

The Safe Medtech Challenge – Participant and Organization Regulation

Field	Details
Event	The Safe Medtech Challenge
Organizer	RoHealth – under the NoBoCap Project
Dates	19-21 October 2026
Location / platform	Romanian Banking Institute/3 Negru Vodă Street, 030774 Bucharest, Romania
Official contact	hackathonbehealth@gmail.com ; behealth@rohealth.ro
Document status	Version 1.0

1. Purpose and scope

This Regulation sets out the rules for participation in The Safe Medtech Challenge, including eligibility, registration, team formation, event conduct, development rules, submission requirements, judging process, prizes, intellectual property, confidentiality, personal data and disqualification grounds.

By registering for or attending the hackathon, each participant confirms that they have read, understood and accepted this Regulation and agrees to comply with the instructions of the Organizer, volunteers, mentors and jury members during the event.

Regulatory awareness

Teams are encouraged to consider relevant regulatory pathways including MDR, IVDR, AI Act, GDPR and clinical validation requirements where applicable.

2. Organizer and official communication

The hackathon is organized by RoHealth - NoBoCap Project. The official event information, agenda, deadlines, challenge statements, judging criteria, amendments and practical instructions will be communicated through the event website, email, the official communication channel and/or announcements made by the Organizer during the event.

The Organizer may update this Regulation for justified operational, legal, safety or force majeure reasons. Any amendment will be communicated to participants in a timely manner and will apply from the date of publication/announcement, unless otherwise stated.

3. Eligibility and registration

Rule	Description
Eligible participants	Individuals who meet the eligibility requirements published in the event call. The event is open to students, professionals, clinicians, researchers, entrepreneurs or mixed teams, as specified in the event call.
Minimum age	Participants must be at least 18 years old, unless the Organizer expressly allows younger participants with written parental/legal guardian consent.
Registration	Registration is completed through the official form/platform by the published deadline. Participants must provide accurate and complete information.

Rule	Description
Selection	If applications exceed available places, the Organizer may select participants based on relevance of background, motivation, team composition, fit with the challenge and diversity of skills.
Conflict of interest	Organizers, jury members, volunteers with privileged access, and persons directly involved in defining the challenges or judging process may not compete for prizes.
Participation fee	Participation is free.

4. Team formation

- Participants may register individually or as a team, according to the event call.
- Recommended team size: 4–6 members, with a mix of technical, clinical/domain, product/business and design skills where possible.
- Each participant may be a member of one team only.
- Teams may be adjusted during the official team formation period with the Organizer’s approval.
- All team members must contribute meaningfully. The Organizer may ask teams to clarify individual contributions before prize confirmation.

5. Event format and working rules

The hackathon will take place over three days. The detailed agenda will be communicated separately. Teams will work on one challenge/problem and will develop a concept, prototype, service model, workflow, data/AI solution, product mock-up or technical demo, depending on the challenge requirements.

Area	Rule
Start of work	Teams may use pre-existing ideas, research, public datasets, open-source libraries, frameworks and tools, but the project work submitted for judging must be developed substantially during the hackathon.
Existing projects	If a team builds on an existing project, it must clearly disclose what existed before the hackathon and what was newly created during the event.
Use of AI tools	AI tools may be used unless prohibited by the challenge owner. Teams remain fully responsible for accuracy, legality, originality, privacy and safety of outputs.
External help	Teams may receive general advice from mentors, organizers or third parties, but the submitted solution must be created by the team. Outsourcing development or presenting third-party work as original is prohibited.
Data and privacy	Teams must not use personal, confidential, patient, clinical, proprietary or sensitive data unless explicitly authorized and handled according to applicable law and Organizer instructions.
End of hacking	Teams must stop development when the Organizer announces the submission deadline. Late submissions may be rejected unless the delay is caused by Organizer/platform issues.

6. Code of conduct

- Treat all participants, mentors, jury members, volunteers, partners and organizers with respect, professionalism and kindness.

