools:** Participants are free to use any platforms, tools, or technologies of their choice, as long as they comply with the tournament rules and guidelines.
13. **Communication Channels:** Participants are encouraged to utilize designated communication channels provided by the organizers for asking questions, seeking clarification, and interacting with mentors and fellow participants.
14. **Respect for Time:** Participants are expected to manage their time effectively to meet deadlines and commitments. Late submissions may not be accepted.
15. **Updates and Announcements:** Participants are responsible for staying informed about updates, announcements, and any changes to the tournament schedule or rules communicated by the organizers.
16. **Indemnity.** You agree to release, indemnify, defend and hold Alliance and their parents, affiliates, subsidiaries, directors, officers, employees, sponsors and agents, and assigns, and any other organizations related to the Tournament, harmless, from any and all claims, injuries, damages, expenses or losses to person or property and/or liabilities of any nature that in any way arise from participation in the Tournament or acceptance or use of a prize or parts thereof, including without limitation (i) any condition caused by events beyond Alliance's control that may cause the Tournament to be disrupted or corrupted; (ii) any claim that your submission infringes third party intellectual property or proprietary rights; (iii) any disputes among team members, (iv) any injuries, losses, or damages (compensatory, direct, incidental, consequential or otherwise) of any kind arising in connection with or as a result of the prize, or acceptance, possession, or use of the prize, or from participation in the Tournament; (v) any textual or technical errors that may impair your ability to participate in the Tournament; or (vi) errors in the administration of the Tournament.
17. **Have Fun and Learn:** Above all, participants are encouraged to have fun, be creative, and learn from the experience of participating in the tournament.

DISCLAIMER: IN NO EVENT WILL SPONSOR BE LIABLE TO YOU FOR ANY DIRECT, SPECIAL, INCIDENTAL, EXEMPLARY, PUNITIVE OR CONSEQUENTIAL DAMAGES (INCLUDING LOSS OF USE, DATA, BUSINESS OR PROFITS) ARISING OUT OF OR IN CONNECTION WITH YOUR PARTICIPATION IN THE HACKATHON,

WHETHER SUCH LIABILITY ARISES FROM ANY CLAIM BASED UPON CONTRACT, WARRANTY, TORT (INCLUDING NEGLIGENCE), STRICT LIABILITY OR OTHERWISE, AND WHETHER OR NOT SPONSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH LOSS OR DAMAGE. Some jurisdictions do not allow the limitation or exclusion of liability for incidental or consequential damages, so the above limitation or exclusion may not apply to you.