



MLOps World | GenAI Agentic Hackathon

Official Rules & Participant Agreement

Austin Tech Week · October 26-30, 2026

Presented by MLOps World | GenAI Summit

By registering for this event you agree to these rules in full. Please read them before Monday kickoff.

1. Eligibility

- The hackathon is open to anyone who wants to build and demo a project; from students to working practitioners. If you are new, we will help you find a team and a scoped project you can finish.
- Participants must register via the official Luma registration page and have paid the registration fee.
- Organizers, judges, mentors, and sponsors (and their immediate family members) are not eligible to compete or win prizes.
- By registering, participants confirm they have read and agree to these rules and to the MLOps World Code of Conduct:
<https://mlopsworld.com/code-of-conduct/.com/code-of-conduct>

2. Format & Schedule

- This is a build-week hackathon with two mandatory in-person sessions: Monday kickoff and Friday expo.
- Monday Oct 26, 9:00 AM — In-person kickoff at The Center of Government & Civic Service. Teams form, projects are scoped, and build week begins. Attendance is required.
- Tuesday–Thursday — Teams build independently. Support available via Slack and mentor office hours mid-week.
- Thursday Oct 29, 2:00 PM — Submission deadline. All projects must be submitted via the official form by this time.
- Friday Oct 30, 9:00 AM – 3:00 PM — In-person expo and awards at The Center of Government & Civic Service. Attendance is required to be eligible for prizes.



3. Teams

- Recommended team size is 2–5 people.
- Solo participation is allowed but not recommended as we encourage community networking and teams.
- You do not need a team before registering. If you need a team, indicate this when registering and you will be matched during Monday's structured team formation block.
- If you already have a team, you may register together and confirm your team on Monday.
- Teams are finalized and locked at the end of Monday's kickoff session. No changes to team composition are permitted after lock.
- Each participant may be a member of one team only.

4. Original Work & Prior Work

- Projects must be substantially built during the hackathon week (Monday Oct 26 to Thursday Oct 29).
- Teams may use prior work, existing repositories, or personal codebases as a starting point. Prior work must be clearly disclosed in the submission form under 'what you built this week vs. prior work.'
- Judges will score only the work completed during the hackathon week. Undisclosed prior work presented as new will result in immediate disqualification.
- All submitted work must be the original creation of the registered team members. Work created by anyone outside the team may not be submitted.

5. Tools & Resources

- There is no prescribed tech stack. Teams may use any programming language, framework, library, API, or AI tool they choose.
- Use of AI-assisted development tools including Cursor, Claude Code, Bolt, Lovable, v0, Replit, and others is not only permitted — it is encouraged. This is an agentic hackathon.
- Open-source libraries and third-party APIs may be used freely. Using existing tools is expected.
- If any sponsor APIs or datasets are made available, they will be announced clearly at kickoff. Use of these is optional unless stated otherwise.
- Teams are responsible for ensuring they hold the appropriate licences or permissions for any third-party tools, assets, or data they incorporate.



6. Submissions

- All teams must submit by Thursday Oct 29 at 2:00 PM CST via the official submission form. The link will be provided at kickoff and shared via Slack throughout the week.
- The submission deadline is firm. Late submissions will not be accepted.
- Each submission must include: team name and all member names and emails, project name, 1-paragraph description, demo plan (live at expo and/or short video link), repo and/or live build link, and a disclosure of any prior work used.
- Teams are responsible for ensuring their repo link and demo is accessible and working at the time of judging on Friday.
- Submitting a project confirms intent to present at Friday's expo. Teams that submit but do not attend Friday forfeit their eligibility for prizes.

7. Judging

- Projects are judged at Friday's science-fair style expo. Each team presents at a table while judges rotate table-to-table and score projects using a standard rubric.
- A panel of 5–7 judges from the MLOps community will score each project. Each project must be scored by a minimum of 3 judges.
- Judges score five criteria on a 1–5 scale: Impact & Usefulness, Technical Execution, Demo Quality, Novelty & Creativity, and Shipping Mindset.
- Scores are tallied and averaged across all judges. Tie-break order: (1) higher Impact score, (2) higher Technical Execution score, (3) higher judge Top Pick count, (4) head judge decision.
- Judge decisions are final. Individual scores are not disclosed to participants.
- The People's Choice Award is determined by a separate live vote open to all Friday attendees and is run independently of the judge panel.
- Winners are announced the same day at the awards ceremony.

8. Prizes

- Prizes are as listed on the official event page at time of registration.
- Organizers reserve the right to substitute prizes of equal or greater value if required.
- Prizes are awarded to the registered team as a whole. Distribution among team members is the team's responsibility.
- Winners must be present at Friday's awards ceremony to claim prizes. Unclaimed prizes are forfeited.
- Prize values may be subject to applicable taxes. Winners are solely responsible for any tax obligations arising from prizes received.

9. Code of Conduct



- All participants, judges, mentors, volunteers, and organizers are expected to be respectful and collaborative at all times.
- Harassment, discrimination, or hostile behaviour of any kind will not be tolerated and may result in immediate removal from the event without refund.
- The full MLOps World Code of Conduct applies to all in-person sessions and all online spaces (including Slack) associated with this event: torontomachinelearning.com/code-of-conduct
- To report a concern, contact an organizer on-site or email info@mlopsworld.com.

10. Photography & Recording

Event sessions may be recorded (audio and/or video), and photographs may be taken. By registering and attending, participants consent to their image, voice, or likeness being captured during the event. The organizers (MLOps World, Austin Tech Week, and any Sponsors affiliated with the event) may use such recordings, photographs, or materials for promotional, educational, or other related purposes.

11. Organizer Rights

- Organizers reserve the right to disqualify any team or participant found to be in violation of these rules, acting in bad faith, or engaging in conduct that undermines the integrity of the event.
- Organizers reserve the right to amend the schedule, format, or prizes at any time. Material changes will be communicated via Slack and email.
- Registration fees are non-refundable except at organizer discretion in exceptional circumstances.
- Participants retain full ownership of their projects and intellectual property. By submitting, participants grant the organizers a non-exclusive right to feature their project name, description, and demo in event coverage and promotional materials.

12. Questions

Ask in the event Slack channel or email us at info@mlopsworld.com. We are here to help.

Last updated: August 2026 · These rules supersede any previously published version.