- No harassment, discrimination, intimidation, abusive language, exclusionary behavior, threats or unsafe conduct will be tolerated.
- Respect diversity of background, expertise, seniority, gender, ethnicity, disability, religion, nationality and professional experience.
- Collaborate fairly. Do not sabotage, copy, steal or interfere with another team's work, equipment, accounts, data or ideas.
- Respect venue/platform rules, safety instructions, cybersecurity requirements and timekeeping instructions.
- Report any concern, conflict, safety issue or suspected misconduct to the Organizer immediately. Reports will be handled confidentially to the extent possible.

7. Deliverables and submission requirements

Deliverable	Expected content
Pitch deck	Problem, target users, proposed solution, value proposition, workflow/user journey, feasibility, business/sustainability model, impact and next steps.
Prototype/demo	Clickable mock-up, software demo, workflow simulation, dataset/AI proof-of-concept, product/service prototype or other relevant demonstration, where applicable.
Short description	A concise written description of the project, team members, technologies used, new work created during the hackathon and dependencies.
Repository / files	Where applicable, teams must submit code, documentation, links, screenshots or technical files using the official submission channel.

The Organizer may request additional documentation for compliance, prize payment, publication, due diligence or follow-up incubation opportunities.

8. Mentoring

Mentoring is offered to support teams in refining their problem understanding, solution design, feasibility, user/clinical workflow, business model, technical approach, impact and pitch. Mentors do not make decisions for teams and do not replace the team's own work. Detailed mentoring rules are described in the separate Mentor Regulation.

9. Pitching and judging

Final judging will take place on Day 3 between 16:00 and 18:00. Each team will have 5 minutes for the presentation, including the technical demo where applicable, followed by 3 minutes for jury questions. Detailed jury rules are described in the separate Jury Regulation.

Criterion	Weight	Sub-criteria	Score 1 – Low	Score 3 – Adequate	Score 5 – Excellent
Problem	25%	Dimension; importance; healthcare impact	The problem is vague, insufficiently scoped or weakly connected to a relevant healthcare need.	The problem is understandable and relevant, with some explanation of its importance and healthcare impact.	The problem is clearly defined, well scoped and strongly justified, with a compelling explanation of its healthcare impact.

Criterion	Weight	Sub-criteria	Score 1 – Low	Score 3 – Adequate	Score 5 – Excellent
Solution	25%	Innovation; scaling possibility; sustainability	The solution is unclear, not sufficiently innovative, difficult to scale or lacks a sustainability logic.	The solution is plausible and has some innovative, scalable and sustainable elements.	The solution is innovative, feasible to scale and supported by a credible sustainability/adoption pathway.
Team	25%	Expertise; roles; motivation	The team's expertise, roles or motivation are unclear or poorly aligned with the proposed solution.	The team shows relevant capabilities and a reasonable distribution of roles and motivation.	The team demonstrates strong complementary expertise, clear roles, high motivation and capacity to execute.
Presentation	25%	Clear; convincing; time respect; design	The presentation is unclear, not convincing, poorly structured, exceeds time or has weak design.	The presentation is generally clear and within time, with adequate design and convincing elements.	The presentation is clear, compelling, well designed, respects time and communicates the project convincingly.

10. Awards and post-event obligations

Prizes will be awarded according to the prize package announced by the Organizer. Prizes may include cash awards, in-kind prizes, services, mentoring, memberships, consultancy packages, access to partner resources, or other benefits offered by the Organizer and/or event partners.

The Organizer may require winning teams to provide identification documents, tax/payment details, bank account information, team member allocation of the prize, and any other documents required by applicable law, sponsor rules, or internal prize administration procedures.

In-kind prizes are non-transferable, cannot be exchanged for cash, and must be used within the validity period communicated by the Organizer or the relevant partner. Unless otherwise specified in writing, all in-kind prizes must be consumed, activated, scheduled, or redeemed no later than 30 November 2026. Any in-kind prize or service not used by this deadline may expire automatically, without compensation or replacement.

The Organizer may invite winning teams or selected teams to participate in follow-up mentoring, incubation, acceleration, media activities, partner discussions, pilot opportunities, or ecosystem visibility activities. Participation in any post-event opportunity may be subject to separate terms, availability, partner conditions, and scheduling constraints.

