



Rules and Regulations TECHWARRIORS HACKATHON 16–17 October 2026 @ La Centrale

Article 1 – Introduction

1.1 These General Terms and Conditions (hereinafter the “Rules and Regulations”) govern participation in the “TechWarriors Hackathon” (hereinafter the “Hackathon”), promoted by FAIV – Federazione Artigiani Imprenditori Vicentini through Digital Innovation Hub Vicenza.

1.2 Registration and participation constitute acceptance of these Rules and Regulations and of the organisational instructions communicated before and during the event.

1.3 The Hackathon aims to devise and prototype practical solutions to prevent and combat gender-based violence through science, technology, design, communication and social innovation. Teams will work on the official challenges, with an emphasis on inclusion, accessibility, data protection, safety and impact on people.

1.4 For technical or organisational reasons or in cases of force majeure, the Organisers may change the programme or venue, giving notice through the official channels.

Article 2 – Event Details

Event: TechWarriors Hackathon 2026

Dates: 16–17 October 2026 (check-in on 16 October from 06:30 to 08:55; event closes on 17 October at 18:00)

Venue: La Centrale (former Centrale del Latte), Via G. Medici 96/A, Vicenza

Promoter: FAIV – Federazione Artigiani Imprenditori Vicentini / DIH Vicenza

Website: techwarriors.dihvicenza.it/hackathon2026/



Article 3 – Registration and Participation

3.1 To participate, individuals must register using the online form accessible from the official website, in accordance with the specified procedures. The sole exception applies to schools where participants have been selected by teachers.

3.2 Participation is open to individuals who:

- are at least 16 years of age;
- if under the age of 18, provide authorisation signed by a parent/legal guardian or are registered through their school;
- accept these Rules and Regulations and the organisational instructions.

3.3 Participation shall be deemed confirmed in accordance with communications from the Organisers.

3.4 The Hackathon takes place in person, in multidisciplinary teams that are either pre-formed or formed from individual registrants. For minors, entry and exit shall be governed by parental authorisations and staff instructions. No minor is permitted to leave the premises during the event hours without written authorisation signed by their parents or school.

3.5 Respectful, cooperative and non-discriminatory conduct towards participants, mentors, guests and staff is required. Harassment and violent conduct, including in digital environments, are prohibited.

3.6 Each participant is responsible for the lawful use of the materials, data, code and tools employed and shall comply with confidentiality obligations and third-party rights.

3.7 The Organisers may exclude individuals or teams in the event of:

- false statements or irregular registration;
- harassment, discrimination or dangerous conduct;
- infringements of third-party rights or breaches of safety requirements or these Rules and Regulations.

3.8 The challenges will be announced on 16 October; teams will present their results to the jury on 17 October.

Article 4 – Costs and Services

4.1 Participation is free of charge.

4.2 Travel, accommodation and personal expenses shall be borne by participants, unless otherwise communicated by the Organisers.

4.3 Each participant is encouraged to bring their own computer and any necessary equipment.

4.4 Workspaces, internet access, refreshment breaks and the meals indicated in the programme will be provided; a relaxation area is available.

Article 5 – Evaluation and Prizes

5.1 The jury comprises individuals with expertise in innovation, technology, design, social impact and matters related to the challenges.

5.2 Projects will be assessed on their relevance to the challenge and understanding of the need, innovativeness, feasibility, quality of the prototype or proposal, social impact, safety and responsible use of data, and clarity of the pitch. The jury's decision is final.

Projects will be evaluated by two committees: a technical-scientific committee and a socio-economic committee.

5.3 The announced awards include:

- 1 travel voucher worth €2,000 per team (redeemable during 2027).
- ElevenLabs and Shellrent prizes, and additional prizes from partners, as specified on the official website.
- 1 Amazon voucher worth €1,000 per team.

5.4 The Organisers will communicate the allocation of prizes to teams, the methods of redemption and any applicable requirements. The awards may be updated.



Article 6 – Intellectual Property Rights

6.1 For the purposes of these General Terms, Intellectual Property Rights means:

- any intellectual or industrial property right worldwide, including copyrights, patents, inventions, technical solutions, databases, trademarks, designs, know-how and trade secrets (whether registered or unregistered);
- all other intellectual property rights and equivalent or analogous forms of protection existing anywhere in the world.

6.2 The members of each team shall determine, in compliance with the law and applicable agreements, the ownership of and conditions of use for work developed jointly.

6.3 Subject to third-party rights and licensed tools, original outputs shall remain at the disposal of their respective authors.

6.4 Participants authorise the Organisers to present and communicate the titles, descriptions and images of projects for the purpose of documenting and promoting TechWarriors, without prejudice to third-party rights and confidential materials.

6.5 Public presentations must comply with licences, attribution requirements and the rights of others.

6.6 The use of real, confidential or particularly sensitive personal data is prohibited without an appropriate legal basis and protective measures; synthetic or anonymised data should be preferred.

6.7 Each team is responsible for the originality and lawfulness of its work and shall disclose any use of artificial intelligence tools.

Article 7 – Liability and Safety

7.1 Each participant shall follow staff instructions and the venue's safety rules and safeguard their own equipment.

7.2 Any malfunctions of devices or services and damage to personal equipment shall be dealt with within the limits of liability established by law.

7.3 It is prohibited to engage in unlawful activities, access systems or data without authorisation, disseminate offensive content or endanger people or infrastructure.

7.4 For safety reasons or in cases of force majeure, the Organisers may suspend activities and modify the programme, informing participants. Mandatory liabilities established by law remain unaffected.

7.5 Participants under the age of 18 (minors) may not leave the premises for any reason until the end of the event, except where they hold written authorisation signed by their parents.

7.6 For safety reasons, entry and exit will be prohibited from 23:00 onwards. Participants who do not intend to remain overnight – except in the case of minors – must leave by that time.



Article 8 – Data Protection and Images

8.1 Personal data collected for registration and management of the Hackathon shall be processed in compliance with Regulation (EU) 2016/679 (GDPR) and applicable national legislation, in accordance with the privacy notice made available by the data controller.

8.2 Processing necessary for the organisation, safety and management of prizes is based on the legal grounds specified in the privacy notice. Any additional purposes, including commercial communications, require separate, withdrawable consent where prescribed.

8.3 Photographs and video recordings may be taken during the event for documentation and institutional communications purposes, in compliance with the privacy notice and any authorisations that may be required, including for minors.

8.4 Participants shall refrain from including third parties' personal data, especially sensitive information or experiences of violence, in demos and shared materials, unless fully compliant with the law and with specific instructions from the Organisers.

Article 9 – Governing Law and Disputes

9.1 These Rules and Regulations shall be governed by Italian law.

9.2 Any disputes shall be submitted to the competent judicial authority in accordance with applicable legal provisions, without prejudice to mandatory protections.

Article 10 – Contact Details

10.1 Email: info@dihvicensa.it

10.2 Organisational contact: DIH Vicenza

10.3 Website: <https://techwarriors.dihvicensa.it/hackathon2026/>

10.4 Address: FAIV – DIH Vicenza, Via Enrico Fermi 134, 36100 Vicenza