Failure to redeem or use an in-kind prize by 30 November 2026 shall result in the automatic forfeiture of that prize, with no right to cash compensation, substitution, extension, or transfer, unless the Organizer expressly agrees otherwise in writing.

Participants remain responsible for personal tax obligations arising from prizes, unless otherwise required by law.

11. Intellectual property, publicity and confidentiality

- Unless otherwise stated in the event call or a separate agreement, teams retain ownership of the intellectual property rights in the work they create during the hackathon, subject to rights in any pre-existing materials, open-source licenses, third-party tools, datasets or sponsor materials used.
- Participants are responsible for ensuring that their submissions do not infringe third-party rights and that all third-party components are properly licensed and disclosed.
- By participating, teams grant the Organizer a non-exclusive, royalty-free right to use the project name, summary, images, pitch excerpts and team information for event communication, reporting and promotional purposes, without transferring ownership of the project.
- Confidential information disclosed by the Organizer, partners, mentors, jury or other teams must not be used or shared outside the hackathon without permission.
- Disclosure obligations: Participants must clearly and accurately disclose any relevant information related to the development of their project, including but not limited to: (i) any pre-existing intellectual property, materials, components or know-how used in the project; (ii) the use of third-party content, tools, datasets, libraries or software; and (iii) the use of artificial intelligence tools or external resources that have contributed to the solution. Teams must distinguish between what was created prior to the hackathon and what was developed during the hackathon. Failure to disclose such elements, or the intentional misrepresentation of ownership or authorship, may result in disqualification. Participants agree to provide truthful information regarding authorship, contributions and dependencies of their work if requested by the Organizer or the jury.
- Background IP refers to any intellectual property, materials, data, software, methods, designs, or know-how that existed prior to the hackathon or that are developed independently of the hackathon and later incorporated into a team's solution. Background IP remains the exclusive property of the participant(s) or third party that owns it. By participating in the hackathon and submitting a project, participants grant to their team members a limited, non-exclusive, royalty-free right to use such Background IP solely for the purposes of developing and presenting the hackathon solution. Participants must ensure that they have the legal right to use and disclose any Background IP included in their project and that such use does not infringe third-party rights or contractual obligations.
- Foreground IP refers to all intellectual property, results, materials, prototypes, code, data models, documentation, designs and other outputs created by the team during the hackathon. Unless otherwise agreed between team members, the Foreground IP shall be jointly owned by the members of the team who contributed to its creation, in proportion to their contribution. Each team member grants the other team members a non-exclusive, royalty-free right to use the Foreground IP for the purposes of further development, presentation, and potential commercialization of the solution, subject to any separate agreement between the team members after the hackathon.
- Joined IP refers to the integration of Background IP and Foreground IP within a single project solution developed during the hackathon. Ownership of Joined IP does not alter the ownership of individual Background IP components. Each participant or third party retains full ownership of their respective Background IP. The jointly developed elements of the solution (Foreground IP within the Joined IP) shall be subject to joint ownership among team members, unless otherwise agreed in writing. Participants are responsible for ensuring that the combination of Background IP and Foreground IP into Joined IP does not create conflicts of rights, licensing restrictions or legal limitations that would prevent the use, presentation or further development of the solution.

12. Disqualification

- breach of this Regulation
- false registration information

- plagiarism, fraud, unauthorized outsourcing or submission of work not created by the team
- misuse of confidential, personal, patient, proprietary or sensitive data
- harassment, discrimination, unsafe behavior or serious disruption
- failure to submit deliverables by the deadline
- conflict of interest not disclosed to the Organizer

Disqualification decisions are made by the Organizer, after consultation with relevant mentors/jury members where appropriate. The Organizer's decision is final for event purposes.

13. Liability and force majeure

Participants are responsible for their own equipment, belongings, accounts, travel arrangements and personal conduct. The Organizer is not responsible for loss, theft, damage, technical failure or third-party service interruption, except where required by applicable law.

The Organizer may suspend, modify, postpone or cancel the hackathon in case of force majeure, safety concerns, legal restrictions, venue/platform issues or other circumstances beyond reasonable control.

14. Lobby

Teams, mentors, partners or sponsors may not lobby jury members outside official judging.